

Systems Analysis & Design

Class: COSC 2710

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Basic Definitions

	Symptoms(four horsemen)
Stake Holder	Overruns.
Automated Testing	First 90% of code takes 10% of time, last 10% takes another 90%.
System Analysis	Quality Bugs, failures, poor performance.
System Design	Expectations The final product often do what the user wants.
System Design	Process of studying an existing system to understand its requirements, identify problems, and define what the new system must work.
System Design	Takes requirements from analysis phase and creates a technical plan for building the software, including the architecture, databases, and user interfaces.
Systems	Group of interrelated components working together toward a common goal.
Process	logic and workflows that govern how data is moved and transformed within the system.
Technology	tools used to implement the solution. Examples: languages, servers, databases.
	Planning Analysis Design Implementation Testing Deployment deployed system in production, release documentation. Maintenance

Software Crisis

Causes

Intangibility	Software cannot be seen, touched, or measured.
Complexity	Software systems are inherently more complex than building bridges.

Software Development Life Cycle (SDLC)

Planning
Analysis
Design
Implementation
Testing
Deployment
Maintenance

- 1 Planning**
- 2 Analysis**
- 3 Design**
- 4 Implementation**
- 5 Testing**
- 6 Deployment**
- 7 Maintenance**