

**BZ GROW MORE GROUP OF  
INSTITUTE HIMATNAGAR**

**UNIT – 1**

**SYSTEM ANALYSIS AND DESIGNING  
(BCA - 4)**

**Asst. Prof. Minhaz Modasiya**

### **System Analysis Fundamentals:**

#### **INTRODUCTION TO SYSTEM:**

Systems development is systematic process which includes phases such as planning, analysis, design, deployment, and maintenance.

- Systems analysis
- Systems design

#### **Systems Analysis**

It is a process of collecting and interpreting facts, identifying the problems, and decomposition of a system into its components.

System analysis is conducted for the purpose of studying a system or its parts in order to identify its objectives. It is a problem solving technique that improves the system and ensures that all the components of the system work efficiently to accomplish their purpose.

#### **Systems Design**

It is a process of planning a new business system or replacing an existing system by defining its components or modules to satisfy the specific requirements. Before planning, you need to understand the old system thoroughly and determine how computers can best be used in order to operate efficiently.

System Design focuses on **how to accomplish the objective of the system.**

System Analysis and Design (SAD) mainly focuses on –

- Systems
- Processes
- Technology

#### **What is a System?**

The word System is derived from Greek word Systema, which means an organized relationship between any set of components to achieve some common cause or objective.

*A system is “an orderly grouping of interdependent components linked together according to a plan to achieve a specific goal.”*

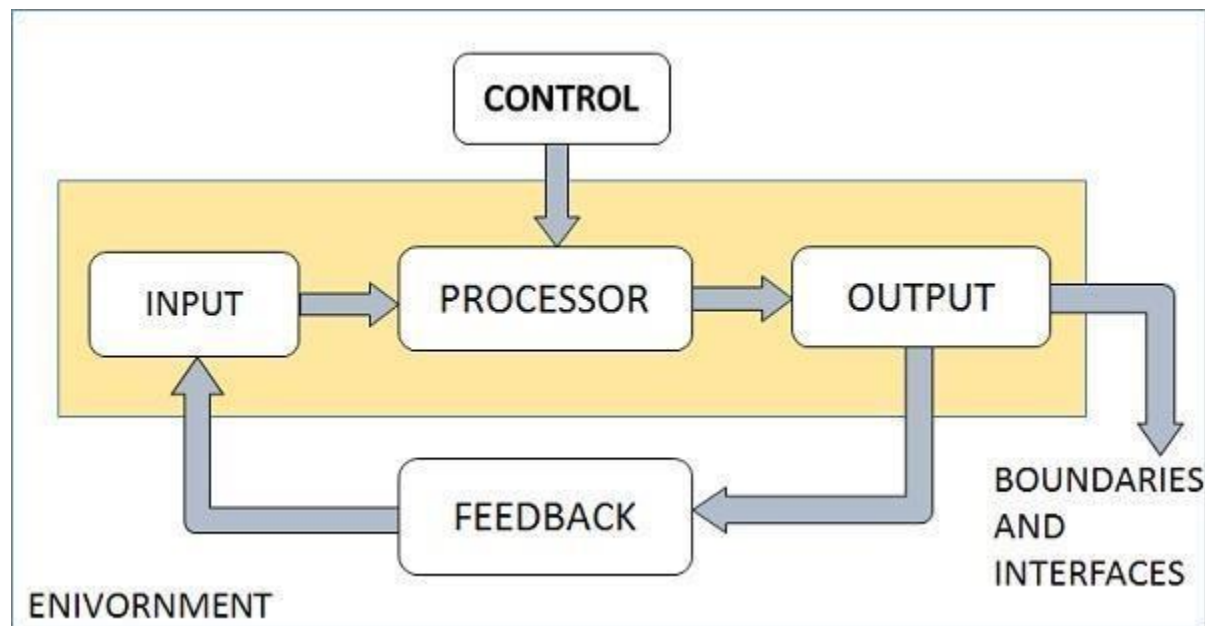
### Constraints of a System

A system must have three basic constraints –

- A system must have some **structure and behavior** which is designed to achieve a predefined objective.
- **Interconnectivity** and **interdependence** must exist among the system components.
- The **objectives of the organization** have a **higher priority** than the objectives of its subsystems.

### Elements of a System

The following diagram shows the elements of a system –



### Outputs and Inputs

- The main aim of a system is to produce an output which is useful for its user.
- Inputs are the information that enters into the system for processing.
- Output is the outcome of processing.

### **Processor(s)**

- The processor is the element of a system that involves the actual transformation of input into output.
- It is the operational component of a system. Processors may modify the input either totally or partially, depending on the output specification.
- As the output specifications change, so does the processing. In some cases, input is also modified to enable the processor for handling the transformation.

### **Control**

- The control element guides the system.
- It is the decision-making subsystem that controls the pattern of activities governing input, processing, and output.
- The behavior of a computer System is controlled by the Operating System and software. In order to keep system in balance, what and how much input is needed is determined by Output Specifications.

### **Feedback**

- Feedback provides the control in a dynamic system.
- Positive feedback is routine in nature that encourages the performance of the system.
- Negative feedback is informational in nature that provides the controller with information for action.

### **Environment**

- The environment is the “supersystem” within which an organization operates.
- It is the source of external elements that strike on the system.
- It determines how a system must function. For example, vendors and competitors of organization’s environment, may provide constraints that affect the actual performance of the business.

### **Boundaries and Interface**

- A system should be defined by its boundaries. Boundaries are the limits that identify its components, processes, and interrelationship when it interfaces with another system.
- Each system has boundaries that determine its sphere of influence and control.
- The knowledge of the boundaries of a given system is crucial in determining the nature of its interface with other systems for successful design.

### **Types of Systems**

The systems can be divided into the following types –

#### **Physical or Abstract Systems**

- Physical systems are tangible entities. We can touch and feel them.
- Physical System may be static or dynamic in nature. For example, desks and chairs are the physical parts of computer center which are static. A programmed computer is a dynamic system in which programs, data, and applications can change according to the user's needs.
- Abstract systems are non-physical entities or conceptual that may be formulas, representation or model of a real system.

#### **Open or Closed Systems**

- An open system must interact with its environment. It receives inputs from and delivers outputs to the outside of the system. For example, an information system which must adapt to the changing environmental conditions.
- A closed system does not interact with its environment. It is isolated from environmental influences. A completely closed system is rare in reality.

#### **Permanent or Temporary System**

- Permanent System persists for long time. For example, business policies.
- Temporary System is made for specified time and after that they are demolished. For example, A DJ system is set up for a program and it is dissembled after the program.

### **ROLE OF SYSTEM ANALYST:**

#### **Role of System Analyst**

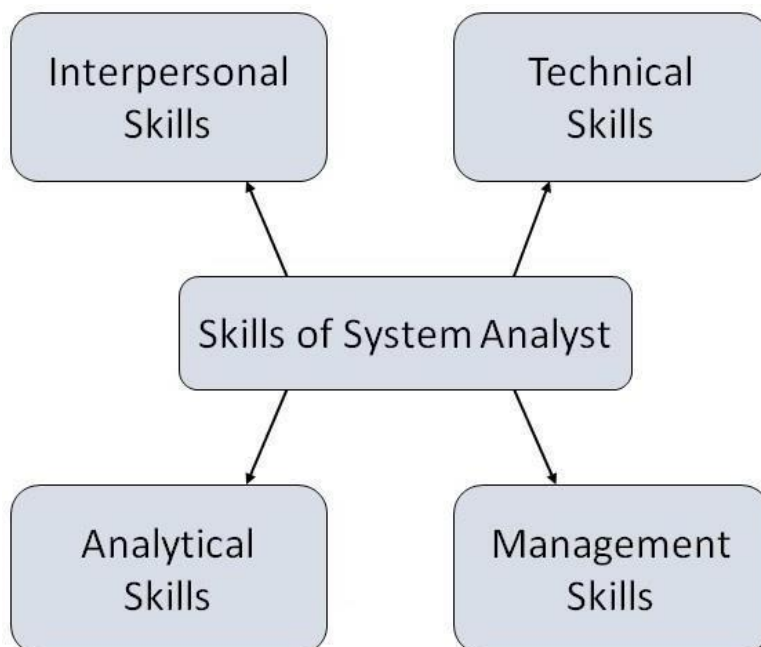
The system analyst is a person who is thoroughly aware of the system and guides the system development project by giving proper directions. He is an expert having technical and interpersonal skills to carry out development tasks required at each phase.

He pursues to match the objectives of information system with the organization goal.

#### **Main Roles**

- Defining and understanding the requirement of user through various Fact finding techniques.
- Prioritizing the requirements by obtaining user consensus.
- Gathering the facts or information and acquires the opinions of users.
- Maintains analysis and evaluation to arrive at appropriate system which is more user friendly.

#### **Attributes of a Systems Analyst**



### **Interpersonal Skills**

- Interface with users and programmer.
- Facilitate groups and lead smaller teams.
- Managing expectations.
- Good understanding, communication, selling and teaching abilities.
- Motivator having the confidence to solve queries.

### **Analytical Skills**

- System study and organizational knowledge
- Problem identification, problem analysis, and problem solving
- Sound commonsense
- Ability to access trade-off
- Curiosity to learn about new organization

### **Management Skills**

- Understand users jargon and practices.
- Resource & project management.
- Change & risk management.
- Understand the management functions thoroughly.

### **Technical Skills**

- Knowledge of computers and software.
- Keep abreast of modern development.
- Know of system design tools.
- Breadth knowledge about new technologies.

### **System Development Strategies:**

#### **System Development Life Cycle**

An effective System Development Life Cycle (SDLC) should result in a high quality system that meets customer expectations, reaches completion within time and cost evaluations, and works effectively and efficiently in the current and planned Information Technology infrastructure.

System Development Life Cycle (SDLC) is a conceptual model which includes policies and procedures for developing or altering systems throughout their life cycles.

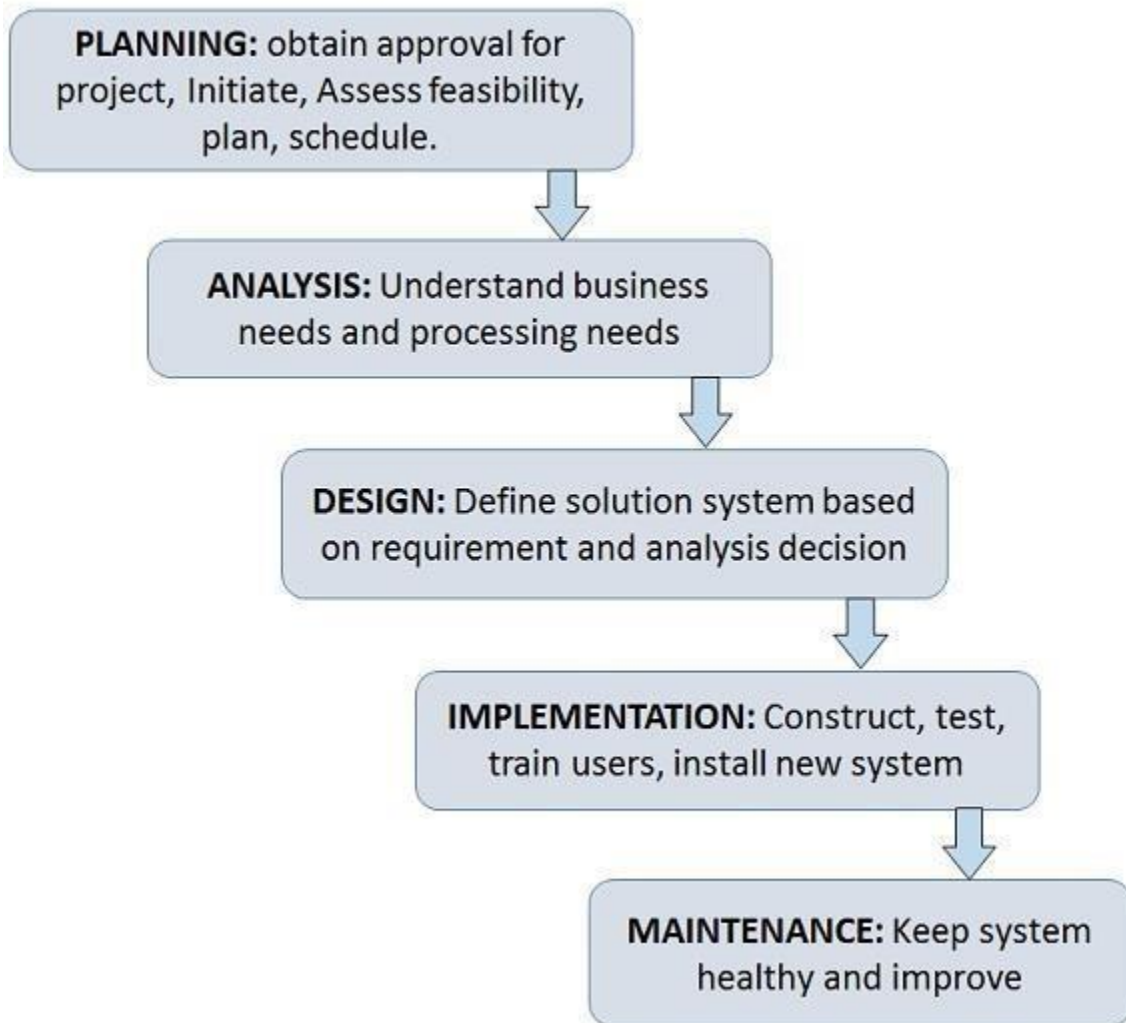
SDLC is used by analysts to develop an information system. SDLC includes the following activities –

- requirements
- design
- implementation
- testing
- deployment
- operations
- maintenance

#### **Phases of SDLC**

Systems Development Life Cycle is a systematic approach which explicitly breaks down the work into phases that are required to implement either new or modified Information System.





### Feasibility Study or Planning

- Define the problem and scope of existing system.
- Overview the new system and determine its objectives.
- Confirm project feasibility and produce the project Schedule.

### Analysis and Specification

- Gather, analyze, and validate the information.
- Define the requirements and prototypes for new system.
- Evaluate the alternatives and prioritize the requirements.
- Examine the information needs of end-user and enhances the system goal.

### **System Design**

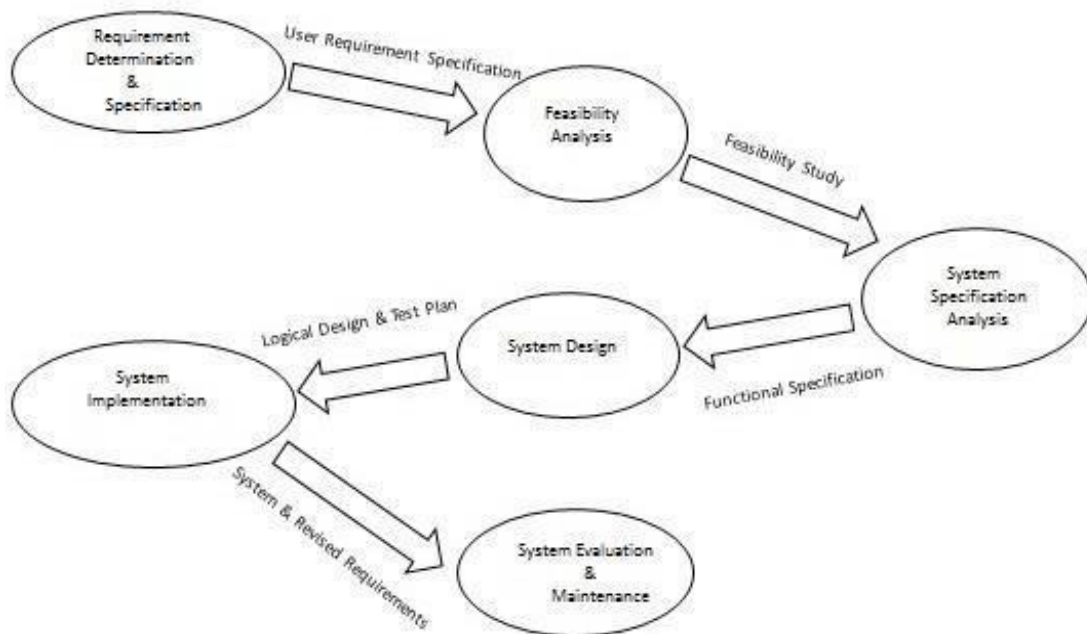
- Includes the design of application, network, databases, user interfaces, and system interfaces.
- Transform the SRS document into logical structure, which contains detailed and complete set of specifications that can be implemented in a programming language.
- Create a contingency, training, maintenance, and operation plan.

### **Implementation**

- Implement the design into source code through coding.
- Combine all the modules together into training environment that detects errors and defects.
- A test report which contains errors is prepared through test plan that includes test related tasks such as test case generation, testing criteria, and resource allocation for testing.

### **Maintenance/Support**

- Include all the activities such as phone support or physical on-site support for users that is required once the system is installed.
- Implement the changes that software might undergo over a period of time, or implement any new requirements after the software is deployed at the customer location.
- It also includes handling the residual errors and resolve any issues that may exist in the system even after the testing phase.
- Life Cycle of System Analysis and Design
- The following diagram shows the complete life cycle of the system during analysis and design phase.



### Fact Finding Techniques

After obtaining the background knowledge, the analyst begins to collect data on the existing system's outputs, inputs and costs. To do fact finding, the analyst does the following

Interview

Questionnaire

Record Review

Observation.

### **Interview**

This method is used to collect the information from groups or individuals. Analyst selects the people who are related with the system for the interview. In this method the analyst sits face to face with the people and records their responses. The interviewer must plan in advance the type of questions he/ she is going to ask and should be ready to answer any type of question. He should also choose a suitable place and time which will be comfortable for the respondent.

The information collected is quite accurate and reliable as the interviewer can clear and cross check the doubts there itself. This method also helps gap the areas of misunderstandings and help to discuss about the future problems. Structured and unstructured are the two sub categories of Interview. Structured interview is more formal interview where fixed questions are asked and specific information is collected whereas unstructured interview is more or less like a casual conversation where in-depth areas topics are covered and other information apart from the topic may also be obtained.

### **Questionnaire**

It is the technique used to extract information from number of people. This method can be adopted and used only by an skillful analyst. The Questionnaire consists of series of questions framed together in logical manner. The questions are simple, clear and to the point. This method is very useful for attaining information from people who are concerned with the usage of the system and who are living in different countries. The questionnaire can be mailed or send to people by post. This is the cheapest source of fact finding.

### **Record View**

The information related to the system is published in the sources like newspapers, magazines, journals, documents etc. This record review helps the analyst to get valuable information about the system and the organization.

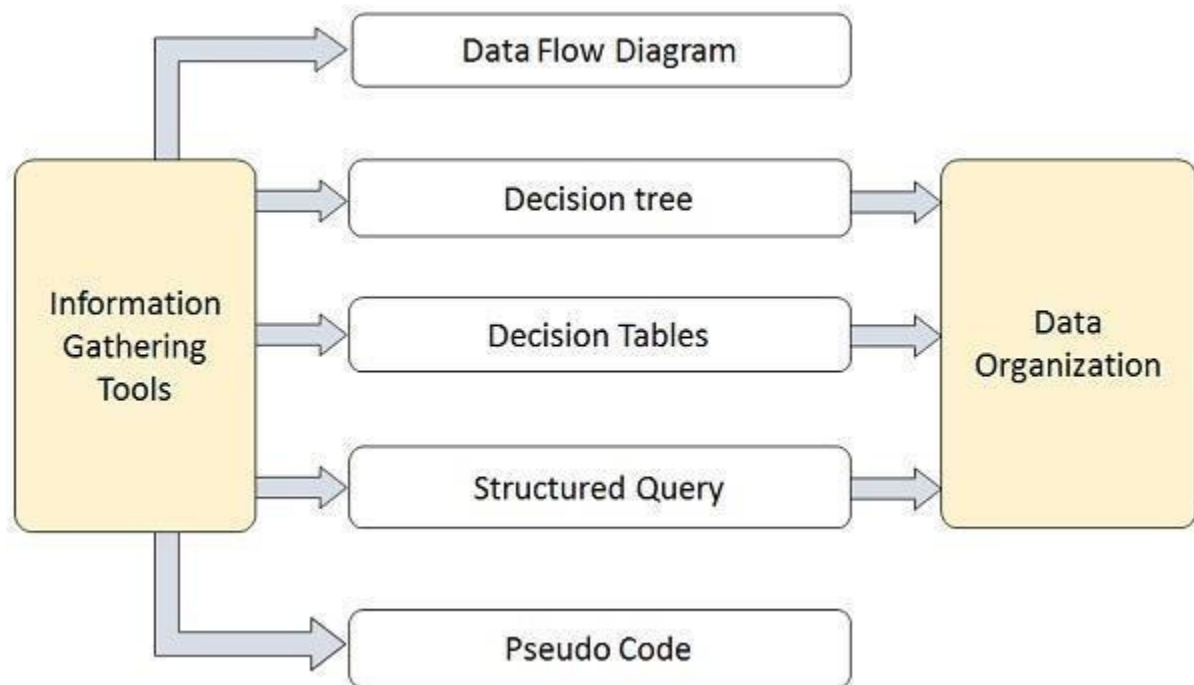
### **Observation**

Unlike the other fact finding techniques, in this method the analyst himself visits the organization and observes and understand the flow of documents, working of the existing system, the users of the system etc. For this method to be adopted it takes an analyst to perform this job as he knows which points should be noticed and highlighted. In analyst may observe the unwanted things as well and simply cause delay in the development of the new system. What is Structured Analysis?

### Structured Analysis Tools

During Structured Analysis, various tools and techniques are used for system development. They are –

- Data Flow Diagrams
- Data Dictionary
- Decision Trees
- Decision Tables
- Structured English
- Pseudocode







### Data Flow Diagrams (DFD) or Bubble Chart

- It shows the flow of data between various functions of system and specifies how the current system is implemented.
- It is an initial stage of design phase that functionally divides the requirement specifications down to the lowest level of detail.
- Its graphical nature makes it a good communication tool between user and analyst or analyst and system designer.

**Basic Elements of DFD**

DFD is easy to understand and quite effective when the required design is not clear and the user wants a notational language for communication. However, it requires a large number of iterations for obtaining the most accurate and complete solution.

The following table shows the symbols used in designing a DFD and their significance –

Symbol Name	Symbol	Meaning
Square		Source or Destination of Data
Arrow		Data flow
Circle		Process transforming data flow
Open Rectangle		Data Store

**Types of DFD**

DFDs are of two types: Physical DFD and Logical DFD. The following table lists the points that differentiate a physical DFD from a logical DFD.

Physical DFD	Logical DFD
It is implementation dependent. It shows which functions are performed.	It is implementation independent. It focuses only on the flow of data between processes.

It provides low level details of hardware, software, files, and people.	It explains events of systems and data required by each event.
It depicts how the current system operates and how a system will be implemented.	It shows how business operates; not how the system can be implemented.

### Context Diagram

A context diagram helps in understanding the entire system by one DFD which gives the overview of a system. It starts with mentioning major processes with little details and then goes onto giving more details of the processes with the top- down approach.

### Data Dictionary

A data dictionary contains metadata i.e data about the database. The data dictionary is very important as it contains information such as what is in the database, who is allowed to access it, where is the database physically stored etc. The users of the database normally don't interact with the data dictionary, it is only handled by the database administrators.

The data dictionary in general contains information about the following –

- Names of all the database tables and their schemas.
- Details about all the tables in the database, such as their owners, their security constraints, when they were created etc.
- Physical information about the tables such as where they are stored and how.
- Table constraints such as primary key attributes, foreign key information etc.
- Information about the database views that are visible.

This is a data dictionary describing a table that contains employee details.

Field Name	Data Type	Field Size for display	Description	Example
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<b>Field Name</b>	<b>Data Type</b>	<b>Field Size for display</b>	<b>Description</b>	<b>Example</b>
Employee Number	Integer	10	Unique ID of each employee	1645000001
Name	Text	20	Name of the employee	David Heston
Date of Birth	Date/Time	10	DOB of Employee	08/03/1995
Phone Number	Integer	10	Phone number of employee	6583648648

The different types of data dictionary are –

### **Active Data Dictionary**

If the structure of the database or its specifications change at any point of time, it should be reflected in the data dictionary. This is the responsibility of the database management system in which the data dictionary resides.

So, the data dictionary is automatically updated by the database management system when any changes are made in the database. This is known as an active data dictionary as it is self updating.

### **Passive Data Dictionary**

This is not as useful or easy to handle as an active data dictionary. A passive data dictionary is maintained separately to the database whose contents are stored in the dictionary. That means that if the database is modified the database dictionary is not automatically updated as in the case of Active Data Dictionary.

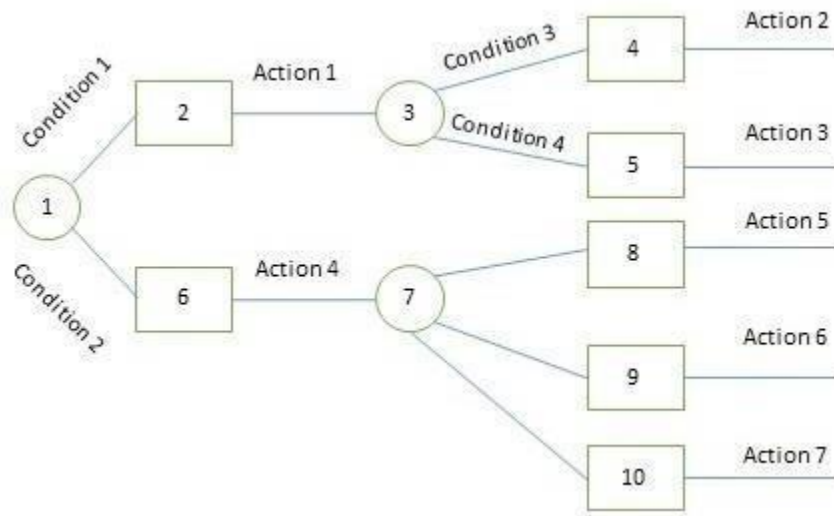
### **Decision Trees**

Decision trees are a method for defining complex relationships by describing decisions and avoiding the problems in communication. A decision tree is a



diagram that shows alternative actions and conditions within horizontal tree framework. Thus, it depicts which conditions to consider first, second, and so on.

Decision trees depict the relationship of each condition and their permissible actions. A square node indicates an action and a circle indicates a condition. It forces analysts to consider the sequence of decisions and identifies the actual decision that must be made.



The major limitation of a decision tree is that it lacks information in its format to describe what other combinations of conditions you can take for testing. It is a single representation of the relationships between conditions and actions.

For example, refer the following decision tree –



### Decision Tables

Decision tables are a method of describing the complex logical relationship in a precise manner which is easily understandable.

- It is useful in situations where the resulting actions depend on the occurrence of one or several combinations of independent conditions.
- It is a matrix containing row or columns for defining a problem and the actions.

### Components of a Decision Table

- **Condition Stub** – It is in the upper left quadrant which lists all the condition to be checked.
- **Action Stub** – It is in the lower left quadrant which outlines all the action to be carried out to meet such condition.
- **Condition Entry** – It is in upper right quadrant which provides answers to questions asked in condition stub quadrant.
- **Action Entry** – It is in lower right quadrant which indicates the appropriate action resulting from the answers to the conditions in the condition entry quadrant.

The entries in decision table are given by Decision Rules which define the relationships between combinations of conditions and courses of action. In rules section,

- Y shows the existence of a condition.
- N represents the condition, which is not satisfied.
- A blank - against action states it is to be ignored.
- X (or a check mark will do) against action states it is to be carried out.

For example, refer the following table –

CONDITIONS	Rule 1	Rule 2	Rule 3	Rule 4
Advance payment made	Y	N	N	N
Purchase amount = Rs 10,000/-	-	Y	Y	N

Regular Customer	-	Y	N	-
<b>ACTIONS</b>				
Give 5% discount	X	X	-	-
Give no discount	-	-	X	X

### **Structured English**

Structure English is derived from structured programming language which gives more understandable and precise description of process. It is based on procedural logic that uses construction and imperative sentences designed to perform operation for action.

- It is best used when sequences and loops in a program must be considered and the problem needs sequences of actions with decisions.
- It does not have strict syntax rule. It expresses all logic in terms of sequential decision structures and iterations.