Information System

Student Name

Allied University

STEPS IN BUILDING INFORMATION SYSTEM

Designing an information system to support a network system function requires a proper understanding of software development process and its lifecycle. Information system development also requires a good understanding of software lifecycle stages to ensure quality and correctness of the software (Pitoura & Bhargava, 1994 ). In this case, it is important to follow all stages of the software lifecycle as it an essential part of building a reliable information system network. Therefore, if there is one mistake in any of the lifecycle stage might jeopardize the whole information system for the institution. Any wrong step taken in the one may affect the entire development process of the software (Alter, 1998 ). Therefore, it is important to consider the first steps in developing a reliable information system before actually designing the whole software system.

The most important step before building an information system to support a network or a particular function is by considering gathering and analyzing requirement process. This is the brainstorming stage where sub-steps are considered, for example, feasibility analysis, which helps in the assessing how much an idea can be put in place for the development (Pitoura & Bhargava, 1994 ). At this stage, major stakeholders, end users, and project team need first to communicate about their expectation of the project and gather information for software development purposes. At this point, the institution is required to collect information through interviews and surveys. In addition, the school is required to build a multiple case scenario in describing the action each user will take once the system develops.

Once the institution has gathered and analyzed its findings for the development process, the information is then purposed for analysis. Once an information system expert or profession approves the results, the institution can now define the entire system for the purpose of the study (Pitoura & Bhargava, 1994 ). The institution will simply have to develop a blueprint of the various phases of the software development process in the project. The institution will have to define every stage in order to avoid errors and understand what the process the user will have to follow to apply successfully within the organization. The institution will have to provide a system that is well divided to make it easy for the developers, designers, testers, and project managers to work on the software in the latter stages provided. These an important section, as it will define the nature of the system, the institution will expect. Therefore, false information can jeopardize the whole process.

Recommendation and considerations

In successfully setting up a testing process for an enterprise system, it is important to prepare a test plan to define the methodology to be used in the testing processes of the company system. Setting the step program can act as a general guideline to omit errors likely to be faced during the testing process (Alter, 1998 ). In addition, developing a test plan can help testing the individual component separately. In completing single trials, the whole system will then be tested as a host application format. The testing process is accessible through a variety of platforms that are supported by the system application. It is vital to check the system by accessing through a variety of platforms, as the system is only available as a host application. Once the system is discovered to support a variety of platforms such as Mac and Windows, the system will then be tested through the clients running computer system. This is to ensure compatibility of the software in the customers' running system (Alter, 1998 ). Repeat the process until there is certainty of the workability of the system in the clients’ running system.

# References

Alter, S. (1998 ). *Information Systems.* Boston: Addison-Wesley Longman Publishing Co.

Pitoura, E., & Bhargava, B. (1994 ). *Building information systems for mobile environments.* New York: ACM.