IFT 310

Systems Analysis & Design Definitions

Lab 1 Terms & Concepts

05/28/2023

**Systems Planning**

1.Business Case “Refers to the reasons, or justification, for a proposal “(Tilley,2019, Glossary)

2.Stakeholders are “Anyone who is affected by the company’s performance, such as customers, employees, suppliers, stockholders, and members of the community” (Tilley,2019, Glossary)

3.Work Breakdown Structure “Refers to a project broken down into a series of smaller tasks” (Tilley,2019, Glossary)

**Systems Analysis**

1.Business Logic are “Rules to determine how a system handles data and produces useful information, reflecting the operational requirements of the business. Examples include adding the proper amount of sales tax to invoices, calculating customer balances and finance charges, and determining whether a customer is eligible for a volume-based discount. Also called business rules” (Tilley,2019, Glossary)

2. Data Flow Diagram “refers to Graphical representation of the system, showing it stores, processes, and transforms data into useful information. data frames Traffic on a computer network” (Tilley,2019, Glossary)

3. Functional requirement “refers to a statement of the services a system provides” (Tilley,2019, Glossary)

**Systems Design**

1.Entity Relationship Diagram “refers to a graphical model of the information system that depicts the relationships among system entities” (Tilley,2019, Glossary)

2. Network topology “refers to the way a network is configured. LAN and WAN networks typically are arranged in one of four common patterns: hierarchical, bus, star, and ring” (Tilley,2019, Glossary)

3.User interface “Includes screens, commands, controls, and features that enable users to interact more effectively with an application” (Tilley,2019, Glossary)

**Systems Implementation**

1.Acceptance Test is “the testing that involves the entire information system, including all typical processing situations. During an acceptance test, users enter data, including samples of actual or live data, perform queries, and produce reports to simulate actual operating conditions. All processing options and outputs are verified by users and the IT project development team to ensure that the system functions correctly. Sometimes known as a system test” (Tilley,2019, Glossary)

2.Code Reviews is “A review of a project team member’s work by other members of the team to spot logic errors. Generally, systems analysts review the work of other systems analysts, and programmers review the work of other programmers, as a form of peer review. Structured walkthroughs should take place throughout the SDLC and are called requirements reviews, design reviews, code reviews, or testing reviews, depending on the phase in which they occur. Also known as a structured walk-through. See structured walk-through” (Tilley,2019, Glossary)

3.Test Plan “A plan designed by a systems analyst that includes test steps and test data for integration testing and system testing” (Tilley,2019, Glossary)

**Systems Support**

1.Baseline is “a formal reference point that measures system characteristics at a specific time. Systems analysts use baselines as yardsticks to document features and performance during the systems development process”

2.Configuration Management “is a process for controlling changes in system requirements during the development phases of the SDLC. CM also is an important tool for managing system changes and costs after a system becomes operational” (Tilley,2019, Glossary)

3.User Training package “refers to the main objective of a user training package is to show users how the system can help them perform their jobs” (Tilley,2019, Glossary).

**Reference**

Tilley, S. (2019). Systems analysis and design (12th ed)., Boston, MA: Cengage Learning.