



# TRANSFORMAÇÃO DIGITAL E IMPACTO NO DESENVOLVIMENTO DE SISTEMAS

MODELAÇÃO E ANÁLISE DE SISTEMAS | TP

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# **Objetivos de aprendizagem para esta aula**

**Descrever exemplos da transformação digital dos negócios**

**Identificar três eixos principais na transformação digital**

**Explique o que é o Ciclo de Vida do Desenvolvimento de Sistemas**

**Descreva as principais atividades dentro de cada fase do SDLC**



# A TRANSFORMAÇÃO DIGITAL E A VANTAGEM ESTRATÉGICA DOS SI

"SOFTWARE EATS THE WORLD"

# PRR: resposta à COVID-19

## Prioridades:

- 4.1 Pacto Ecológico europeu
- 4.2 Transformação Digital
- 4.3 Solidariedade



Comissão Europeia

PT português

Pesquisa

Início > Viver, trabalhar e viajar na UE > Saúde > Resposta à crise do coronavírus > Plano de recuperação da Europa

## Plano de recuperação da Europa

Para ajudar a reparar os danos económicos e sociais causados pela pandemia de coronavírus, impulsionar a recuperação da economia europeia e proteger e criar postos de trabalho, a Comissão Europeia propôs, em 26 de maio, um importante plano de recuperação para a Europa, baseado no aproveitamento de todo o potencial do orçamento da UE.

Em 21 de julho de 2020, os dirigentes da UE [chegaram a acordo sobre este plano de recuperação e o quadro financeiro plurianual para 2021-2027](#), apontando o caminho para a saída da crise e lançando as bases para uma Europa moderna e mais sustentável. Seguir-se-ão agora negociações com o Parlamento Europeu com vista a finalizar com urgência todos os atos jurídicos necessários. Uma vez adotada, a

[https://ec.europa.eu/info/live-work-travel-eu/health/coronavirus-response/recovery-plan-europe\\_pt#documents](https://ec.europa.eu/info/live-work-travel-eu/health/coronavirus-response/recovery-plan-europe_pt#documents)

Technological change has never occurred as rapidly, or on a large scale, as today.

***“Technological innovation enables – indeed, requires – companies to boost their agility and thus their competitiveness. That’s why CEOs’ top priorities in 2016 should be to digitize the core components of their business and rethink organizational design and governance processes. Catching this fast-moving – and rapidly growing – “digital wave” is the only way to avoid getting left behind.”***

## PROJECT SYNDICATE

THE WORLD'S OPINION PAGE

PRINT



**DOMINIC BARTON**

Dominic Barton is the global managing director of McKinsey & Company.

JAN 15, 2016

### Catching the Digital Wave

NEW YORK – Technological change has always posed a challenge for companies. But, as we saw once again in 2015, it has never occurred as rapidly, or on as large a scale, as today. As innovation sweeps across virtually every sector, from heavy industry to services, it is transforming the competitive landscape, with the most advanced companies – rather than the largest or most established players – coming out on top.

For incumbents, the threat of displacement is very real. The average tenure of a company on the S&P 500 has fallen from 90 years in 1935 to less than 18 years today. Disruptive new players like Uber, which has upended the taxi industry, are tough competitors, often staking out market share by shifting more surplus to consumers. This is part of a broader trend of intensifying competition that, according to recent research from the McKinsey Global Institute, could reduce the global after-tax profit pool from almost 10% of global GDP today to its 1980 level of about 7.9% within a decade.

<http://prosyn.org/lxXI6OW>



ESSAY

# Why Software Is Eating The World

By **MARC ANDREESSEN**

August 20, 2011

This week, Hewlett-Packard (where I am on the board) announced that it is exploring jettisoning its struggling PC business in favor of investing more heavily in software, where it sees better potential for growth. Meanwhile, Google plans to buy up the cellphone handset maker Motorola Mobility. Both moves surprised the tech world. But both moves are also in line with a trend I've observed, one that makes me optimistic about the future growth of the American and world economies, despite the recent turmoil in the stock market.

**In short, software is eating the world.**

[Marc Andreessen](#) penned his famous “[Why Software Is Eating the World](#)” essay in The Wall Street Journal five years ago. Today, the idea that “every company needs to become a software company” is considered almost a cliché. No matter your industry, you're expected to be reimagining your business to make sure you're not the next local taxi company or hotel chain caught completely off guard by your equivalent of Uber or Airbnb. But while the inclination to not be “disrupted” by startups or competitors is useful, it's also not exactly practical.

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**Jeetu Patel**  
Contributor

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Jeetu Patel is the chief strategy officer and head of Box Platform.

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Olá, Ilídio Oliveira

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# Transformação digital

A utilização de TIC para melhorar de forma decisiva o desempenho (dos processos), a proposta de valor de uma empresa (produtos/serviços) ou a experiência do utilizador.

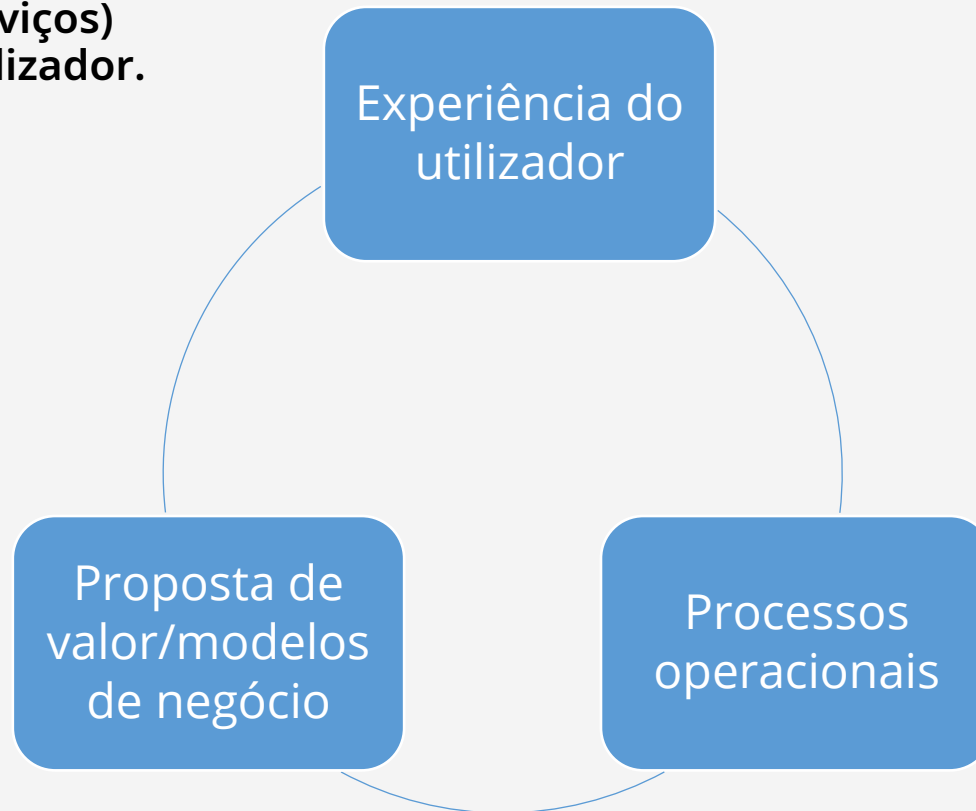
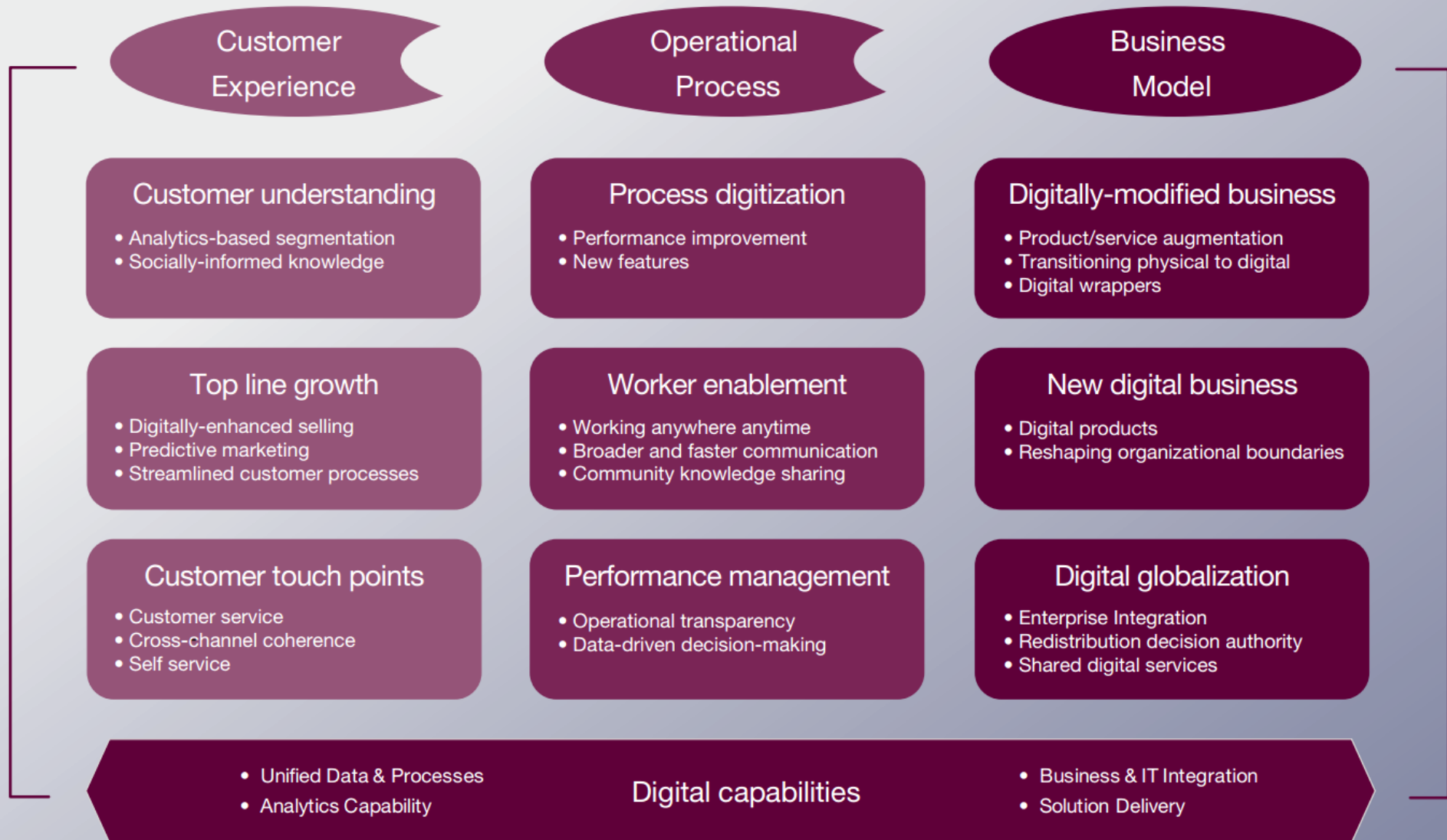


Figure 3: Building blocks of the digital transformation



# Tecnologias para a próxima década...

## The top technology trends of 2022

1



Applied AI

2



Advanced connectivity

3



Future of bioengineering

4



Future of clean energy

5



Future of mobility

6



Web3

7



Future of sustainable consumption

8



Cloud and edge computing

9



Industrializing machine learning

10



Immersive reality technologies

11



Trust architectures and digital identity

12



Future of space technologies

13



Quantum technologies

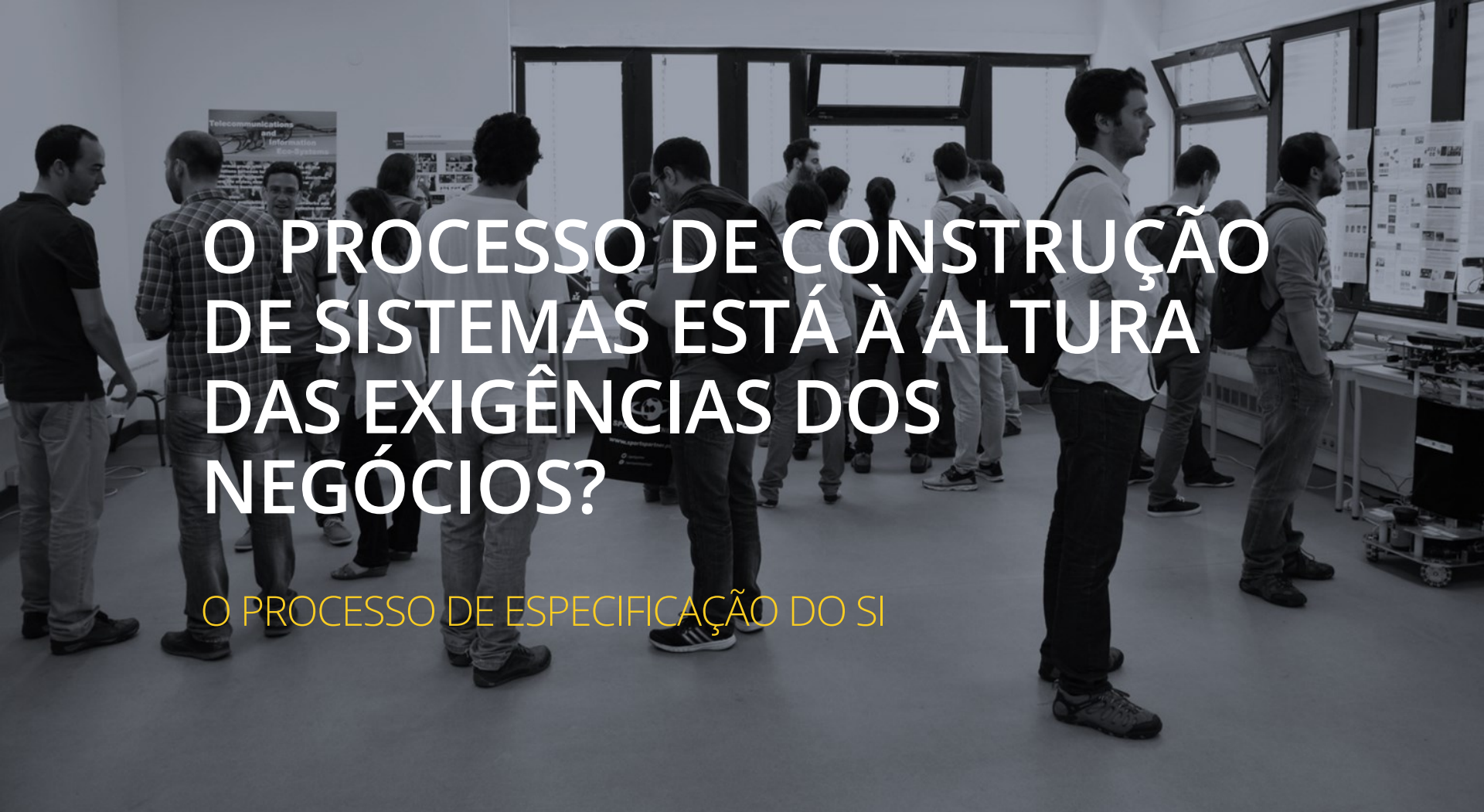
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Next-generation software development

McKinsey  
& Company





# O PROCESSO DE CONSTRUÇÃO DE SISTEMAS ESTÁ À ALTURA DAS EXIGÊNCIAS DOS NEGÓCIOS?

O PROCESSO DE ESPECIFICAÇÃO DO SI

# Integrated Requirements Engineering: A Tutorial

Ian Sommerville, Lancaster University

**B**efore developing any system, you must understand what the system is supposed to do and how its use can support the individuals or business that will pay for that system. This involves understanding the application domain (e.g., telecommunications, railways, retail banking, games, and so on); the system constraints; the specific functionality required by the stakeholders; and the people who directly or indirectly use the system or the information

and essential system characteristics such as performance, security, and dependability. *Requirements engineering* is the name given to a structured set of activities that help develop this understanding and that document the system specification for the stakeholders and engineers involved in the system development.

This short tutorial introduces the fundamental activities of RE and discusses how it has evolved as part of the software engineering process. However, rather than focus on established RE techniques, I discuss how the changing nature of software engineering has led to new challenges for RE. I then introduce a number of new techniques that help meet these challenges by integrating RE more closely with other systems implementation activities.

This tutorial introduces the fundamental activities of requirements engineering and discusses recent developments that integrate it and system implementation.

Como é que compara com outras "engenharias"?



*The need for rapid software delivery.* Businesses now operate in an environment that's changing incredibly quickly. New products appear and disappear, regulations change, businesses merge and restructure, competitors change strategy. New software must be rapidly conceived, implemented, and delivered. There isn't time for a prolonged RE process. Development gets going as soon as a vision for the software is available, and the requirements emerge and are clarified during the development process.

### The fundamental process

The RE process varies depending on the type of application being developed, the size and culture of the organization involved, and the software being developed. For large military systems, there is normally a formal systems engineering process with extensively documented set of software requirements. For developing innovative software, the process might consist of a series of iterations, and the product may simply be a short vision statement. Software is expected to develop and change during the development process.

Whatever the actual process, the following activities are fundamental to RE:

- *Elicitation.* Identify sources of information about the system and discover the requirements from these.
- *Analysis.* Understand the requirements, their overlaps, and their conflicts.
- *Validation.* Go back to the system stakeholders and check that the requirements are correct.

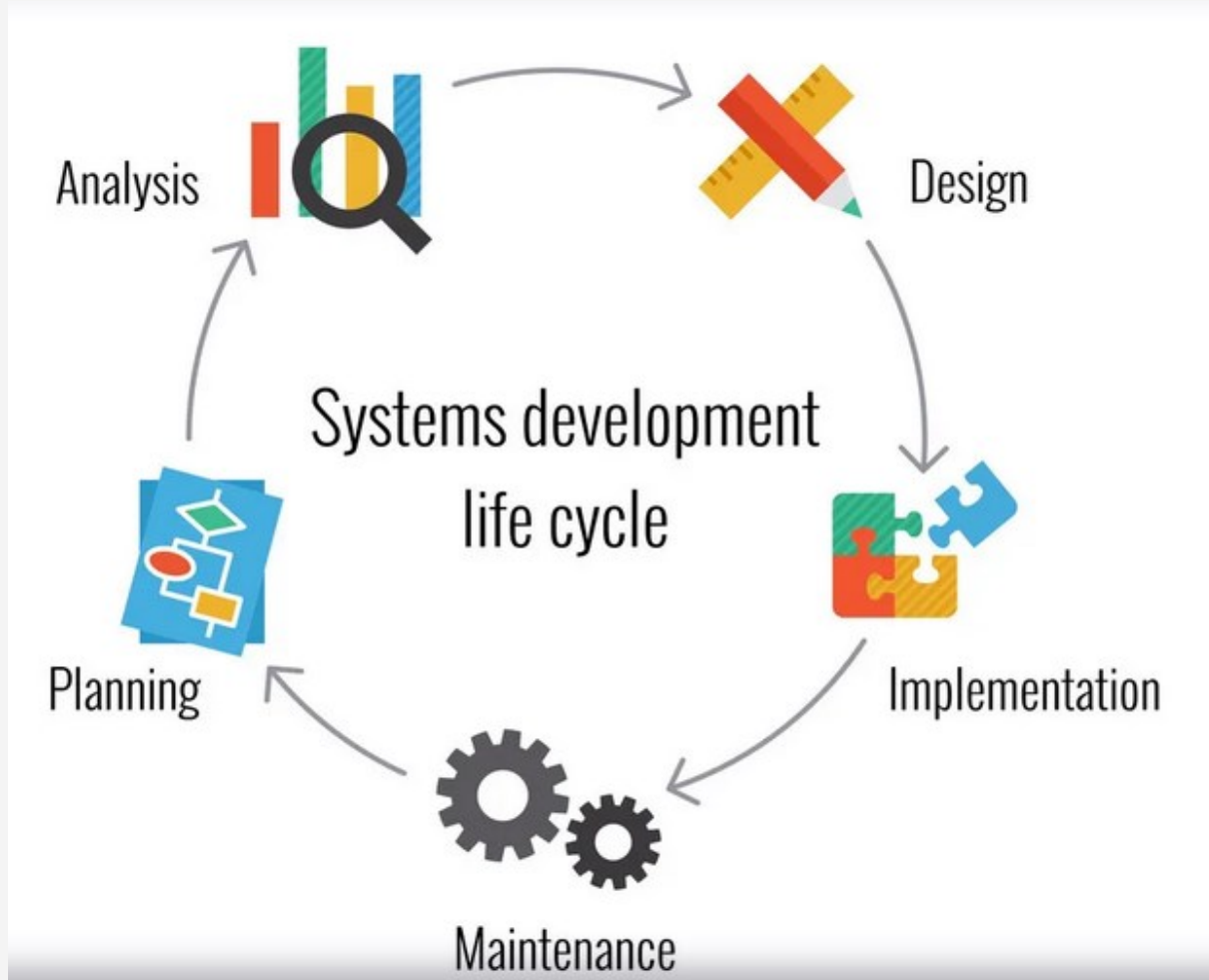
## In 2015

### MODERN RESOLUTION FOR ALL PROJECTS

	2011	2012	2013	2014	2015
SUCCESSFUL	29%	27%	31%	28%	29%
CHALLENGED	49%	56%	50%	55%	52%
FAILED	22%	17%	19%	17%	19%

*The Modern Resolution (OnTime, OnBudget, with a satisfactory result) of all software projects from FY2011–2015 within the new CHAOS database. Please note that for the rest of this report CHAOS Resolution will refer to the Modern Resolution definition not the Traditional Resolution definition.*

# Systems development lifecycle (SDLC)





# Analista de sistemas é um papel chave do SDLC

Ciclo de vida de desenvolvimento de sistemas (SDLC)

o processo de determinação de como um sistema de informação (SI) pode suportar as necessidades das empresas, projetando um sistema, construindo-o e entregando-o aos utilizadores.

## Papel do Analista

Um papel-chave no SDLC é o **analista** de sistemas, que analisa a situação do negócio, identifica oportunidades de melhorias e projeta um sistema de informação para implementá-los. Ser analista de sistemas é um dos trabalhos mais desafiantes na eng.a de software.



O principal objetivo de um analista de sistemas não é criar um sistema “topo de gama”, mas **criar valor para a organização.**

## Referências

**Fowler, Martin. *UML Distilled: A Brief Guide to the Standard Object Modeling Language*. Addison-Wesley, 2003.**

**Pressman, Roger. *Software Engineering: A Practitioner's Approach*. 7th ed. McGraw-Hill, 2009.**