Key Terms

- Computer Application[2]
    - A computer software program that executes on a computing device to carry out a specific function or set of related functions.
- Systems Analysis[2]
    - Those system development activities that enable a person to understand and specify what the new system should accomplish.
- Systems Design[2]
    - Those system development activities that enable a person to describe in detail how the resulting information system will actually be implemented.
- Project[2]
    - A planned undertaking that has a beginning and an end and produces some end result.
- Agile Development[2]
    - An information system development process that emphasizes flexibility and rapid response to anticipate new and changing requirements during development.
- Iterative Development[2]
    - An approach to system development in which the system is “grown” in an almost organic fashion.
- Technology Architecture[2]

    - A set of computing hardware, network hardware and topology, and system software employed by an organization.
- Application Architecture[2]
    - The set of information systems (the software applications) the organization needs to support its strategic plan.
- System Requirements[2]
    - All the activities the new system must perform or support and the constraints that the new system must meet (functional + non-functional).
- Functional Requirements[2]
    - The activities the system must perform to support the users' work.[2]
    - Describes what the system does.[3]
- Non-Functional Requirements[2]
    - Required system characteristics other than the activities it must perform or support.[2]
    - Describes how the system works.[3]
- FURPS[2]
    - An acronym that stands for functional, usability, reliability, performance, and security requirements.
- Reliability Requirements[2]
    - The requirements that describe system dependability.
- Performance Requirements[2]

    - The requirements that describe operational characteristics relate to measures of workload, such as throughput and response time.

- Security Requirements$_2$
    - The requirements that describe how to access ot the application will be controlled and how data will be protected during storage and transmission.
- FURPS+$_2$
    - An extension of FURPS that includes design constraints as well as implementation, system interface, physical, and supportability requirements.
- Stakeholders$_2$
    - Persons who have an interest in the successful implementation of the system.
- Internal Stakeholders$_2$
    - Persons within the organization who interact with the system or have a significant interest in its operation or success.
- External Stakeholders$_2$
    - Persons outside the organization's control and influence who interact with the system or have a significant interest in its operation or success.
- Operational Stakeholders$_2$
    - Persons who regularly interact with a system in the course of their jobs or lives.
- Executive Stakeholders$_2$

    - Persons who don't interact directly with the system but who either use information produced by the system or have a significant financial or other interest in its operation and success.

- Client$_2$
    - A person or group that provides the funding for the system development project.
- Open-Ended Questions$_2$
    - Questions that encourage discussion or explanation.
- Closed-Ended Questions$_2$
    - Questions that elicit specific facts.
- Model$_2$
    - Representation or abstraction of some aspect of a system.
- Textual Models$_2$
    - Text-based system models such as memos, reports, narratives, and lists.
- Graphical Models$_2$
    - System models that use pictures and other graphical elements to create a diagram.
- Mathematical Models$_2$
    - System models that describe requirements numerically or as mathematical expressions.
- Workflow$_2$
    - A sequence of work steps that completely handle one business transaction or customer request.

- Unified Modeling Language (UML)[2]
    - A standard set of information system model constructs and notations defined by the Object Management Group
- Activity Diagram[2]
    - A UML diagram that describes user (or system) activities, the person or component that completes each activity, and the sequential flow of these activities.
- Synchronization Bar[2]
    - An activity diagram component that either splits a control path into multiple concurrent paths or recombines concurrent paths.
- Swimlane[2]
    - An activity diagram component that divides the workflow activities into groups showing which agent performs which activity.
- Communication Requirements[1]
    - It determines the information that the stakeholders need and is acquired through interviews, workshops and even studying the lessons learned from the previous projects.

Works Cited

1: "Communication Requirements Analysis." *Project Management Knowledge*, 30 Mar. 2017, project-management-knowledge.com/definitions/c/communication-requirements-analysis/.

2: “From Beginning to End: An Overview of Systems Analysis and Design, Investigating System Requirements.” *Systems Analysis and Design in a Changing World*, by John W. Satzinger et al., Cengage Learning, 2016, pp. 4–68.

3: “The Difference between Functional and Non-Functional Requirements.” *ReQtest*, 20 Dec. 2018, reqtest.com/requirements-blog/understanding-the-difference-between-functional-and-non-functional-requirements/.