

CHAPTER

2

APPROACHES TO SYSTEM DEVELOPMENT



Learning Objectives

- ◆ Explain the purpose and various phases of the systems development life cycle (SDLC)
- ◆ Explain when to use an adaptive approach to the SDLC in place of a more predictive traditional SDLC
- ◆ Explain the differences between a model, a tool, a technique, and a methodology
- ◆ Describe the two overall approaches used to develop information systems: the traditional method and the object-oriented method

Learning Objectives (continued)

- ◆ Describe the key features of current trends in systems development: the Unified Process (UP), Extreme Programming (XP), and Scrum
- ◆ Explain how automated tools are used in system development

Overview

- ◆ System development project
 - Planned undertaking with fixed beginning and end
 - Produces desired result or product
 - Can be a large job with thousands of hours of effort or a small one-month project

The Systems Development Lifecycle (SDLC)

- ◆ Systems development life cycle (SDLC)
 - Provides overall framework for managing systems development process
- ◆ Two main approaches to SDLC
 - Predictive approach – assumes project can be planned out in advance
 - Adaptive approach – more flexible, assumes project cannot be planned out in advance
- ◆ All projects use some variation of SDLC

Choosing the Predictive vs. Adaptive Approach to the SDLC

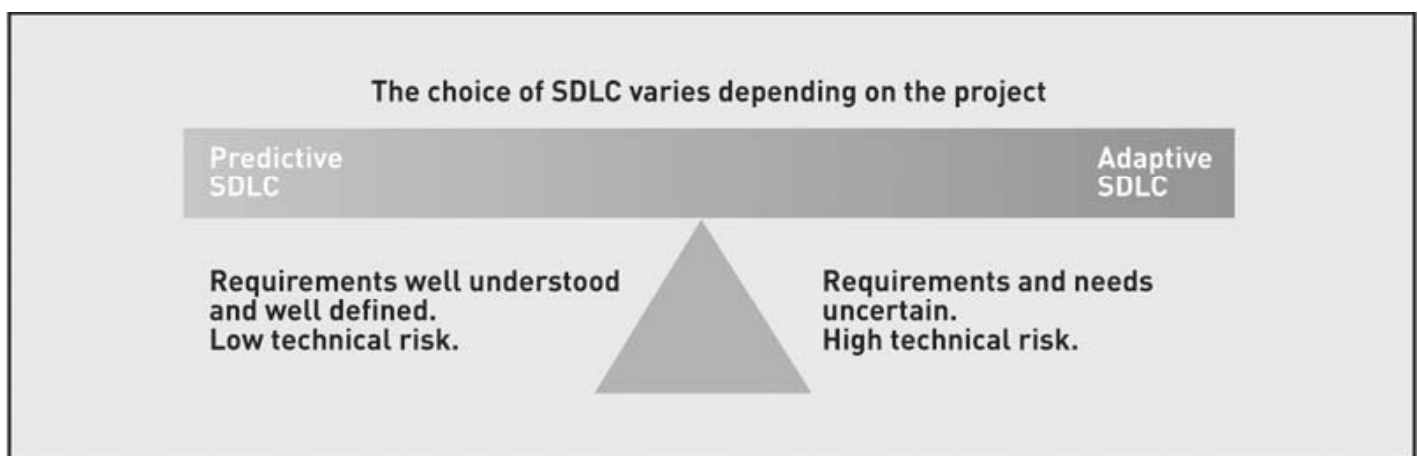


Figure 2-1

Traditional Predictive Approach to the SDLC

- ◆ Project planning – initiate, ensure feasibility, plan schedule, obtain approval for project
- ◆ Analysis – understand business needs and processing requirements
- ◆ Design – define solution system based on requirements and analysis decisions
- ◆ Implementation – construct, test, train users, and install new system
- ◆ Support – keep system running and improve

Information System Development Phases

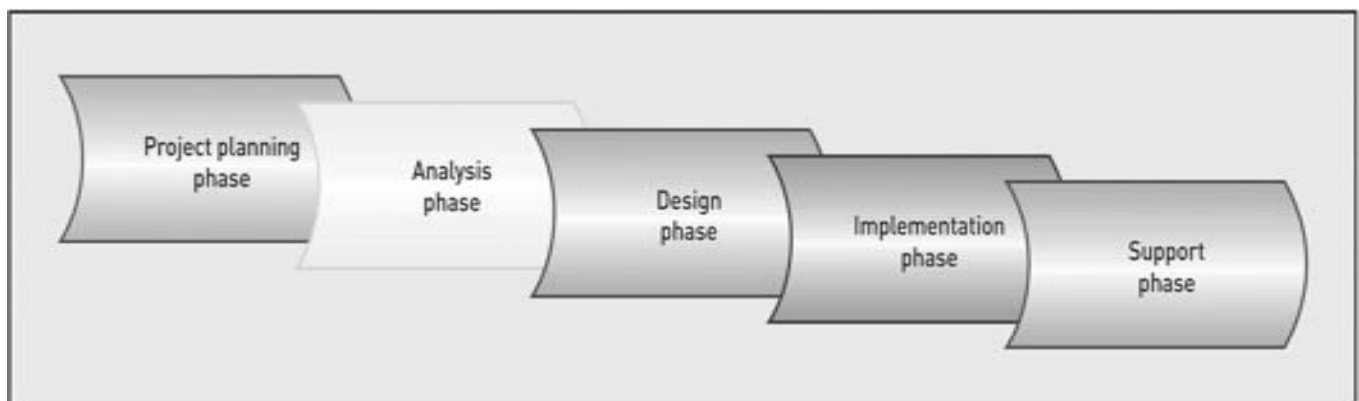


Figure 2-2

SDLC and Problem Solving

- ◆ Similar to problem-solving approach in Chapter 1
 - Organization recognizes problem (project planning)
 - Project team investigates, understands problem and solution requirements (analysis)
 - Solution is specified in detail (design)
 - System that solves problem is built and installed (implementation)
 - System used, maintained, and enhanced to continue to provide intended benefits (support)

“Waterfall” Approach to the SDLC

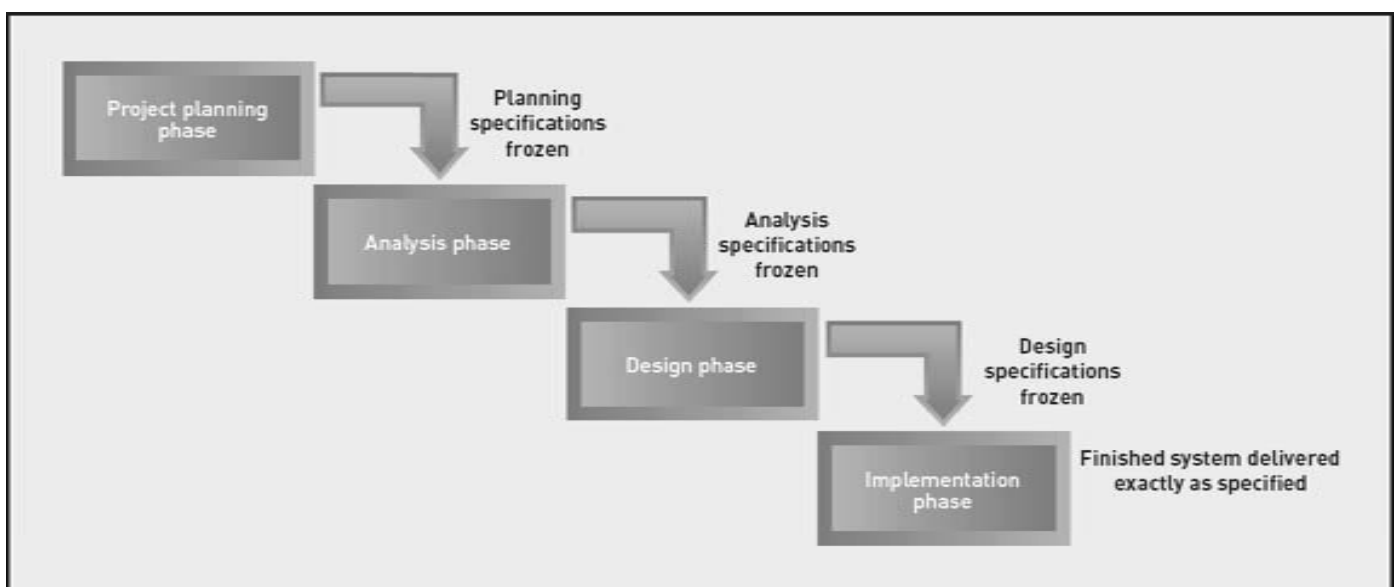


Figure 2-4

Modified Waterfall Approach with Overlapping Phases

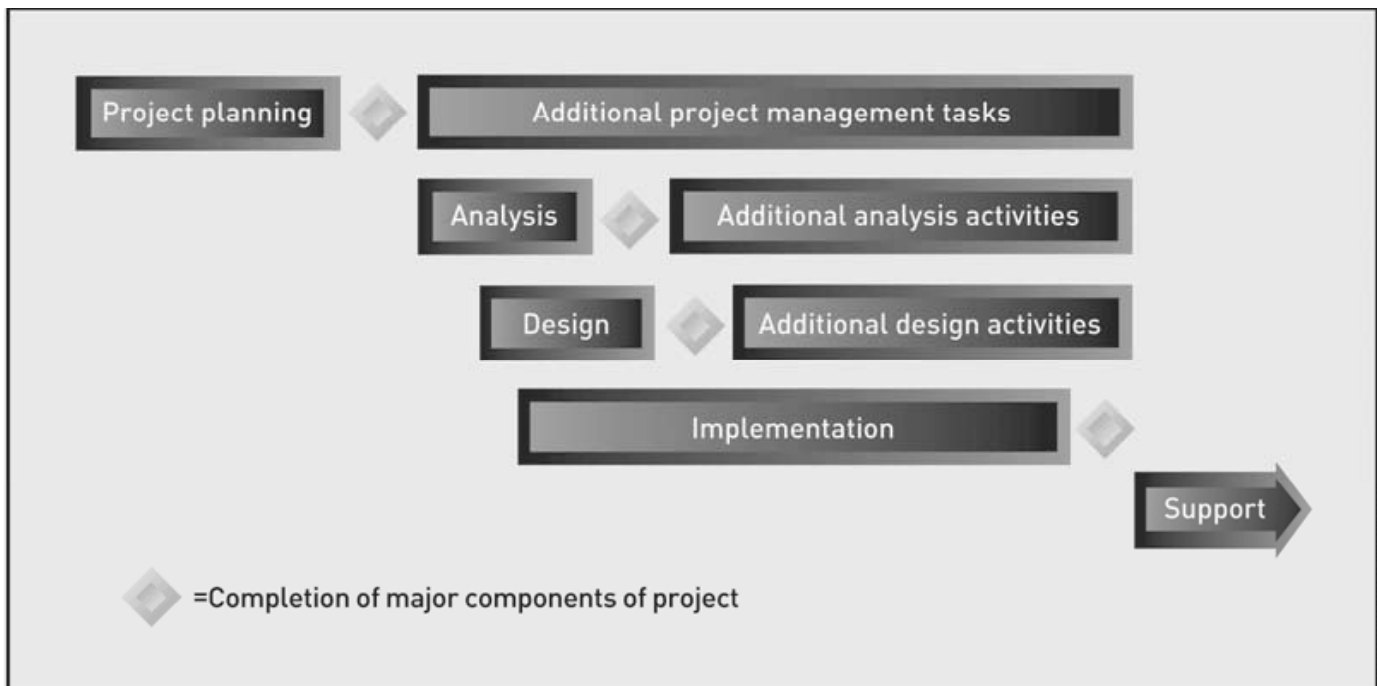


Figure 2-5

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Newer Adaptive Approaches to the SDLC

- ◆ Based on spiral model
 - Project cycles through development activities over and over until project is complete
 - Prototype created by end of each cycle
 - Focuses on mitigating risk
- ◆ Iteration – Work activities are repeated
 - Each iteration refines previous result
 - Approach assumes no one gets it right the first time
 - There are a series of mini projects for each iteration

The Spiral Life Cycle Model

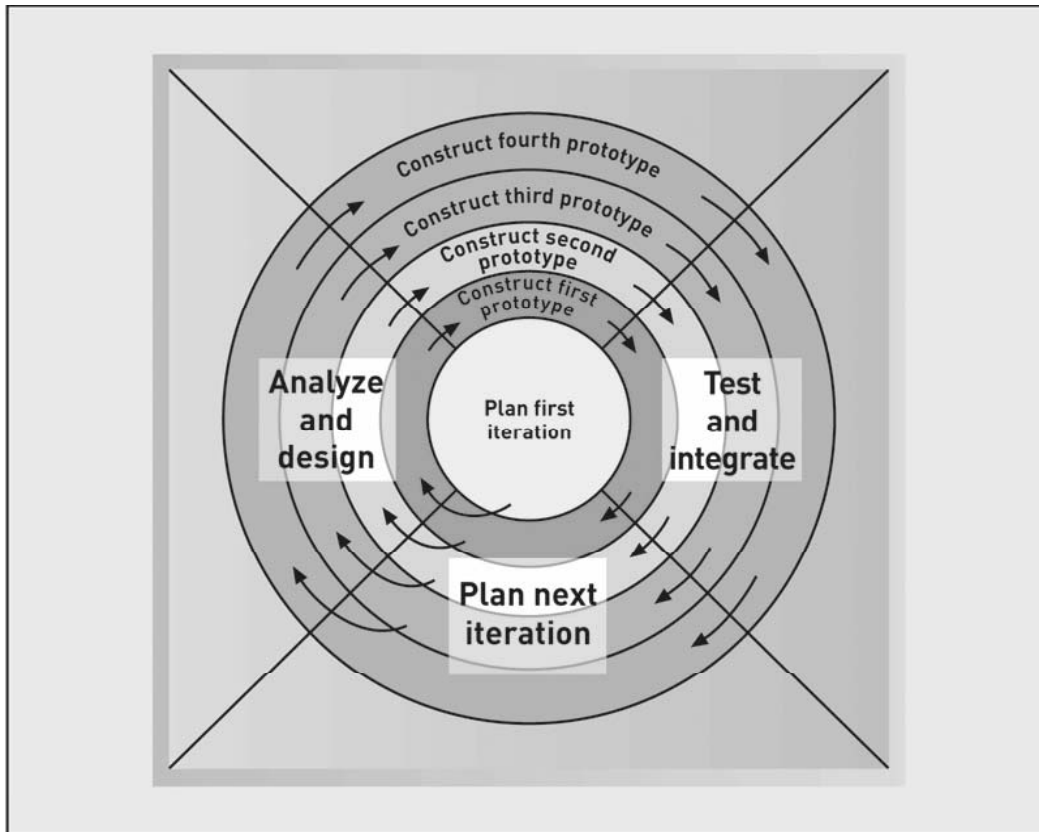


Figure 2-6

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Iteration of System Development Activities

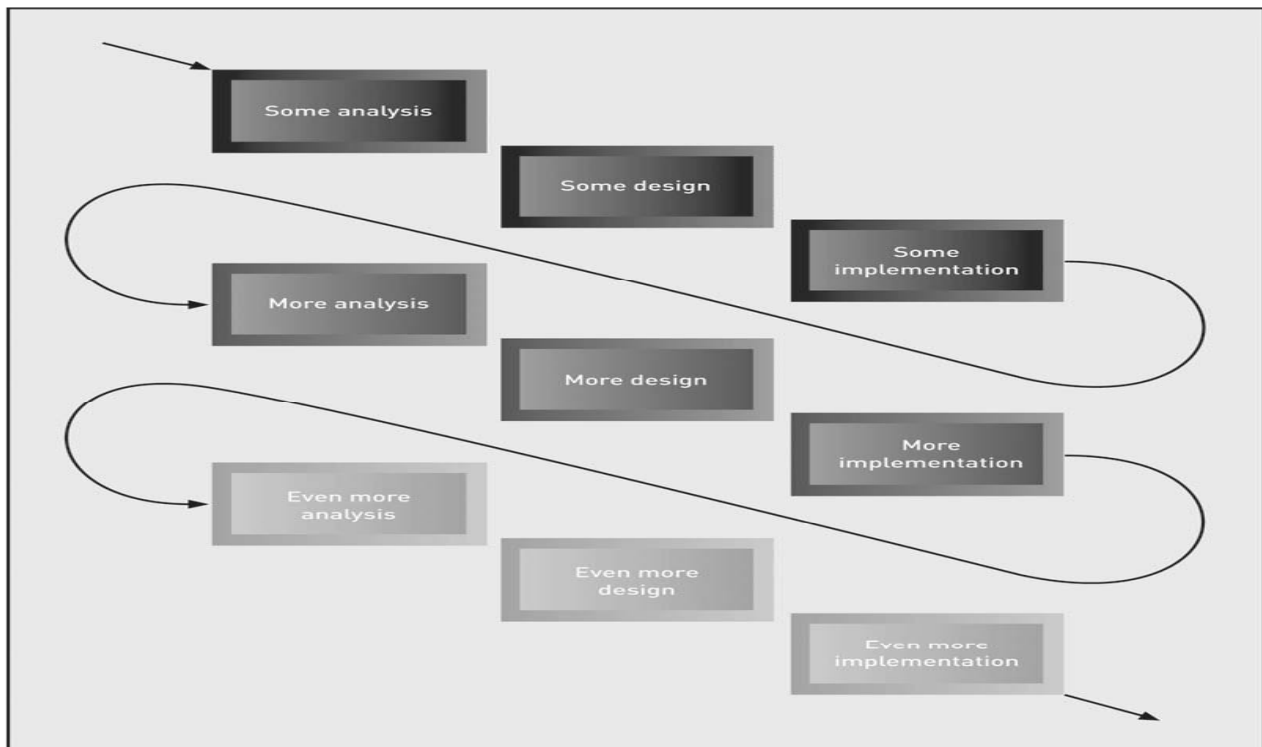


Figure 2-7

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Activities of Each SDLC Phase

- ◆ Predictive or adaptive approach use SDLC
- ◆ Activities of each “phase” are similar
- ◆ Phases are not always sequential
- ◆ Phases can overlap
- ◆ Activities across phases can be done within an iteration

Activities of Project Planning

- ◆ Define business problem and scope
- ◆ Produce detailed project schedule
- ◆ Confirm project feasibility
 - Economic, organizational, technical, resource, and schedule
- ◆ Staff the project (resource management)
- ◆ Launch project → official announcement

Analysis Activities

- ◆ Gather information to learn problem domain
- ◆ Define system requirements
- ◆ Build prototypes for discovery of requirements
- ◆ Prioritize requirements
- ◆ Generate and evaluate alternatives
- ◆ Review recommendations with management

Design Activities

- ◆ Design and integrate the network
- ◆ Design the application architecture
- ◆ Design the user interfaces
- ◆ Design the system interfaces
- ◆ Design and integrate the database
- ◆ Prototype for design details
- ◆ Design and integrate system controls

Implementation Activities

- ◆ Construct software components
- ◆ Verify and test
- ◆ Convert data
- ◆ Train users and document the system
- ◆ Install the system

Support Activities

- ◆ Maintain system
 - Small patches, repairs, and updates
- ◆ Enhance system
 - Small upgrades or enhancements to expand system capabilities
 - Larger enhancements may require separate development project
- ◆ Support users
 - Help desk and/or support team

Methodologies

◆ Methodologies

- Comprehensive guidelines to follow for completing every SDLC activity
- Collection of models, tools, and techniques

Relationships Among Components of a Methodology

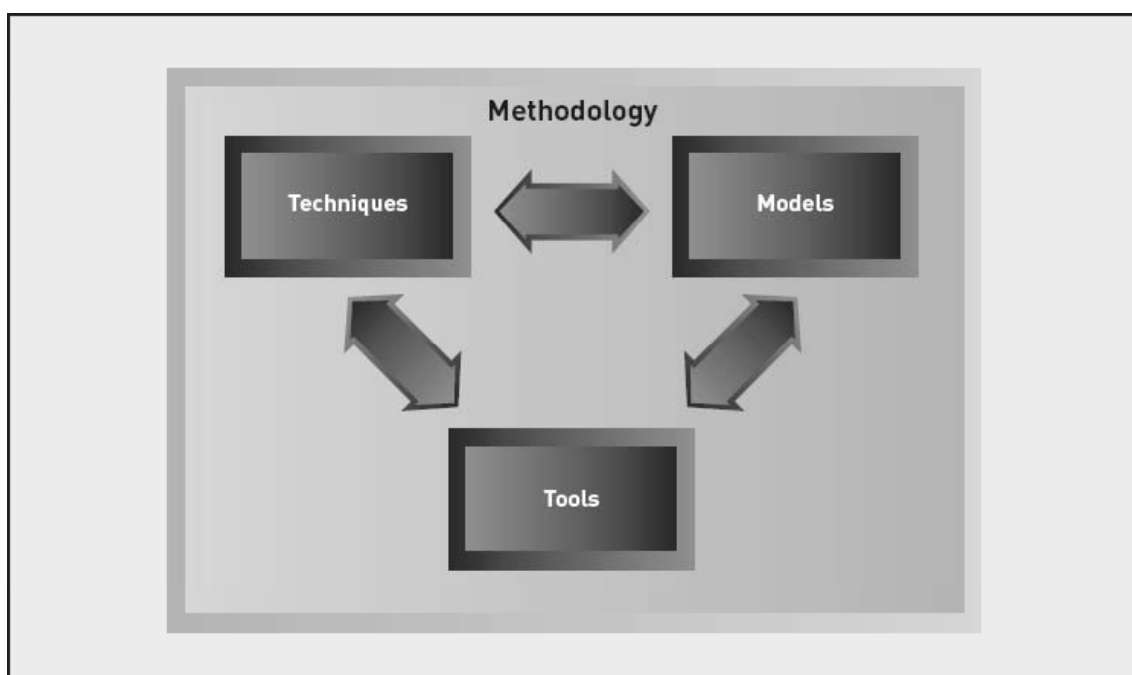


Figure 2-8

Models

◆ Models

- Representation of an important aspect of real world, but not same as real thing
- Abstraction used to separate out aspect
- Diagrams and charts
- Project planning and budgeting aids

Some Models Used in System Development

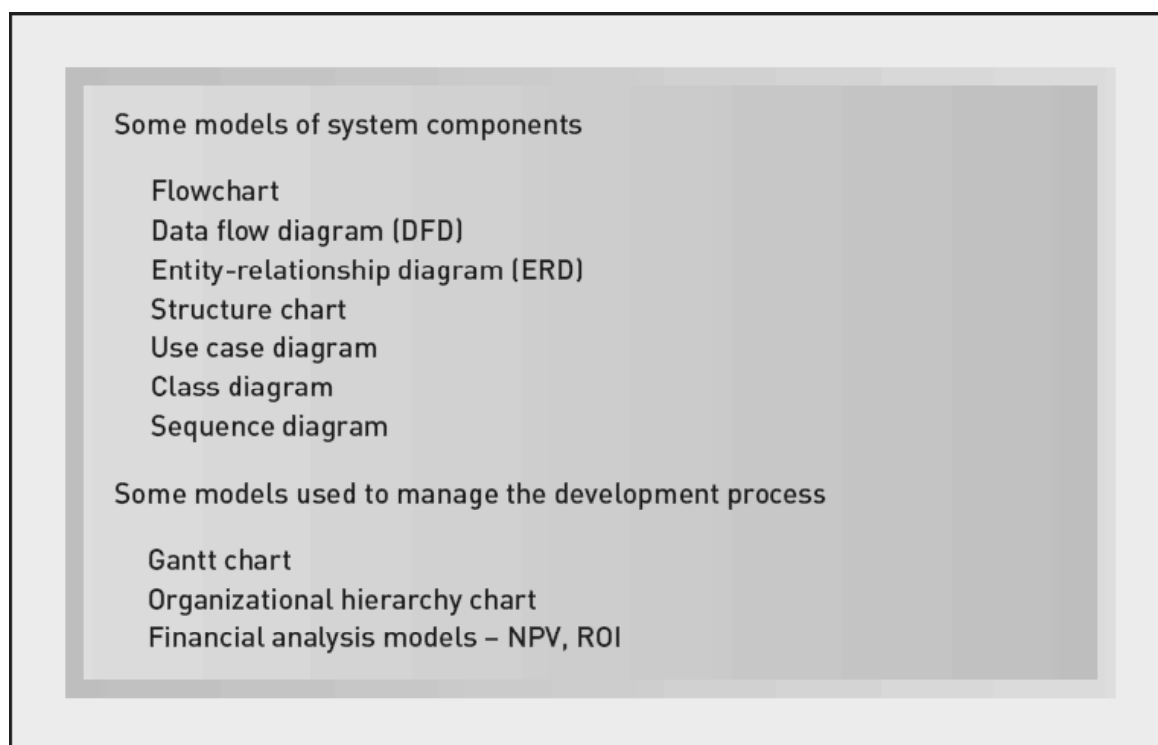


Figure 2-9

Tools

◆ Tools

- Software support that helps create models or other required project components
- Range from simple drawing programs to complex CASE tools to project management software

Some Tools Used in System Development

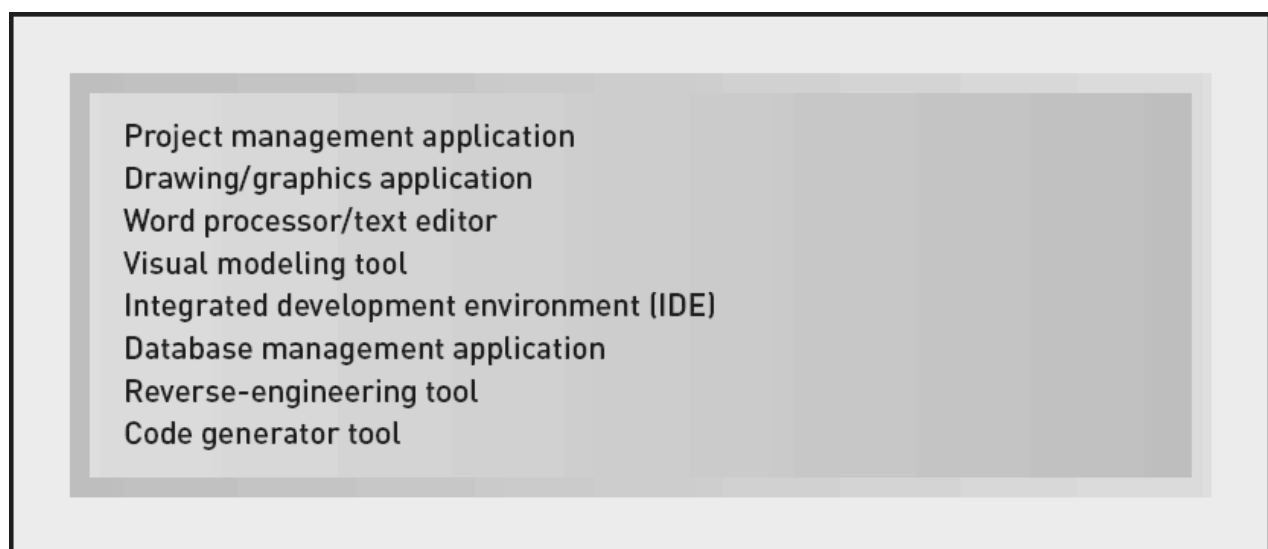


Figure 2-10

Techniques

◆ Techniques

- Collection of guidelines that help analysts complete a system development activity or task
- Can be step-by-step instructions or just general advice

Some Techniques Used in System Development



Figure 2-11

Two Approaches to System Development

- ◆ Traditional approach
 - Also called structured system development
 - Structured analysis and design technique (SADT)
 - Includes information engineering (IE)
- ◆ Object-oriented approach
 - Also called OOA, OOD, and OOP
 - Views information system as collection of interacting objects that work together to accomplish tasks

Traditional Approach

- ◆ Structured programming
 - Improves computer program quality
 - Allows other programmers to easily read and modify code
 - Each program module has one beginning and one ending
 - Three programming constructs (sequence, decision, repetition)

Three Structured Programming Constructs

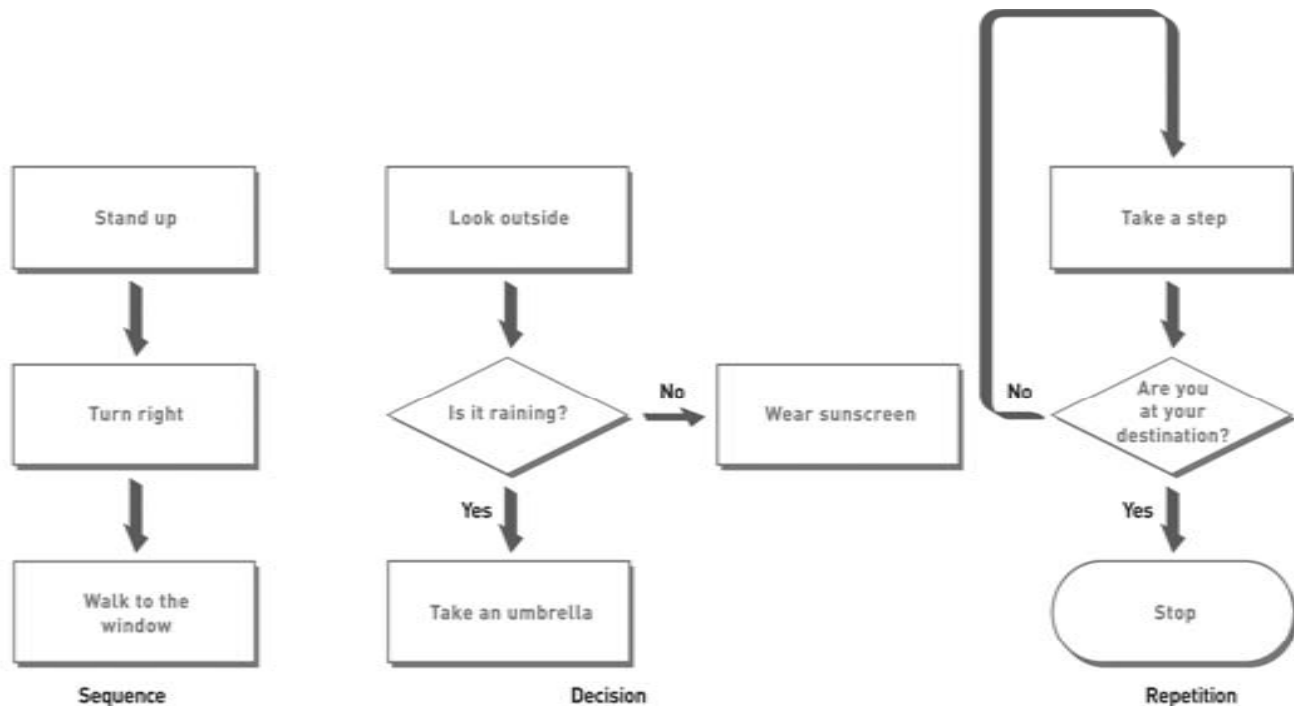


Figure 2-12

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Top-Down Programming

- ◆ Divides complex programs into hierarchy of modules
- ◆ The module at top controls execution by “calling” lower level modules
- ◆ Modular programming
 - Similar to top-down programming
- ◆ One program calls other programs to work together as single system

Top-Down or Modular Programming

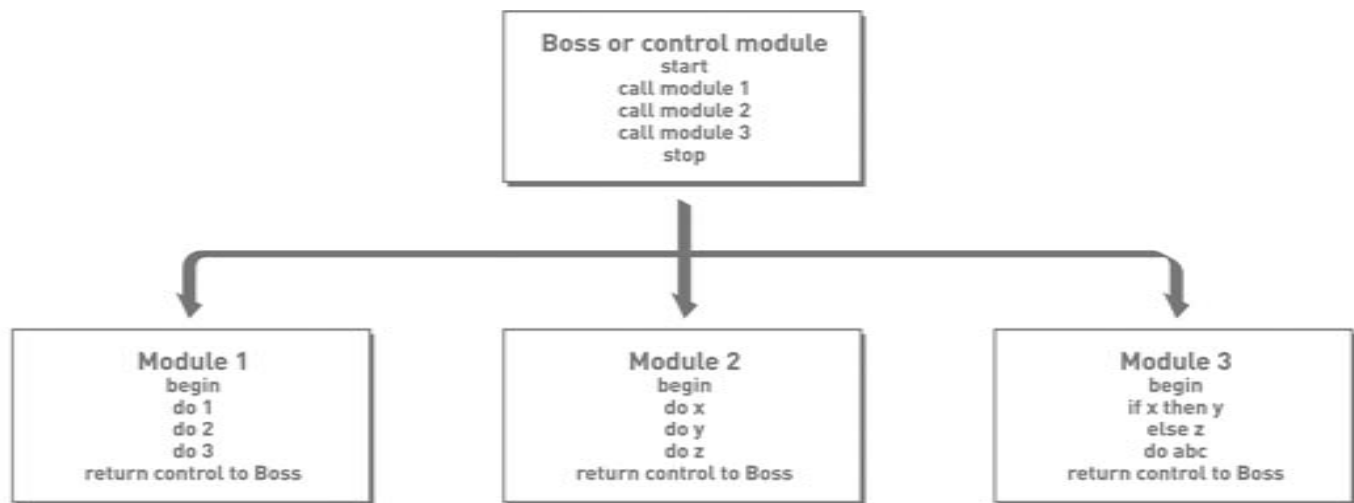


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Structured Design

- ◆ Technique developed to provide design guidelines
 - What set of programs should be
 - What program should accomplish
 - How programs should be organized into a hierarchy
- ◆ Modules are shown with structure chart
- ◆ Main principle of program modules
 - Loosely coupled – module is independent of other modules
 - Highly cohesive – module has one clear task

Structure Chart Created Using Structured Design Technique

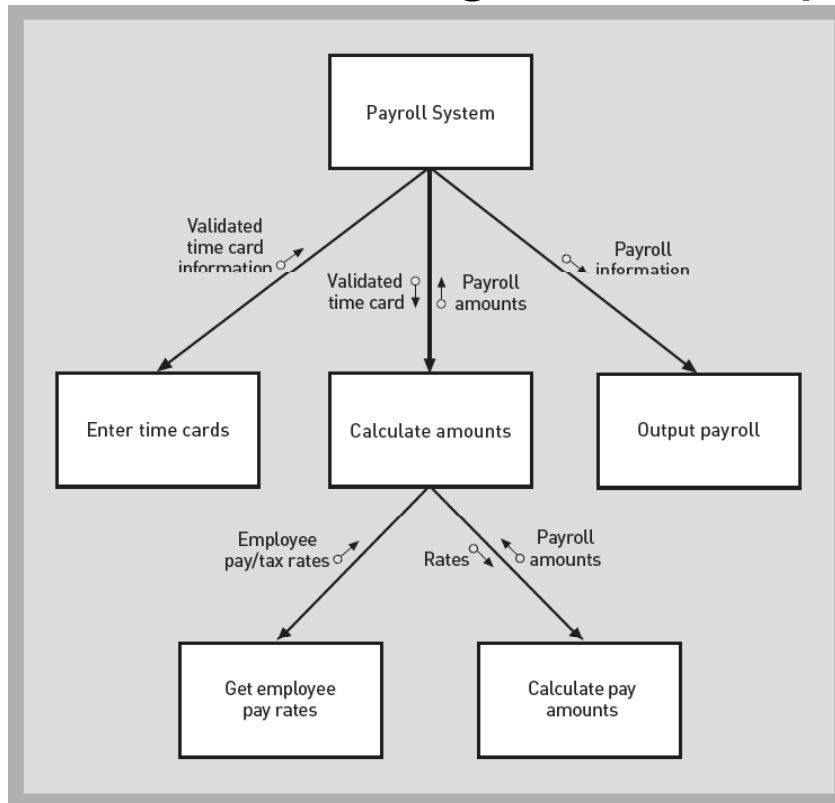


Figure 2-14

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Structured Analysis

- ◆ Define what system needs to do (processing requirements)
- ◆ Define data system needs to store and use (data requirements)
- ◆ Define inputs and outputs
- ◆ Define how functions work together to accomplish tasks
- ◆ Data flow diagrams (DFD) and entity relationship diagrams (ERD) show results of structured analysis

Data Flow Diagram (DFD) Created Using Structured Analysis Technique

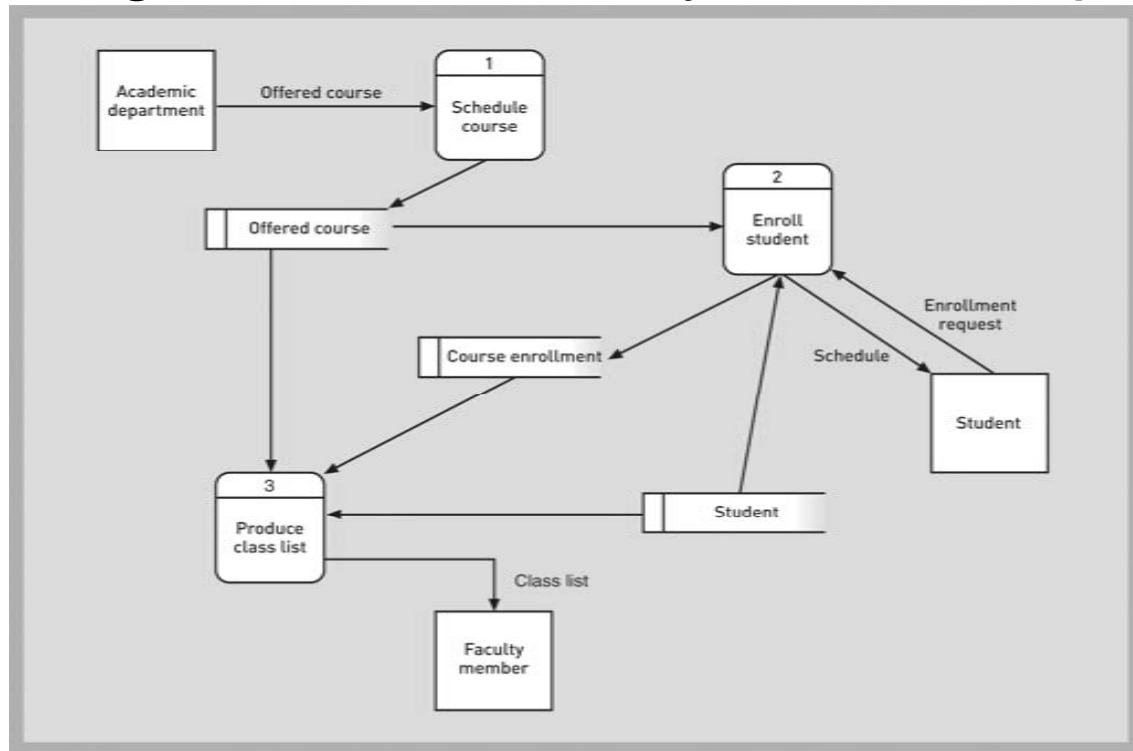


Figure 2-15

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Entity-Relationship Diagram (ERD) Created Using Structured Analysis Technique

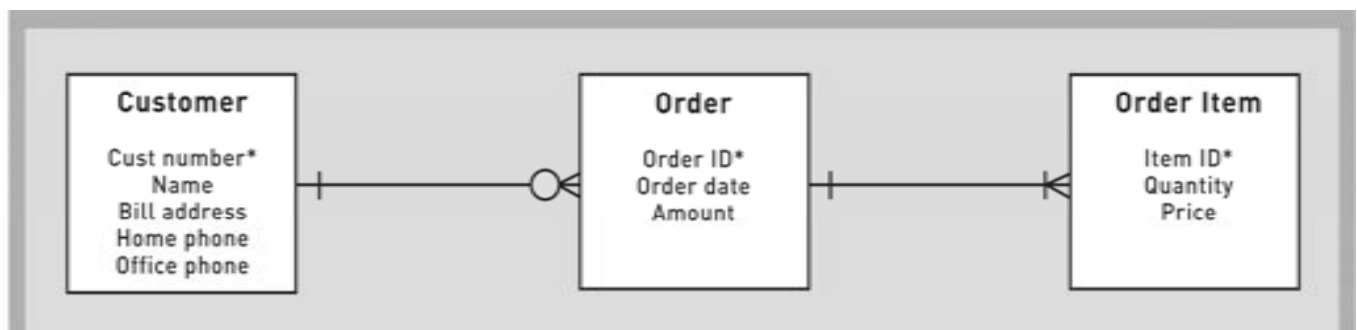


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Structured Analysis Leads to Structured Design and Structured Programming

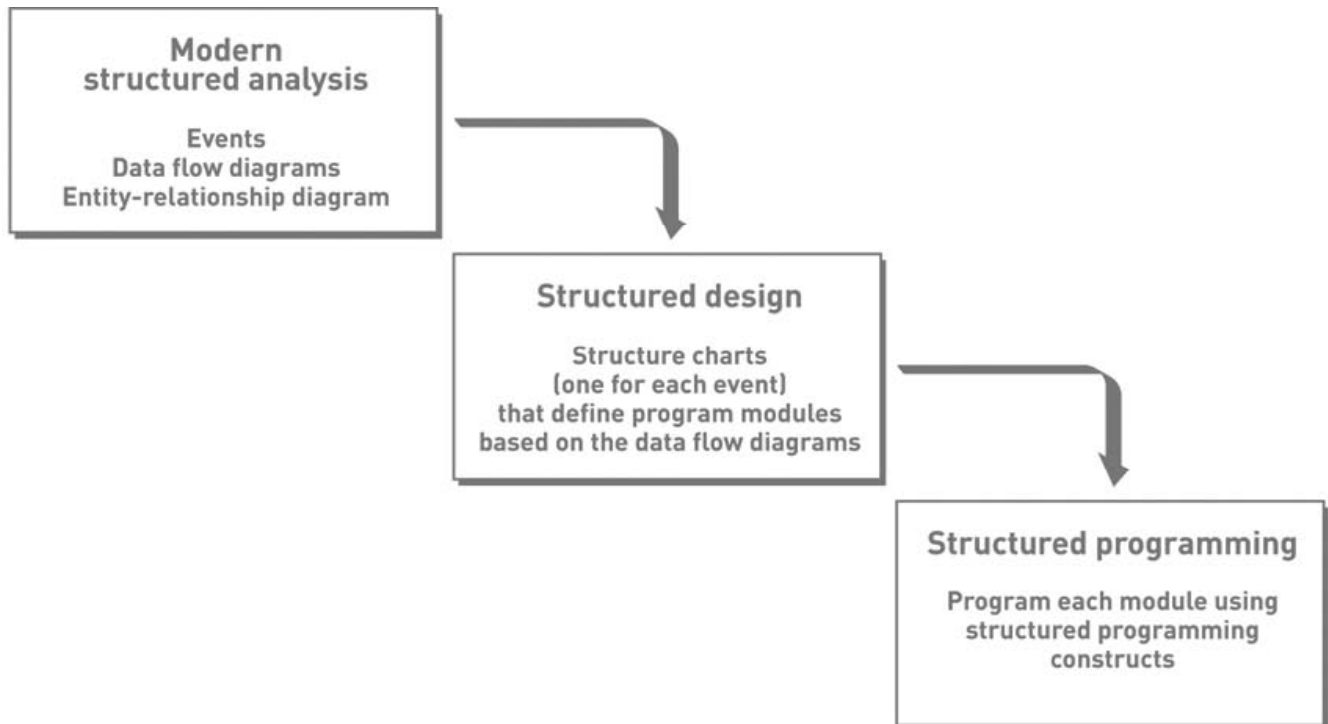


Figure 2-17

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Information Engineering (IE)

- ◆ Refinement to structured development
- ◆ Methodology with strategic planning, data modeling, automated tools focus
- ◆ More rigorous and complete than SADT
- ◆ Industry merged key concepts from structured development and information engineering approaches into traditional approach

Object-Oriented Approach

- ◆ Completely different approach to information systems
- ◆ Views information system as collection of interacting objects that work together to accomplish tasks
 - Objects – things in computer system that can respond to messages
 - Conceptually, no processes, programs, data entities, or files are defined – just objects
- ◆ OO languages: Java, C++, C# .NET, VB .NET

Object-Oriented Approach to Systems

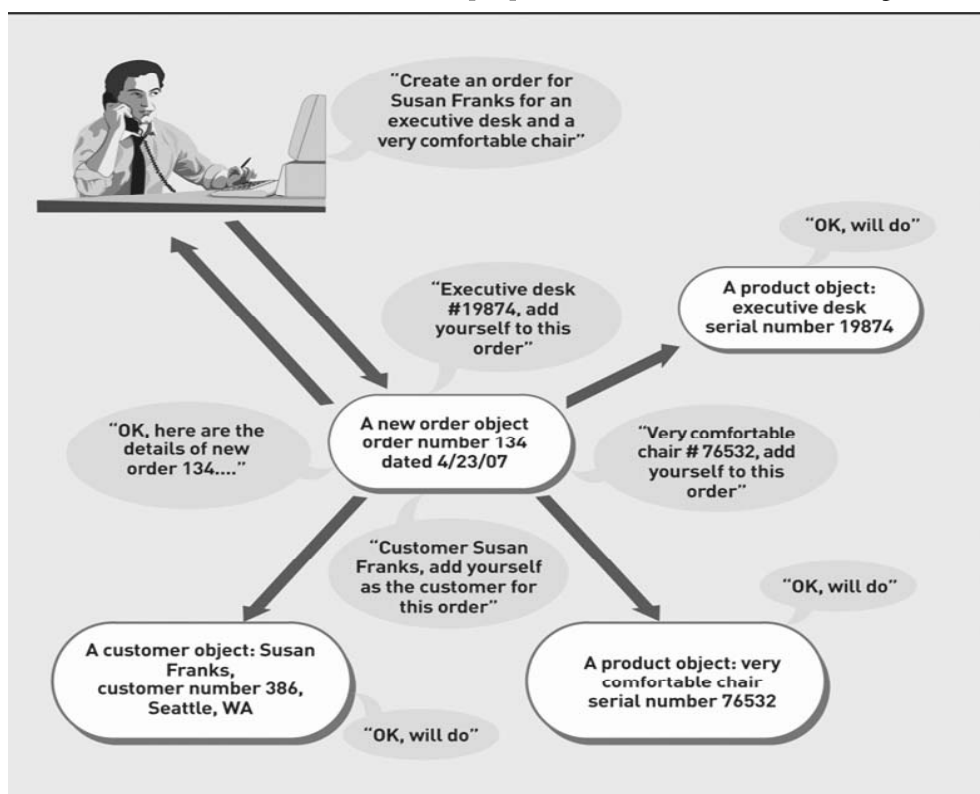


Figure 2-18

Object-Oriented Approach (continued)

- ◆ Object-oriented analysis (OOA)
 - Defines types of objects users deal with
 - Shows use cases are required to complete tasks
- ◆ Object-oriented design (OOD)
 - Defines object types needed to communicate with people and devices in system
 - Shows how objects interact to complete tasks
 - Refines each type of object for implementation with specific language of environment

Object-Oriented Approach (continued)

- ◆ Object-oriented programming (OOP)
 - Writing statements in programming language to define what each type of object does

Class Diagram Created During OO Analysis

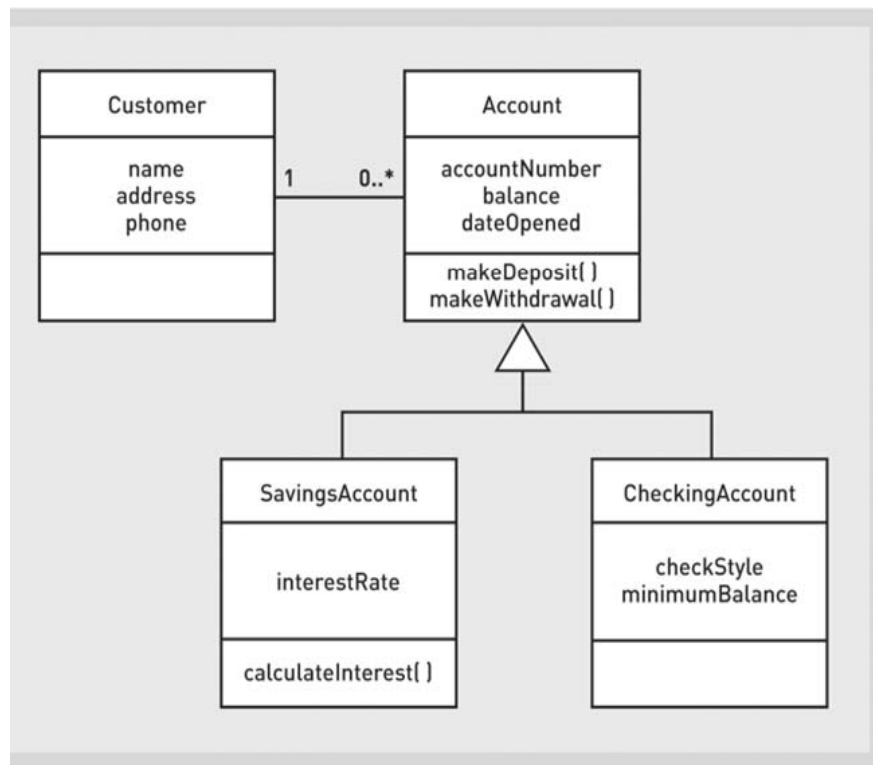


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SDLC Variations

- ◆ Many variations of SDLC in practice
 - Based on variation of names for phases
 - No matter which one, activities/tasks are similar
- ◆ Some increase emphasis on people
 - User-centered design, participatory design
 - Sociotechnical systems
- ◆ Some increase speed of development
 - Rapid application development (RAD)
 - Prototyping

Current Trends in Development

- ◆ More adaptive approaches
 - The Unified Process (UP)
 - Extreme Programming (XP)
 - Scrum
- ◆ Details on each in Chapter 17

The Unified Process (UP)

- ◆ Object-oriented development approach
- ◆ Offered by IBM / Rational
 - Booch, Rumbaugh, Jacobson
- ◆ Unified Modeling Language (UML) used primarily for modeling
- ◆ UML can be used with any OO methodology
- ◆ UP defines four life cycle phases
 - Inception, elaboration, construction, transition

The Unified Process (UP) (continued)

◆ Reinforces six best practices

- Develop iteratively
- Define and manage system requirements
- Use component architectures
- Create visual models
- Verify quality
- Control changes

Unified Process Life Cycle

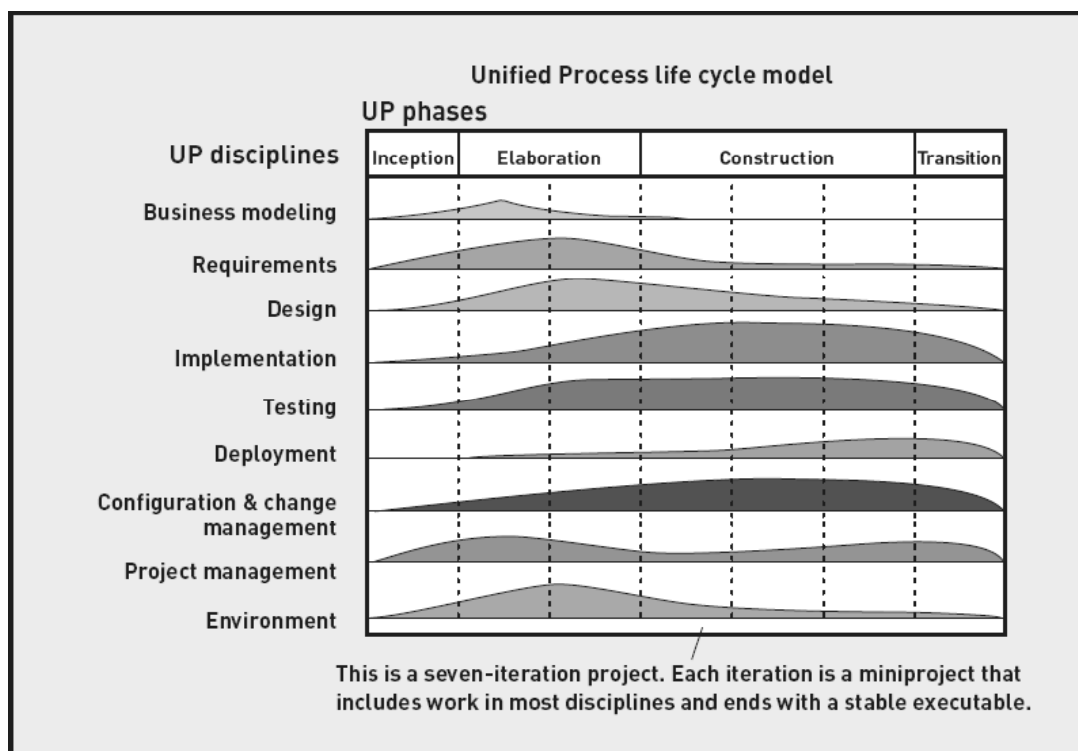


Figure 2-20

Extreme Programming (XP)

- ◆ Recent, lightweight, development approach to keep process simple and efficient
- ◆ Describes system support needed and required system functionality through informal user stories
- ◆ Has users describe acceptance tests to demonstrate defined outcomes
- ◆ Relies on continuous testing and integration, heavy user involvement, programming done by small teams

Scrum

- ◆ For highly adaptive project needs
- ◆ Respond to situation as rapidly as possible
- ◆ Scrum refers to rugby game
 - Both are quick, agile, and self-organizing
- ◆ Team retains control over project
- ◆ Values individuals over processes

Visual Modeling Tool Repository Contains All System Information

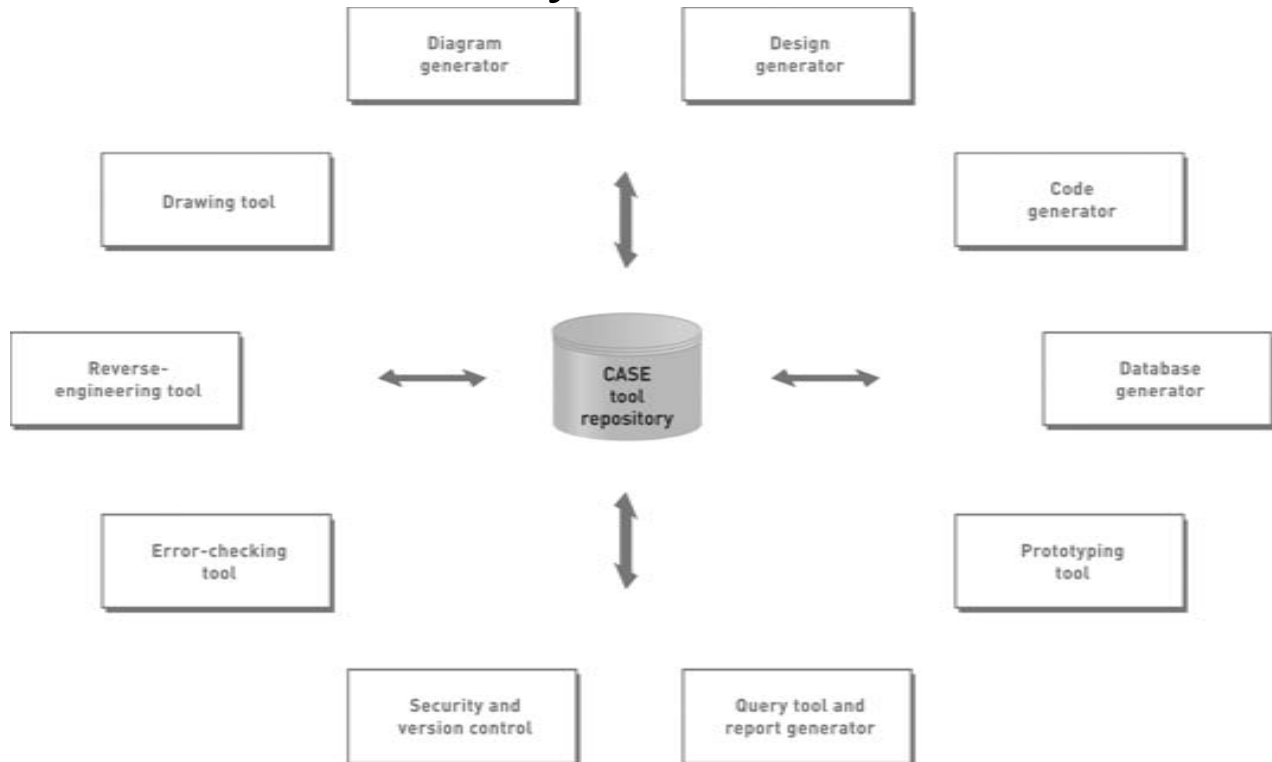


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Summary

- ◆ System development projects are organized around the systems development life cycle (SDLC)
- ◆ Some projects use a predictive approach to the SDLC, and others use a more adaptive approach to the SDLC
- ◆ SDLC phases include project planning, analysis, design, implementation, and support
- ◆ In practice, phases overlap, and projects contain many iterations of analysis, design, and implementation

Summary (continued)

- ◆ Models, techniques, and tools make up a system development methodology
- ◆ System development methodology provides guidelines to complete every activity in the SDLC
- ◆ System development methodologies are based on traditional approach or object-oriented approach
- ◆ Current trends include: Extreme Programming (XP), Unified Process (UP), and Scrum
- ◆ Visual Modeling tools are designed to help analysts complete system development tasks