Tutorial Unit 3 (System Analysis and Design)

PGDCA I Semester

PS01CDC35: Foundation of Software Development

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Short Questions/Objective Questions

- 1. What is system?
- 2. Give two examples of systems.
- 3. What are the components of a system?
- 4. What is an open system?
- 5. What is a close system?
- 6. Define boundary of a system.
- 7. Define physical boundary of a system.
- 8. Define logical boundary of a system.
- 9. Draw only a general diagram of a system.
- 10. List only users of system.
- 11. Define systems analysis.
- 12. Define system design.
- 13. List only the three approaches of system development.
- 14. Give full form of SDLC.
- 15. List only the steps of SDLC.
- 16. Define prototype.
- 17. List only the steps of prototype.
- 18. Define FDD and DFD.
- 19. Define DD.
- 20. List two uses of DD.

Big Questions

- 1. Define system. Draw general diagram of a system and explain it in detail.
- 2. Differentiate open system and close system.

- 3. List categories of system and discuss each category in one to two lines.
- 4. Write a short note on SDLC.
- 5. Explain process of requirements anticipation, requirement investigation, and requirement specification.
- 6. Draw diagram of prototype and explain it as a system development approach.
- 7. Develop FDD for a library management system.
- 8. Develop context level DFD for a library management system.
- 9. Develop FDD for an inventory management system.
- 10. Develop context level DFD for an inventory management system.
- 11. Draw symbols of DFD by both the methods with their descriptions.
- 12. Differentiate physical and logical DFDs.
- 13. Explain what is DD. What are the components of DD. List two uses of DD.