

Systems Development Lifecycle (SDLC)

- The software development life cycle (SDLC) is a framework defining tasks performed at each step in the software development process.
- SDLC is a structure followed by a development team within the software organization. It consists of a detailed plan describing how to develop, maintain and replace specific software.
- The life cycle defines a methodology for improving the quality of software and the overall development process.

SDLC

- First, SDLC is a Life Cycle.
- All systems have a life cycle or a series of stages they naturally undergo.
 - The number and name of the stages varies, but the primary stages are conception, development, maturity and decline.
 - The systems development life cycle (SDLC) therefore, refers to the development stage of the system's life cycle.
- Is there a difference between the term SDLC and the term 'methodology'?
- Whereas the SDLC refers to a stage all systems naturally undergo, a methodology refers to an approach invented by humans to manage the events naturally occurring in the SDLC.
- A methodology is, in simple terms, a set of steps, guidelines, activities and/or principles to follow in a particular situation.
 - Most methodologies are comprehensive, multi-step approaches to systems development
 - There are many methodologies out there.

SDLC vs. Methodology

- It is confusing, but unfortunately, the term SDLC is frequently used synonymously with the waterfall or traditional approach for developing information systems.
 - "The Waterfall approach"
 - This approach essentially refers to a linear sequence of stages to develop a system from planning to analysis to design to implementation.
 - Stages are followed from beginning to end.
 - Revisiting prior stages is not permitted.

Approaches to Systems Development

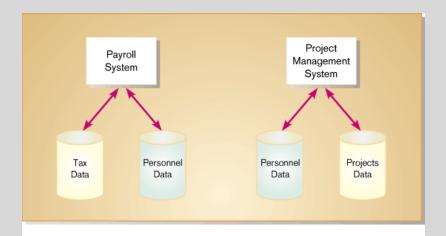
- Process-Oriented Approach
 - Focus is on flow, use and transformation of data in an information system
 - Involves creating graphical representations such as data flow diagrams and charts
 - Data are tracked from sources, through intermediate steps and to final destinations
 - Natural structure of data is not specified

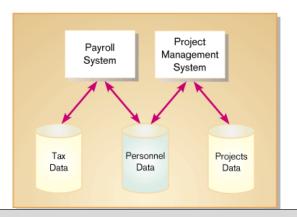
Approaches to Systems Development

- Data-Oriented Approach
 - Depicts ideal organization of data, independent of where and how data are used
 - Data model describes kinds of data and business relationships among the data
 - Business rules depict how organization captures and processes the data

Approaches to Systems Development

Which is better, the Process Approach or the Data Approach?





Process Approach:
"Let's look at all of our processes. Processes take precedence over data. Get the processes correct first. Then we'll address what data is important."

Data Approach:

"Forget the processes, let's look at the data. Data comes first. Get the data correct, then see how the processes actually use the data."

SDLC Goals

- Deliver quality systems that meet or exceed customer expectations when promised and within cost estimates.
- Provide a framework for developing quality systems using an identifiable, measurable, and repeatable process.
- Establish a project management structure to ensure that each system development project is effectively managed throughout its life cycle.
- Identify and assign the roles and responsibilities of all involved parties, including functional and technical managers, throughout the system development life cycle.
- Ensure that system development requirements are well defined and subsequently satisfied.

SDLC Phases

Preliminary Investigation

Assesses feasibility and practicality of system

System Analysis

- Study old system and identify new requirements
- Defines system from user's view

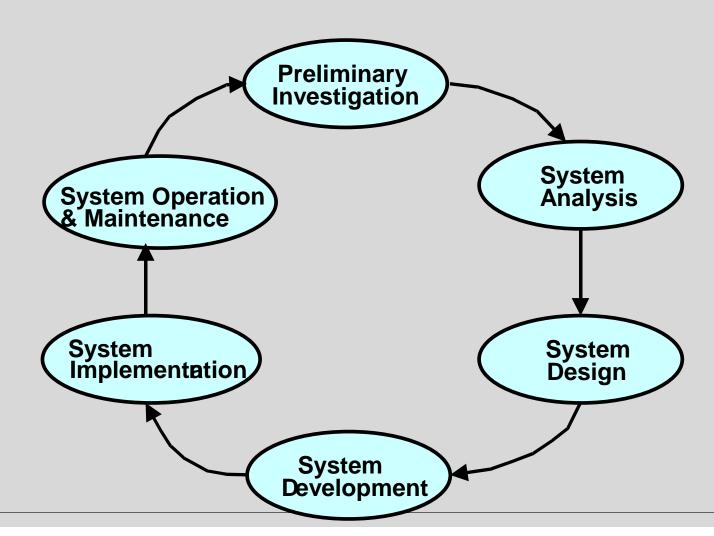
System Design

- Design new/alternative system
- Defines system from technical view

Six Phases of the System Development Life Cycle

- System Development
 - New hardware and software is acquired, developed, and tested
- System Implementation
 - System installation and training
- System Operation & Maintenance
 - Daily operation
 - Periodic evaluation and updating

SDLC Phases



Phase 1: Preliminary Investigation

- Determine if a new system is needed
- Three primary tasks:
 - Define the problem
 - By observation and interview, determine what information is needed by whom, when, where and why
 - Suggest alternative solutions
 - Prepare a short report

Phase 2: System Analysis

- In depth study of the existing system to determine what the new system should do.
 - Expand on data gathered in Phase 1
- In addition to observation and interviews, examine:
 - Formal lines of authority (org chart)
 - Standard operating procedures
 - How information flows
 - Reasons for any inefficiencies

Phase 2: System Analysis Tools Used

- Checklists list of questions
- Top-down analysis start with top level components, break down into smaller parts through each successive level
- Grid charts to show relationship between inputs and outputs
- System flowcharts charts flow of input data, processing, and output which show system elements and interactions

Phase 2: System Analysis Documentation Produced

- Complete description of current system and its problems
- Requirements for new system including:
 - Subject
 - Scope
 - Objectives
 - Benefits
- Possible development schedule

Phase 3: System Design

- Uses specifications from the systems analysis to design alternative systems
- Evaluate alternatives based upon:
 - Economic feasibility Do benefits justify costs?
 - Technical feasibility Is reliable technology and training available?
 - Operational feasibility Will the managers and users support it?

Phase 3: System Design Tools Used

- Computer-Aided Software Engineering (CASE) tools are software-based products designed to help automate the production of information systems.
- Examples:
 - Diagramming Tools
 - Data Repositories
 - Prototyping Tools
 - Test Data Generators
 - Documentation Tools
 - Project Management Tools

Phase 3: System Design Documentation Produced

- System Design Report
 - Describe Alternatives including:
 - Inputs/Outputs
 - Processing
 - Storage and Backup
 - Recommend Top Alternative based upon:
 - System Fit into the Organization
 - Flexibility for the future
 - Costs vs. benefits

Phase 4: System Development

- Build the system to the design specifications
 - Develop the software
 - Purchase off-the-shelf software OR
 - Write custom software
 - Acquire the hardware
 - Test the new system
 - Module (unit) test tests each part of system
 - Integration testing tests system as one unit
 - Create manuals for users and operators

Phase 5: System Implementation

- Convert from old system to new system
- Train users
- Compile final documentation
- Evaluate the new system

Phase 5: System Implementation Types of Conversion

- Direct/plunge/crash approach entire new system completely replaces entire old system, in one step
- Parallel approach both systems are operated side by side until the new system proves itself
- Pilot approach launched new system for only one group within the business -- once new system is operating smoothly, implementation goes company-wide
- Phased/incremental approach individual parts of new system are gradually phased-in over time, using either crash or parallel for each piece.

Phase 5: System Implementation

- User Training
 - Ease into system, make them comfortable, and gain their support
 - Most commonly overlooked
 - Can be commenced before equipment delivery
 - Outside trainers sometimes used

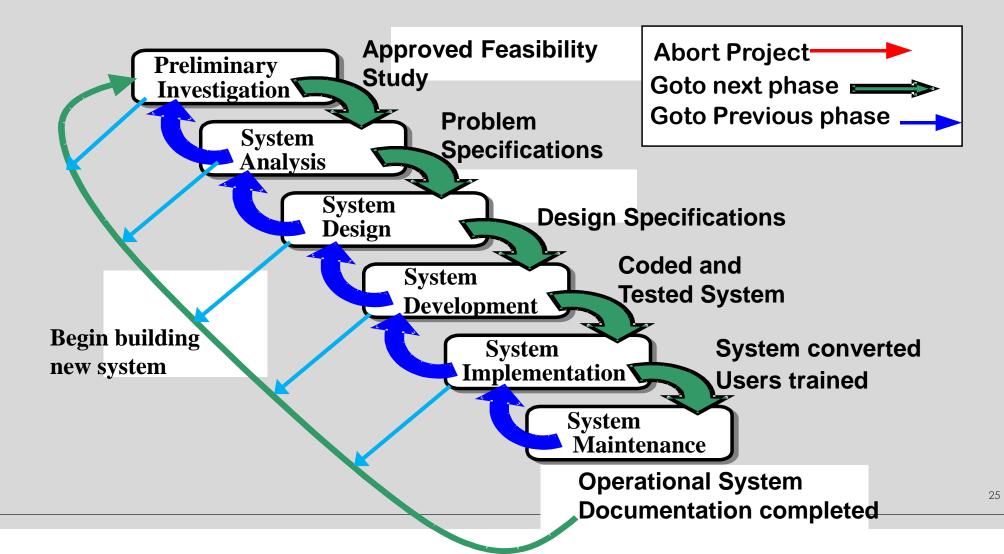
Phase 6: Operations & Maintenance

- Types of changes:
 - Physical repair of the system
 - Correction of new bugs found (corrective)
 - System adjustments to environmental changes
 - Adjustments for users' changing needs (adaptive)
 - Changes to user better techniques when they become available (perfective)

Phase 6: Operations & Maintenance

- Evaluation Methods
 - Systems audit performance compared to original specifications
 - Periodic evaluation "checkups" from time to time, modifications if necessary

Deliverables of the SDLC



Alternative Approaches

- Prototyping
- Rapid Application Design (RAD)
- Evolutionary or Spiral method
- Agile method