**Information Systems Development**

• Core activities in information systems development.

• System analysis: identify the problems, establish information requirements;

• System design: create design specifications;

• Programming: translate specifications to software program code;

• Testing: assess if the system is able to produce the right results;

• Deployment: changing from the old system to the new system;

• Production and maintenance: operate and evaluate the system

**Development Methodologies**

• Traditional systems life cycle (i.e. waterfall):

• development is organized in formal stages, with a strong separation between end users and developers;

• relevant for large complex systems with tight control over the development process.

• Prototyping:

• rapid building of inexpensive experimental systems for end users to evaluate;

• iterative process that actively promotes systems design changes;

• relevant for contexts with high uncertainty;

• more likely to produce systems that fulfill user requirements.

• Agile development breaks large projects into small sub-projects to be completed in short time periods using iteration and continuous feedback.

**Actors**

• An Actor is any entity that interacts with the system being specified.

• Actors are always external to the system being modeled.