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* Structured Analysis
  + Visible Analyst CASE tool can make data flow diagrams known as System Development Life Cycle models (SDLC). A SDLC model breaks development into five steps (system planning, system analysis, system design, system implementation, and system support/security).
  + Pros: This system analysis method can be easy to understand and has endured the test of time.
  + Cons: If the structure of a SDLC follows a waterfall model, it can fall short on the interactivity among phases of a system development life cycle. This can make the model too rigid to follow, if the model is not made more flexible.
* Object-Oriented Analysis
  + A typical object-oriented (O-O) development model will consist of a continuous process of planning, analysis, and design. This process produces prototypes that can be tested and revised through the previous steps taken.
  + Pros: The phases tend to me more interactive with each other in this system analysis method. O-O development model objects mimic real world things and the actions they take. This is similar to many object-oriented programming languages and can therefore make transitioning from planning to action much easier.
  + Cons: This method of analysis might not be intuitive to some and requires more patience as the deliverable might go through many iterations of the same process (just like in coding a solution).
* Agile/Adaptive Approaches
  + Spiral models are used for agile analysis, which emphasizes many iterations of the final product, with revisions made based on feedback from the product/system users.
  + Pros: An attractive aspect of this methodology is that constant improvement can be seen, and the developers of the product can be more flexible. In addition, the users can have more say in the product and requirements can be met.
  + Cons: Development using this method can become dragged out due to a never-ending series of iterations. Longer development time can incur greater cost to the client. This method might also cause sight of the larger goal to be lost, due to developers consistently viewing the project on a more granular level.