

PAPER-I
SYSTEM ANALYSIS AND DESIGN

Time: Three Hours]

[Maximum Marks:100

Note: Attempt any five question, selecting at least ONE from each section. All questions carry equal marks.

SECTION-A

1. (a) Define System. Explain characteristics of a system with examples. 10
(b) Explain various elements of System with examples. 10
2. (a) Explain Formal and Informal information systems. How do they differ ? Explain with diagram. 10
3. (a) Define System Analyst. Why does the need for a system analyst arise ? Explain various roles of system analyst. 10
(b) Write short notes on the following :
 - (i) Analyst/User Interface. 10
 - (ii) Project Management. 10

SECTION-B

4. (a) Explain various information-gathering tools alongwith advantages and disadvantages of each over the other. 10
(b) Explain DFD and its basic symbols. What are the rules to construct a DFD ? Draw a DFD for "Order of books by a customer to publisher". 10

5. (a) Explain Feasibility study. What are the objectives of feasibility study ? Explain various types of feasibility. 10
6. (a) What kinds of information do we need and what are the various sources of information ? 10
- (b) Explain the concept of Decision table and Decision tree. What are their advantages and disadvantages. 10

SECTION-C

7. (a) What are the objectives of System design ? Explain the process of system design. 10
- (b) Explain Input design, Output design and Form design. What are their objectives ? 10
8. (a) Explain about Structured walkthrough. How important is the user involvement in it ? Explain. 10
- (b) What is IPO ? Explain various steps for constructing an IPO. 10

SECTION-D

9. (a) Define Testing. Explain various types of testing. 10
- (b) Explain the various levels of Quality assurance. Also describe the quality assurance goals in SDLC. 10
10. (a) Define Maintenance. Explain various types of system maintenance. What are the primary activities of a maintenance procedure ? 10
- (b) Write short notes on the following :
- (i) Hardware / Software selection.
- (ii) System security. 10

