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Q1.

First the most important is system analyst which it will analyzes the business situation, identifies the opportunities for improvements and

Designs an information system to implement the improvements. Afterwards follow the four stage which are Planning, Analysis, Design

And Implementation. Starting by Planning , understanding why an

Information System should be built and how will the project team able to build it also during this process the system’s business value

to the organization is identified by how lower costs or increase in

revenues. And project management , the project manager control

and direct the project through the entire SDLC.

Following Analysis, this process is answering to the question of who will use the system, what the system will do, where and when it will be used. During this process the project team investigates any current systems, identifies improvement opportunities, and develops

A concept for the new system. There are three steps which are analysis strategy, guide the project team’s efforts. Includes study of the current system and its problem , and envisioning ways to design a new system. Requirements gathering is next, to analysis the information leads to the development of a concept for a new system.

This concept is used to build a set of analysis models. Lastly System Proposal, presented the project to the project sponsor and other key individuals who decide whether the project should continue to move

Forward.

Afterwards is Design, how the system will operate in terms of hardware, software and network infrastructure and the user interface, forms and reports that will be used. Specific programs, databases, and files that be needed. During this stage there are four steps. Design Strategy, this clarifies whether the system will be developed by the company or outside the company. Architecture Design, this describes the hardware, software, and network infrastructure that will be used. Database and file Specification, these documents define what and where the data will be stored.

Program Design, Defines what programs need to be written and what they will do.

Finally Implementation, during this process the system is either developed or purchased and installed. Usually this stage the longest and most expensive. There are three steps for this stage System Construction, the system is build and tested to make sure it performs as designed. Installation, turning off the old system then new one is turn on. Support Plan, includes a post-implementation review as well as a systematic way for identifying changes needed for the system.

Q2

1. Waterfall Development

Waterfall relies on teams following a sequence of steps and never moving forwards until the previous phase has been completed. This structure is suited to smaller projects with deliverables that are easy to define from start.

Waterfall is a respected methodology, but lately it’s faced criticism for being an outdated model. The methodology’s limitations become more apparent depending on the size, type, and goals of the project it’s guiding. Rather than adapting your organization to waterfall’s guidelines later, Consider these limitations to assess whether waterfall is truly a fit for your team.

1. Parallel Development

Reduces Scheduled time and less chance of rework.

However still uses paper documents and sub-projects may be difficult to integrate.

1. V-model

This is a highly-disciplined model and phase are completed one at a time. Works well for smaller project where requirement are very well understood. Simple and easy to understand and use and easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.

High risk and uncertainty, not a good model for complex and object-oriented projects, poor model for long and ongoing projects and not suitable for the project where requirements are at a moderate to high risk of changing. Once an application is in the testing stage, it is difficult to go back and change a functionality. No working software is produced until late during the life cycle.

4.Iterative

You start your project in a shorter time and issues are identified and resolved during iterations. If certain stage you understand that a particular function has become a priority, you can start implementing it in the next iteration without waiting for the entire project to be finished. Using the iterative development approach, new versions are released regularly and the project is constantly advancing. Project team could also actively communicate with customers, creating a product that mean meets their needs and business goals.

With an iterative approach, especially in the case of a complex project, deadlines and a budget depend on functional features and may change throughout the development process. With no strict requirement and well-developed global plan, the software product architecture may suffer, and to bring it back to a reasonable condition, you may need additional resources.

5.System prototyping

Its good with unclear user requirements and shorten the time of schedule with visibility

However, with unfamiliar technology would be a disadvantage, complex and reliable are poor.

6.Throwaway Prototyping

It is very cost-effective and throwaway prototyping model uses a series of prototyping to detect and forecast possible problems, it can prevent these from taking place as soon as the product. Problem are usually a very cost occurrence, and if you can keep them from happening, expenses can be reduced. You can be assured that end result is something that will certainly work for you and your users because it has been thoroughly tested through the use of prototyping.

Since the process involved in prototyping is done in rapid speed it is possible that a lot of aspect can be overlooked. Unable to have sufficient time to think of better solutions and conduct deeper analysis. As a result it won’t be always the best.

7.Agile Development

Flexibility and Adaptivity the requirements and design are define for the solution in detail prior to the start of the project. Significantly reduced overhead resulting from reducing unnecessary documentation and control requirements.

Requires training and skill to implement successfully and also require some level of organizational transformation to make it successful. It can be difficult to scale an Agile approach large, complex project.

Q3

Q4

Throwaway Prototyping, would be a best method for them to do since they are unfamiliar with new technology they are using and would like to risk it on the new technology snice it can be complex and reliable.

Q5

Q6

Q7

Q8

Development costs, are expenses that are incurred during the creation of the system, such as salaries of the development staff, hardware and software Development costs are usually thought of as one-time costs.

Operational costs are expense that are required to operate the system, such as the salaries for operations staff, software licensing fees, equipment upgrades. Operational costs are usually thought of as ongoing costs.

Q9

Tangible, value can be quantified and measured easily and can be reduction in operating costs.

Intangible value results from an intuitive belief that the system provides important, but hard-to-measure benefits to the organization.

Q10

Production and operation of them belongs to Organizational feasibility talking about project risk, company leader and the project

Respected and knowledgeable executive and user system expected.

Q11