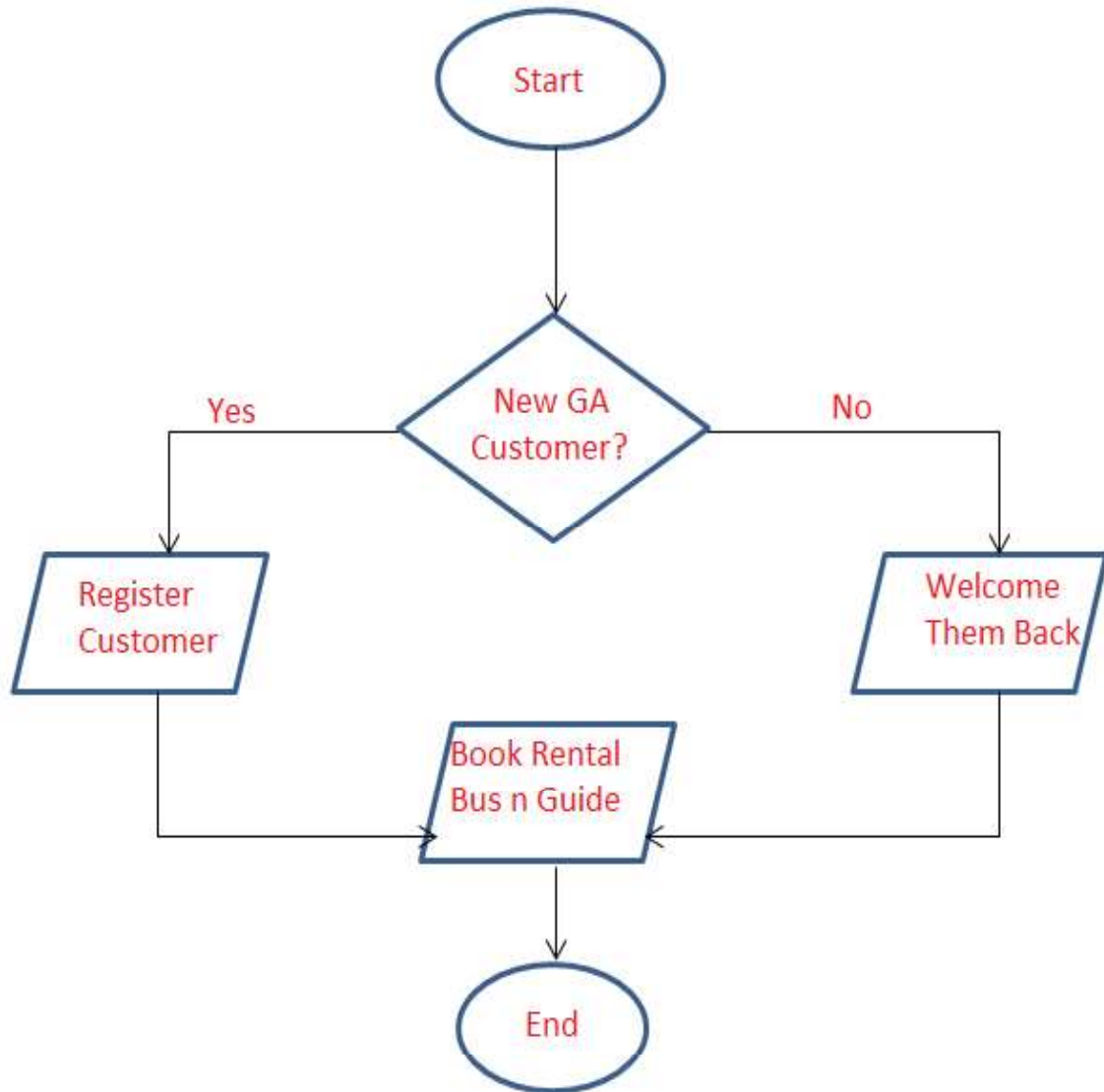


implies that a balance on the main factors must be kept. Below are some of the flowcharts, charts, and pseudocodes to be used in the designing of the information system:

Flowchart



Pseudocode

RegisterNewCustomer

Begin

Get IdNo

Get Name

Get MobileNo

Get Location

Get Occupation

End

RegisterNewTransactions

Begin

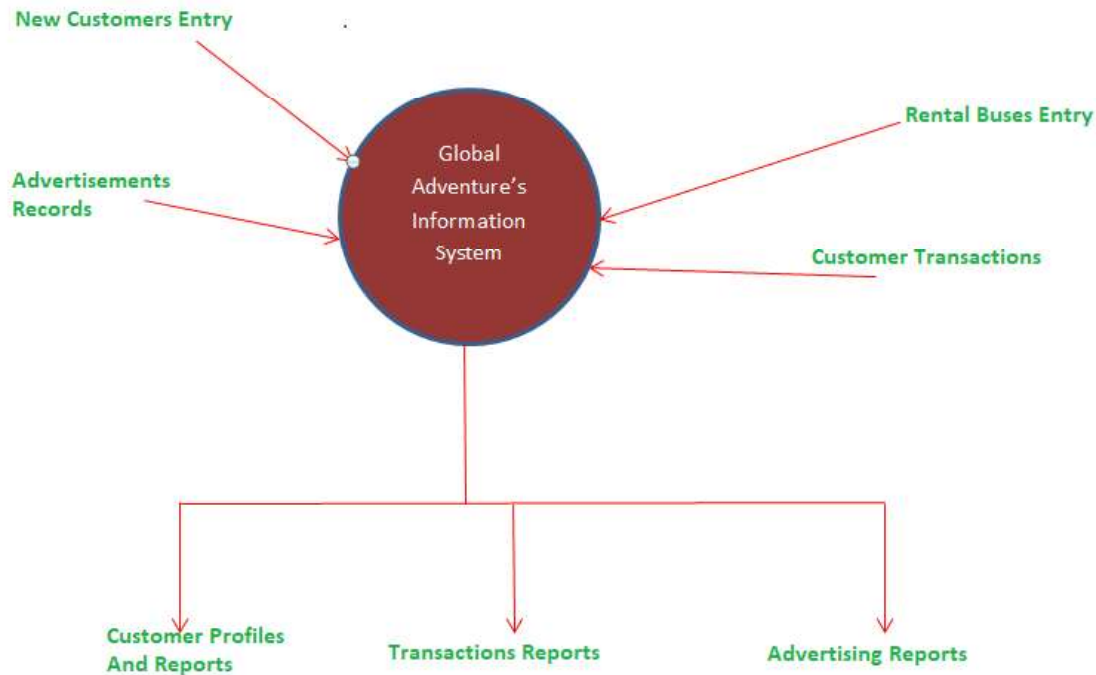
Get TransactionId

Get TransactionName

Get TransactionDate

End

Data Flow



Development Stage

While weighing factors such as cost and time needed to finish the project, in-house software was more favourable for the developers, and again it took less time. Internet was needed throughout the process to facilitate speedy delivery. It was for research, getting programming tools, NetBeans program to be specific since the software was based on a Java platform.

Global Adventures' information system software required two teams of developers. One team focused on the graphical user interface (GUI), while the other team was on the back-end of the system.[5] The back-end team again had two teams, one to work on the server-side while the other one concentrated on the database. Generally, the whole team was supposed to create a system that would exceed Global Adventures Company's expectations. The front-end team was responsible for the look-and-feel of the system and the correct placement of the features expected to be on the new system.

The software developers are required to strictly follow the laid down procedures for developing the information software. These procedures and guidelines are spelt by the organization and the