Chapter 1: Introduction to Systems Analysis and Design

*Note to Students: After you complete the Practice Tasks, click **here** to view the sample answers and check your work. Your answers might vary from these examples and still be correct. The intent is to give you a sample to guide you and serve as a reference. When you complete the Practice Tasks and review the sample answers, please return to this page and complete the Challenge Tasks.*

Background

You are an intern in the IT department at Game Technology. You report to the IT director, Mike McGee. Mike assigned you to work with two systems analysts: Lauren Jacksina and Cathy Ross. Lauren and Cathy both report to Felesia Stukes, manager — IT development, who reports to Mike. Joe Turner, manager — IT operations also reports to Mike. Dawn Rountree, database administrator, and Greg Wade, network administrator, report to Joe.

   As an intern, you are expected to keep a journal to record your day-to-day experiences and what you are learning. This week, you will describe the systems development methods that the IT team uses, including structured analysis, object-oriented analysis, and agile approaches. Your journal should include a description of each method and its characteristics.

Practice Tasks

Task 1.   Draw an organization chart showing all IT department positions. You can use Microsoft Word or a similar program, or you can draw it by hand. Click the Insert tab on the Ribbon, then click Smart Art, then Hierarchy.

Task 2.   Write a journal entry that describes the three development methods and the characteristics of each method.

Challenge Tasks

Three weeks ago, Mike McGee left to join a larger company, and management decided to reorganize the IT department. Felesia Stukes was promoted to IT director, and to save money, her old job was eliminated. You, Lauren, Cathy, and Joe will report to her. The rest of the team is unchanged, except that a new programmer, Annie Edenton, has been hired, reporting to Dawn Rountree. Dawn's title has been changed to Senior Data Technician. Also, to update your journal, you need to add more information about the various development methods:

- What are some pros and cons of each development method?
- What modeling tools are typically used with each development method?

Task 1.   Draw a new organization chart showing the changes, with full names and titles.

Task 2.   Write a journal entry that answers the additional questions about development methods.

Chapter 1: Introduction to Systems Analysis and Design

Note to Students: *After you complete the Practice Tasks and review the sample answers, please click *here* to return to the Tasks page and complete the Challenge Tasks.*
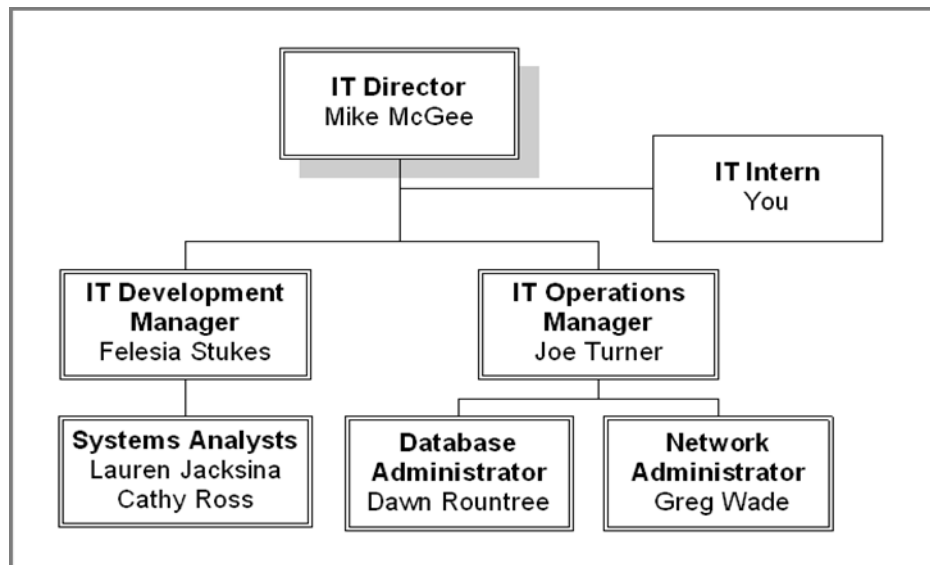
Background

You are an intern in the IT department at Game Technology. You report to the IT director, Mike McGee. Mike assigned you to work with two systems analysts: Lauren Jacksina and Cathy Ross. Lauren and Cathy both report to Felesia Stukes, manager — IT development, who reports to Mike. Joe Turner, manager — IT operations also reports to Mike. Dawn Rountree, database administrator, and Greg Wade, network administrator, report to Joe.

As an intern, you are expected to keep a journal to record your day-to-day experiences and what you are learning. This week, you will describe the systems development methods that the IT team uses, including structured analysis, object-oriented analysis, and agile approaches. Your journal should include a description of each method and its characteristics.

Sample Answers

Task 1.   Draw an organization chart showing all IT department positions. You can use Microsoft Word or a similar program, or you can draw it by hand. In Word 2010 and Word 2007, click the Insert tab on the Ribbon, then click Smart Art, then Hierarchy.

Task 2. Write a journal entry that describes the three development methods and the characteristics of each method.

	SYSTEMS ANALYSIS JOURNAL Topic: Development Methods
	Popular methods include:
	• Structured Analysis
	Data and process-oriented
	Traditional, but still popular approach
	• Object-Oriented Analysis
	Uses "object" to represent people, things, events, etc.
	Shows interaction among objects
	• Agile/Adaptive Approach
	Relies on hands-on teams and rapid iteration
	Uses "stories" to build and link small modules