



Page NO.

1.

MD IFTAKHAR KABIR SAKUR

25th BATCH

COMPUTER AND COMMUNICATION ENGINEERING

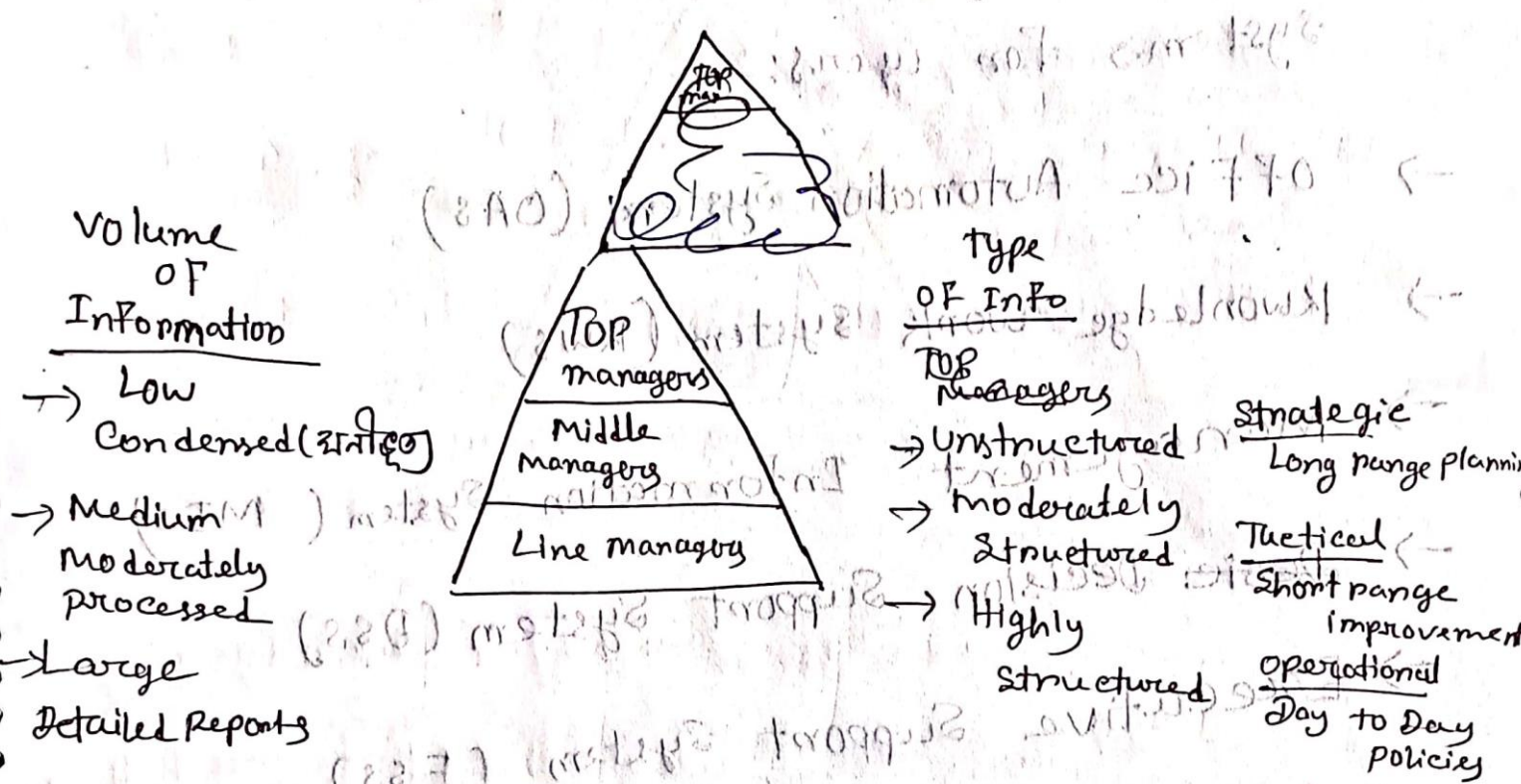
International Islamic University Chittagong

COURSE CODE: CCE-3507

**COURSE TITLE: System Analysis, Design and
Development**

COURSE TEACHER:

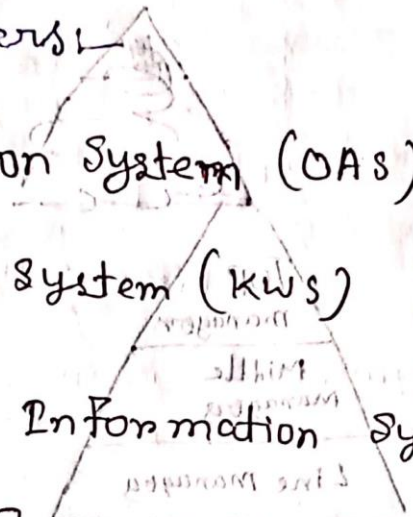
Management Hierarchy & Information Needs



Qualities of Information

- Accurate → Ensure correct input & processing rule
- Trustworthy → Must have to have trusted source
- up to date → must be up to date
- Complete → Info must include all data
- Brief → Must have summarize relevant information
- Timely → Give a right time
- Significant understandable → use attractive forms & graphical chart
- Relevant → understand users need

☐ Recommend, Design & maintain many types of systems for users:



→ Office Automation System (OAS)

→ Knowledge Work System (KWS)

→ Management Information System (MIS)

→ Decision Support System (DSS)

→ Executive Support System (ESS)

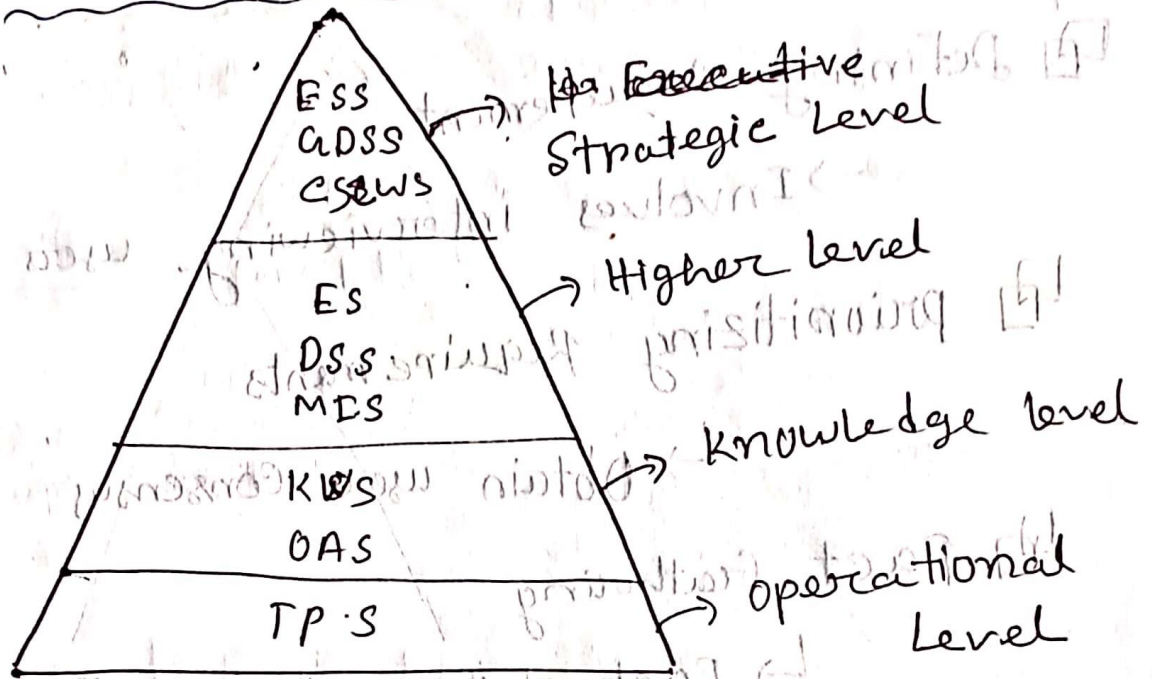
→ Group Decision Support Systems (GDSS)

→ Computer-Supported Collaborative Work Systems (CSCWS)

→ Transaction Processing Systems (TPS)

→ Expert Systems (ES)

Concepts OF system & its environment



Need for System Analysts & Design:-

→ Installing a system without proper planning may lead to great user dissatisfaction & frequently causes the system to fall into disuse.

→ So, to have a better system leads the structure to the analysis & design of information systems.

→ A series of process systematically undertaken to improve a business through the use of computerized information systems.

Roles of the System Analyst

□ Defining Requirement

→ Involves interviewing users

□ Prioritizing Requirements

↳ Obtain users Consensus

□ Fact Gathering

↳ Facts, Data, Opinions of managers

↳ Lower level users should be consulted.

□ Analysis & evaluation

→ Arrive at appropriate system

~~Cash Flow = total cost - revenue~~

Cash Flow = Revenue - total cost

↳ Total number of money being transferred into and out of a business.

Commutative →

Then →

7) Cash's Benefits

→ ~~Present~~ Cost \leq Present value 0.12 दिने शत

Break-even

⊛ Commulative benefits from proposed system

Interviewing

→ An important method of collecting data on human & system information requirements.

→ Reveal info about:-

→ Interviewee opinions

→ " Feelings

→ " & goals

→ Key HCI Concerns

Preparation:

→ Reading background material

→ Establishing interview objectives

→ preparing interviewee

→ Deciding on question types & structure

Formula Multiplier = $\frac{1}{(1+i)^n}$

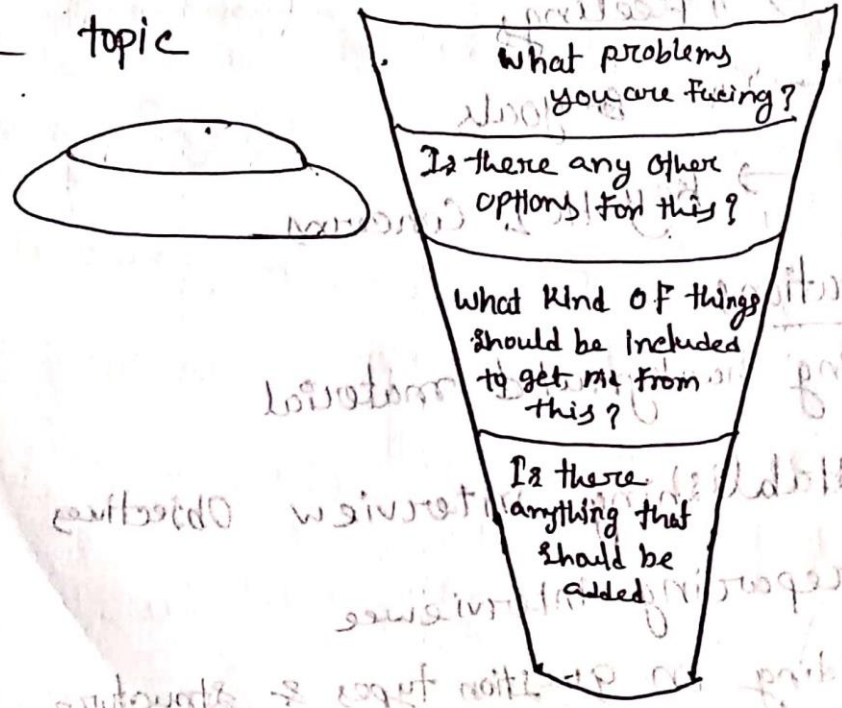
$\frac{1}{(1+0.12)^1} = 0.89$ For 1 year

$\frac{1}{(1+0.12)^2} = 0.80$ " 2 "

0.71 " 3 "

Funnel Structure

- Begins with generalized, open-ended questions
- possible responses using closed questions
- Provide an easy way to begin an interview
- Useful when the interviewee feels emotionally with the topic



Diamond Structure

- Begins in a specific way
- Move towards general questions
- specific question
- Combines the strength of both the Pyramid & Funnel structures.
- Takes longer than the other structures.

Closing the interview

- Always ask, "Is there anything you would like to add?"
- Summarize & provide feedback on your impressions
- set up future appointments
- Thanks & shake hands.

Interview Report

- write as soon as possible after the interview
- provide an initial summary, then more detail
- Review the report with the correspondent.

Questionnaires (प्रश्नावली)

→ useful in gathering information from key organization members about:

- Attitudes
- Beliefs
- Behaviors
- Characteristic

Question Type

Open ended

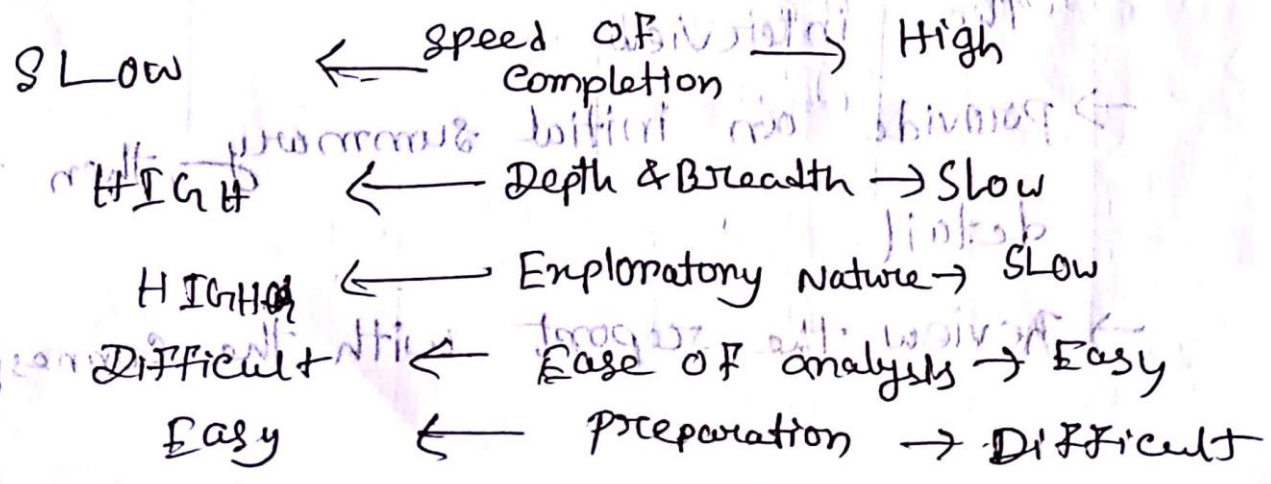
Closed

(Anticipate the response & well suited questions for getting opinions)

(use when all the options are listed & when the options are mutually exclusive)

Open-ended

Closed



Questionnaire Language

- Simple → Specific
- Short
- Not Biased
- Not patronizing (पुष्पिण)
- Addressed to knowledgeable
- Technically accurate
- Appropriate for the reading level of the respondent.

Designing the Questionnaire

- Allow ample white space
- Allow space ample to write on type in responses.
- Make it easy for respondents to clearly mark their answers.
- Consistent style



- Radio Button
- Check Box

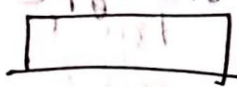
Order of questions

- place most ~~que~~ Important questions First
- Keep similar content together
- Introduce less controversial questions First

Administering questionnaire

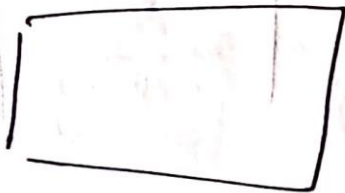
- Who will receive questions
- How should questionnaire be administered

* One-line text box!



→ Used to obtain a small amount of text and limit the answers to a few words.

* Scrolling text Box



→ Big answers, where we need to write answers as paragraphs

* Check Box → yes / no

* Radio Button → yes / no or true / false

⊗ Drop Down → will have options to select

⊗ Push Button → Used as an action

Methods of administering Questionnaire

- Send all together at one time
- personally sending the questionnaire
- Allow respondents to responds as the questionnaire
- Mailing questionnaire
- Send via web or email

Arranging question

Pyramid → Close question - open ended

Funnel → open-ended - closed questions

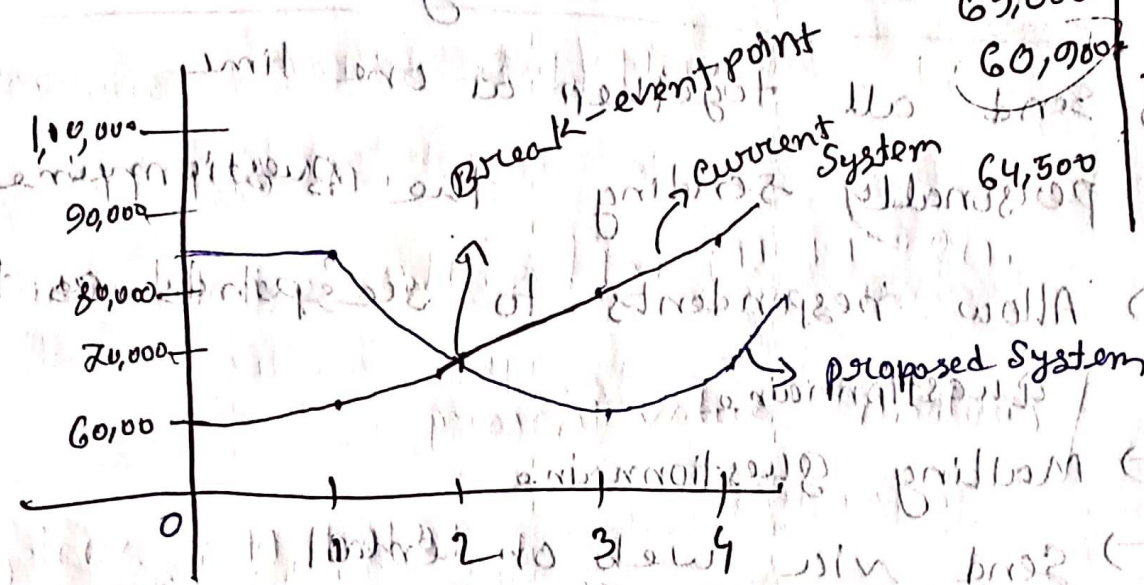
Diamond →	Closed	Open-ended	Closed	
	1	2	3	4
	2	3	4	5
	3	4	5	6
	4	5	6	7

Break-Even ?

→ Cost of proposed System

→ Cost of Current System

P.S	C.S
84,000	64,000
69,000	68,800
60,900	74,100
64,500	80,500



Pay-Back Method:-

→ Benefit

→ Cost

→ Commulative Benefit

→ Commulative Cost

	Cost	Commulative Cost	Benefit	Com Ben
1	84,000	84,000	55,000	55,000
2	69,000	153,000	75,000	1,30,000
3	60,900	2,13,900	80,000	2,10,000
4	64,500	2,78,400	85,000	2,95,000

Cash - Flow

① Quarter - 1, Quarter - 2, ---

total cost (ପ୍ରା. କରାଯାଏ) ହେବ

② Revenue - Cost = Cash Flow

(ପ୍ରା. କରାଯାଏ)

③ Commulative Cash & Flow (ପ୍ରା. କରାଯାଏ)

present value - Analysis

Multiplier (ପ୍ରା. କରାଯାଏ): $\frac{1}{(1+i)^n}$

$i = 0.12$

Question solve :-

year -	1	2	3	4	5	6
Cost						
Cost →	33,000	34,600	36,300	38,100	40,000	42,000
Multiplier →	0.89	0.80 0.80	0.712	0.64	0.57	0.51
present value of costs →	29,370	27,680	25773	24384	22,800	21420
Total		151427				

Year	1	2	3	4	5	6
Benefits	21,000	26,200	32,700	40,800	51,000	63,700
Multiplier	0.89	0.80	0.80 0.71	0.64 0.57	0.57 0.51	0.51
Benefit (current)	18,600	20,960	23,217	26,112	29,070	32,487
Total Cost				→ 150,536		

System Analysis

1 (b)

⇒ Six key benefits of a data Dictionary:-

1] Spot data Anomalies quickly.

(असामंजसता का जल्दी पता चलना)

2] Improve data Quality (सही सूचना देना)

3] Get access to trustworthy data

(सही Data Access करना)

4] Foster transparency and Collaboration

(सहजता और सहयोग बढ़ाना)

5] Facilitate regulatory Compliance.

(नियमों का पालन करना)

6] Enable fast & accurate data analysis.

(~~सही~~ Data Analysis को तेजी से करना)

Reasons For producing process Specification:

1) Reduce process Ambiguity (প্রক্রিয়া অসঙ্গততা কমানো)

2) Obtain a precise description of what is accomplished (for) programmers.

[যা সমস্যা কমাতে আর বিস্তারিত দেওয়া]

3) validate the system design, including data flow diagrams and the data dictionary. (necessarily Input)

[সিস্টেম ডিজাইন, ডাটা ফ্লো ডায়াগ্রাম এবং ডাটা ডিকশনারি মাধ্যমে যাচাই করা]

Structure English

1) Express all logic { Sequential structure, Decision structure, Case structure, Iterations }

2) Use and Capitalize IF, THEN, ELSE, DO & PERFORM

3) Indent blocks of statements to show their hierarchy (ক্রমিকভাবে সাজানো) clearly

4) Underline words or phrases that have been defined in a data dictionary

5) - -

5) Clarify the logical statements

Tools of Analysis and Design

Data Flow diagram → 7 steps

1. Creating the context Diagram

2. Data Flow diagram:

(Graphically characterize data process & flows in a business system)

Depict:

- System
- process
- output

3. Major Topic:

1. Data Flow diagram symbols. (सिम्बल)

2. Data Flow diagram level. (स्तर)

3. Creating data Flow diagram. (उत्पन्न करना)

4. Physical & logical data Flow diagram. (भौतिक और लॉजिकल)

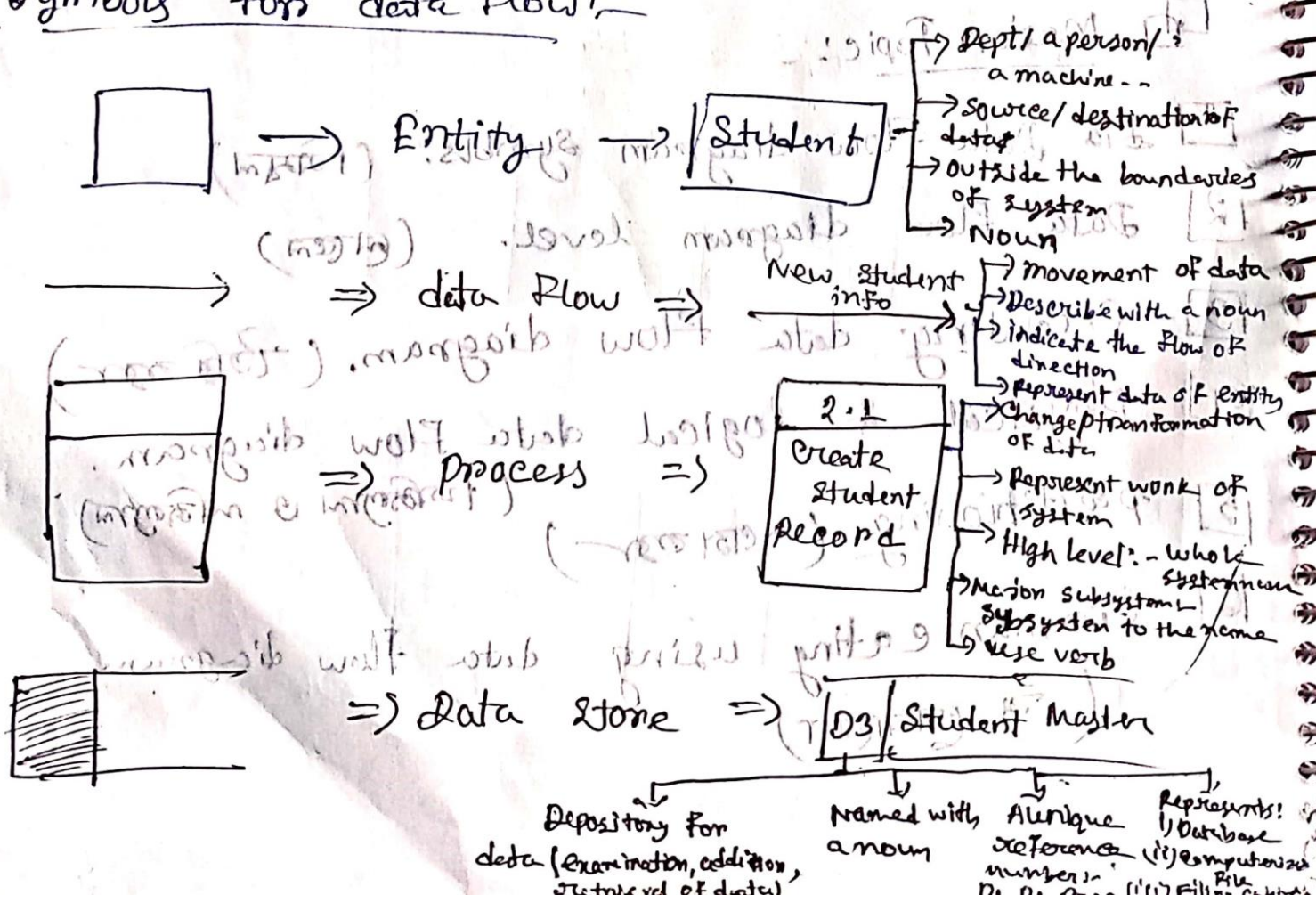
5. Partitioning. (बाँटना)

6. Communicating using data Flow diagram. (संचार करना)

Advantage of data Flow:

- ① Freedom from committing to the technical implementation too early
(वास्तुवास्तव प्रविष्टि शरु आधीनता)
- ② Understanding of the interrelatedness of systems & subsystem
(सिस्टम ७ याव सिस्टमक आनुसंधान (समाखण्ड))
- ③ Communicating current system knowledge to user.
- ④ Analysis of the proposed system.

Symbols For data Flow:



Creating a Content Diagram - (VVM)

(i) Highest level in a data flow diagram

(ଅର୍ଥାତ୍ ମାତ୍ର ଓଡ଼ିଆ DFD ଏବଂ)

(ii) Contains only one process, representing the entire process

(ପୂର୍ଣ୍ଣ ପ୍ରକ୍ରିୟା ଏବଂ ସମ୍ପୂର୍ଣ୍ଣ ପ୍ରକ୍ରିୟା ନିମ୍ନ ଆସେ।)

(iii) A process must have both input & output data flow

(ପ୍ରକ୍ରିୟା ଏବଂ ଉପରେ ଓ ତଳେ ଉପରେ ଥିବା ଥାଏ)

(iv) External entities should not be connected to one another.

(ଅନ୍ତର୍ଗତ ପ୍ରକ୍ରିୟା ଏବଂ ଅନ୍ତର୍ଗତ ପ୍ରକ୍ରିୟା ସଂଯୋଗ ନାହିଁ।)

(ଅନ୍ତର୍ଗତ entity-1 & entity-2 ଏବଂ ମଧ୍ୟ ସଂଯୋଗ ନାହିଁ।)

(ଅନ୍ତର୍ଗତ ପ୍ରକ୍ରିୟା ଏବଂ ଅନ୍ତର୍ଗତ ପ୍ରକ୍ରିୟା ସଂଯୋଗ ନାହିଁ।)

Context Data Flow Diagram

Rules for Data Flow Diagram

① One process

② [All entities must be named]

③ must not be any freestanding objects.

(ଅର୍ଥାତ୍ ଏହାଙ୍କର କେବଳ symbol ବ୍ୟବହାର କରାଯାଏ) (iii)

④ A process must have both an input & output data flow.

(ଅର୍ଥାତ୍ ଏକତ୍ର ଇନପୁଟ୍ / ଆଉଟପୁଟ୍ ଆବଶ୍ୟକ) (iv)

⑤ A data store must be connected to at least

one process (ଅର୍ଥାତ୍ ଏକତ୍ର ପ୍ରକ୍ରିୟା ସ୍ଟୋର ସହ ଆବଶ୍ୟକ ଭାବେ ଯୋଗାଯୋଗ କରିବାକୁ ହେବ) (v)

⑥ External entities should not be connected to one another.

(Entity ନିଜସ୍ୱ ମଧ୍ୟରେ କେବଳ ସମ୍ପର୍କ ରଖାଯାଏ)

part A

+ Ca) (content / level-0 DFD)

Customers (Order-Pizza, phone number)

PERfect_Pizza (name, address, last_order_date)

Ca Total (total-money, ~~receipt~~ receipt)

✓ Cook (receive_order)

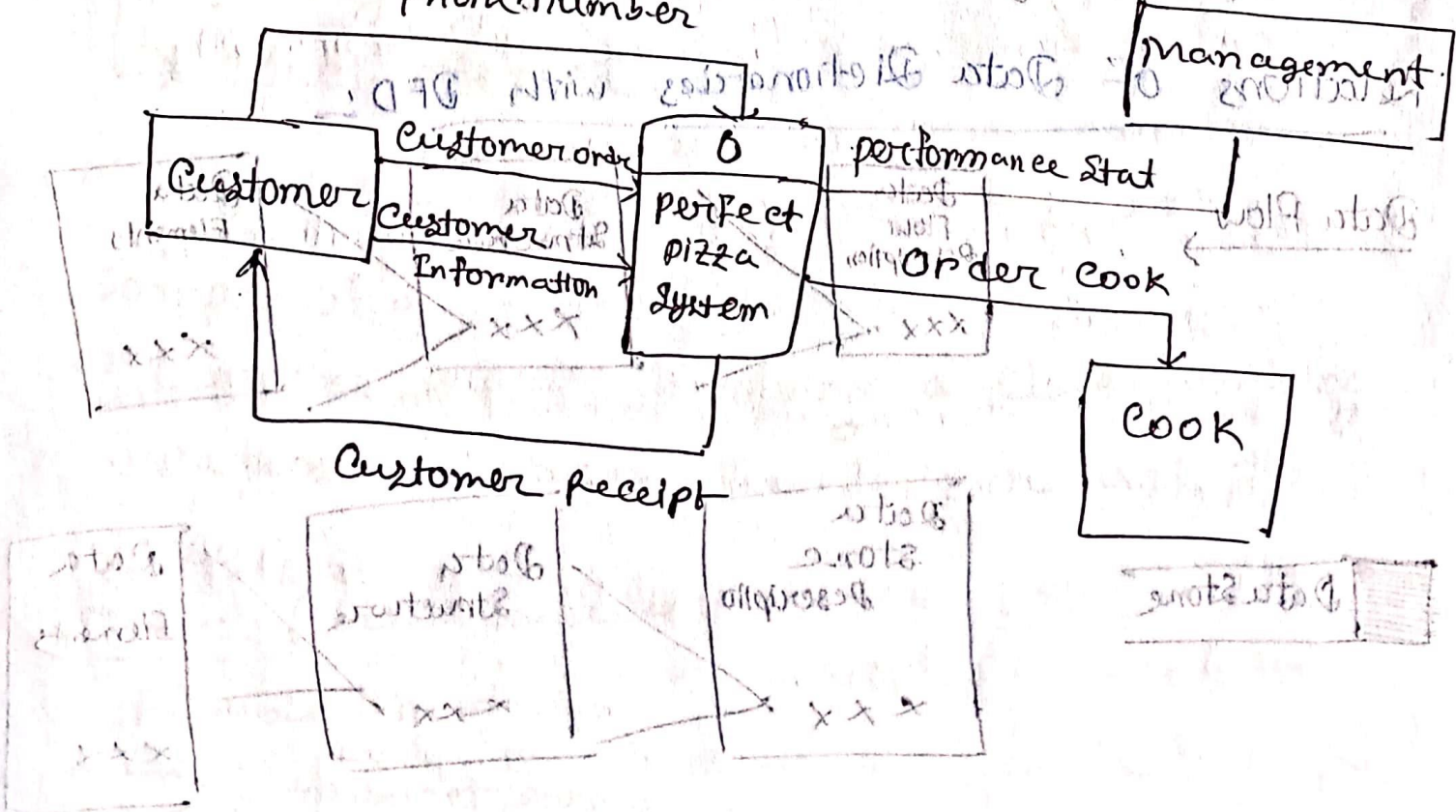
Driver (~~receipt~~ coupons, receipt)

Comparison

✓ Performance (weekly, last_year's) => Management

phone number

Management



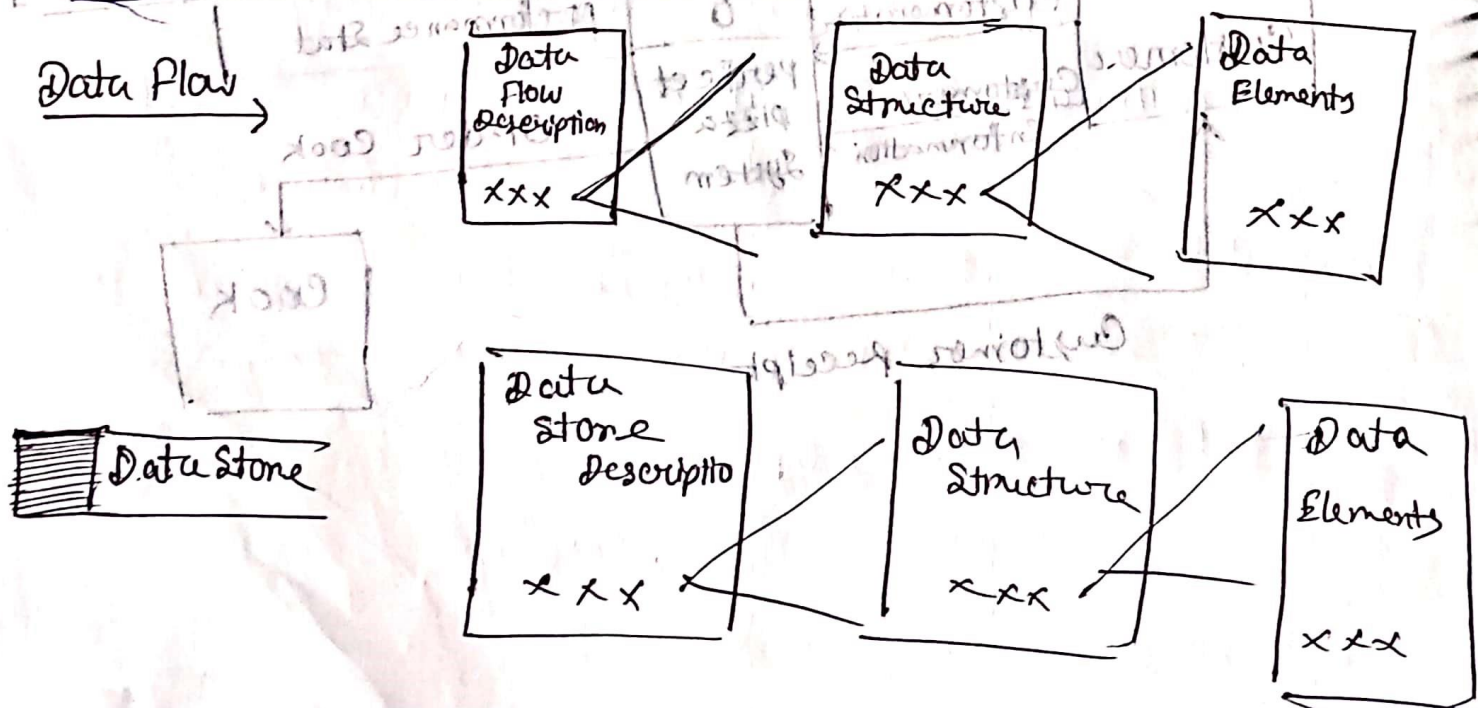
Data Dictionary

provides complete information about an organization.

This information include:-

- Column description
- Distinct values, missing values & Frequency
(unique value, missing value, frequency)
- Data Type
- Classification (& glossary terms)
(classification & glossary terms)

Relations of Data Dictionaries with DFD:



⇒ Each level of a Data Flow diagram should use data appropriate to that level. The more child diagrams are created the more data flow into & out of the processes becomes more & more detailed, including structural records & elements.

2(b)

Model Driven (method)

- Modern structured design
- In-Formation Engineering
- Prototyping
- Object-oriented

prototype: (small scale, incomplete, but working sample of a desired system).

→ Iterative process involving a close working relationship between the designer and the

users.

Benefits: (Greeks for geeks.)

① Flexible in design

② Easy to detect errors.

③ Can find missing functionality easily

→ (4) Can be reused by the developer for more

Complicated projects in future

(5) It ensures greater level of customer satisfaction & comfort.

(6) It is ideal for online systems

(7) Helps both users & developers to understand the system better.

(8) It can easily involve users in the development phase.

Disadvantage of prototype:-

(1) The model is costly.

(2) Poor documentation because of continuously changing customer requirements.

(3) There may be too much variation in requirements.

(4) Customer demand main product to be delivered soon after seeing it.

(5) There may be incomplete or inadequate problem analysis.

(6) There may increase the complexity of the system.

(7) Customer may not be happy after seeing it.

Factors of output Technologies :-

- 1) Who will use the output? (ব্যক্তি)
- 2) How many people need the output? (সংখ্যা)
- 3) Where is the output needed? (স্থান)
- 4) What is the purpose? (উদ্দেশ্য)
- 5) What is the speed with which the output is needed?
(কত দ্রুত?)
- 6) How frequently will the output be accessed?
(কতবার ব্যবহৃত হবে?)
- 7) How long the output be stored?
(কত সময় ধরে)
- 8) Regulations depicting output produced, stored and distributed.
(প্রযুক্তিগত চিহ্নিত - আউটপুট যা তৈরি, রাখা এবং বিক্রি
হওয়া হয়েছে)
- 9) Initial & ongoing cost of maintenance and supplies.
- 10) Human and environmental requirement

our guidelines to design of good display output

- ⇒ Keep the display simple. (सिम्पल)
- ⇒ Keep the presentation consistent. (सामरूप्य)
- ⇒ Facilitate user movement among displayed output. (सहजता कर)
- ⇒ Create an attracting & pleasing display. (आकर्षक)

3 (b)

Primary Activities of the design phase of the SDLC

1 Identifying problems, opportunities & objectives:-

- ⇒ Interviewing users
- ⇒ Summarizing the knowledge obtained
- ⇒ Estimating the scope of the project
- ⇒ Documenting the result.

2 Determining Human Information Requirements:-

- ⇒ Interviewing
- ⇒ Sampling and investigating hard data
- ⇒ Questionnaires
- ⇒ Prototyping
- ⇒ Who, what, where, when, how, & why of the current system.

Q1 Analyzing System needs:-

- => Create data Flow, activity, or sequence diagrams.
- => Complete the data dictionary.
- => Analyze the structured decisions made.
- => prepare & present the system proposal.

Q2 Designing the Recommended System:-

- => Design procedures for data entry.
- => " " " Human-computer interface.
- => Design system controls.
- => Design database and/or File.
- => " backup procedures.

Q3 Developing & documenting software:-

- => System analyst & programmer works together to develop any original software.
- => work with users to develop effective documentation.
- => programmers design, code & remove syntactical errors from computer programs.
- => Document software with readme files, online help, & FAQs.

4 (a)

Exhaustive Testing:-

It is the ~~test~~ testing the application as a whole and covering every possible thing.

But it is not possible due to various reasons

like Time Consuming; Sometimes there are large number of input values and manually it is not possible to test the application for all input combinations

as it is time consuming.

Selective testing:-

A rational component of the teaching learning process.

It reflect the orderly development of

Conceptual understanding. It select the

mode of response which is least restrictive

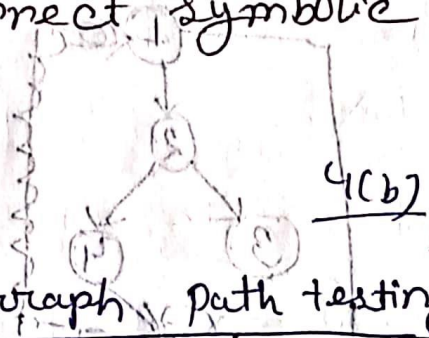
unit Testing (Smallest piece of code to be tested)

what errors found during unit testing?

(1) Misunderstood or incorrect arithmetic precedence.

(2) Mixed mode operations.

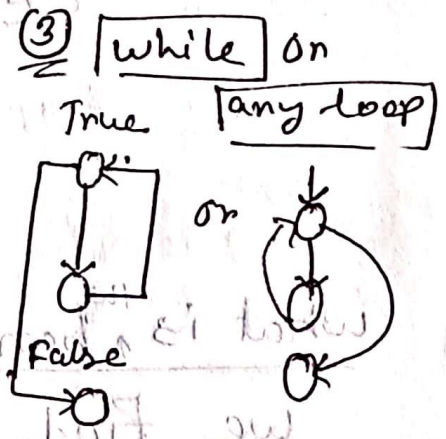
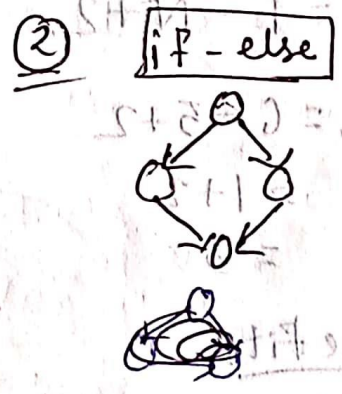
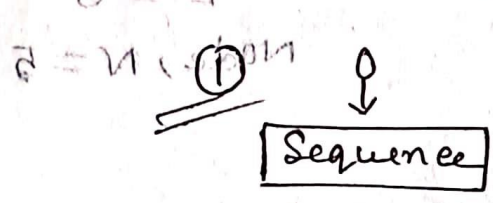
- (3) Incorrect Initialization
- (4) precision in accuracy
- (5) Incorrect symbolic representation



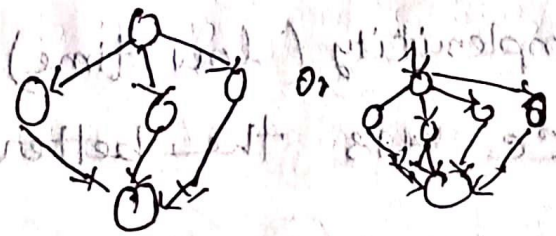
Flow Graph path testing & find out all test cases

Understanding:

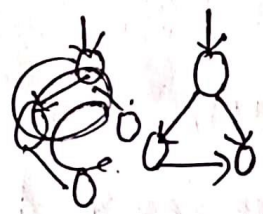
CFG (Control Flow Graph) :-



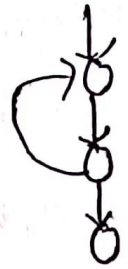
(4) switch :-



(5) if-then :-



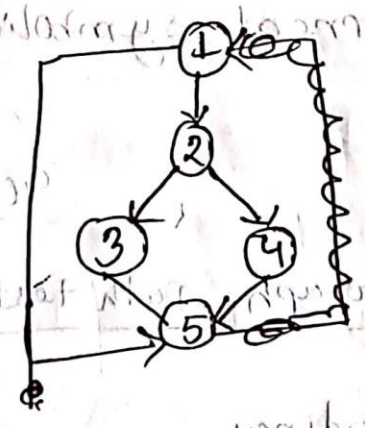
(6) do-while :-



① Drawing CFG for the give program.

```

① while (a != b) {
②   if (a < b)
③     a = a - b;
④   else b = b - a;
   return a;
}
    
```



So, Cyclomatic Complexity: - Number of Edge,

$E = 6$

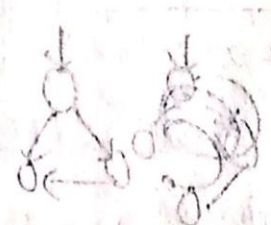
Node, $N = 5$

$CC = E - N + 2$

$= 6 - 5 + 2$
 $= 1 + 2$
 $= 3$

What is the benefit?

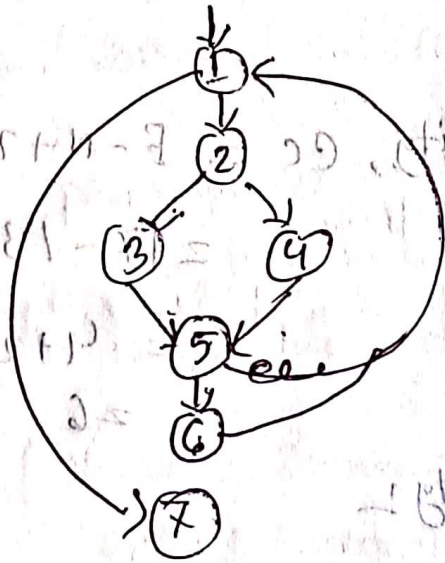
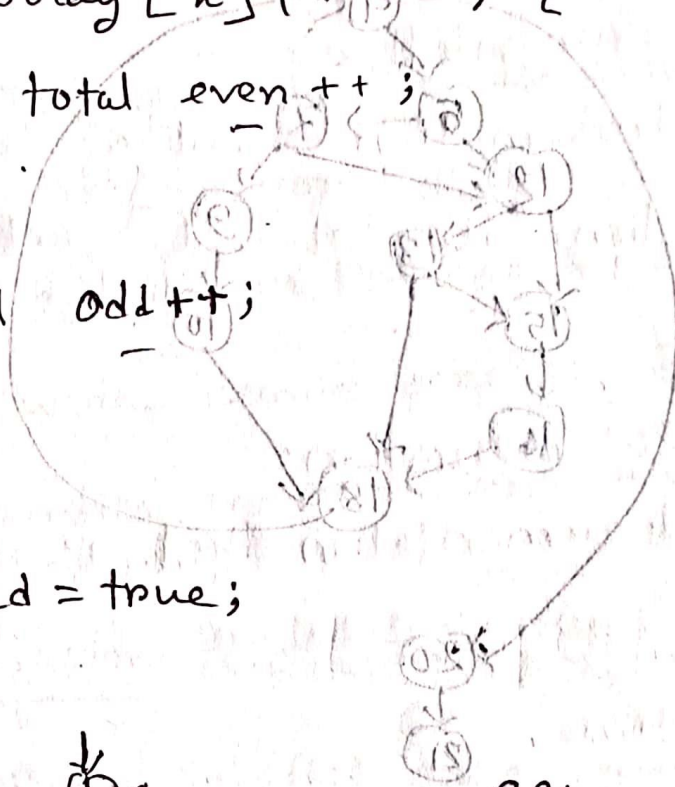
We find time complexity (low time) with this, the more CC is the better the program would be.



Ex-02

```

(1) while (n < 50) {
(2)   if (array[n] % 2 == 0) {
(3)     total even ++ ;
    }
    else {
(4)     total odd ++ ;
(5)   }
(6)   n ++ ;
(7) } loop ended = true;
  
```

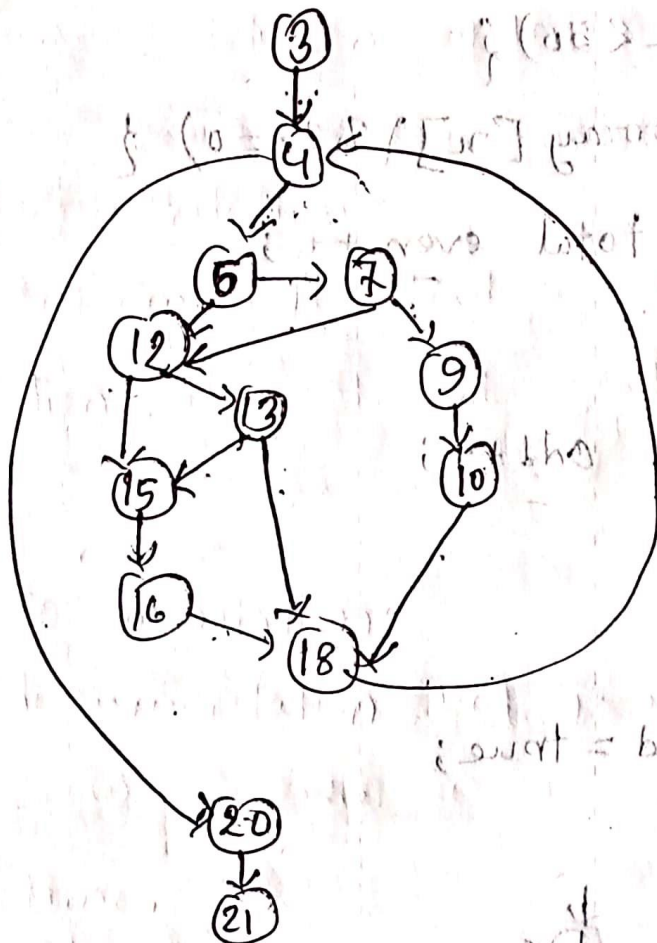


$$\begin{aligned}
 CC + 2 &= E - N + 2 \\
 &= 8 - 7 + 2 \\
 &= 1 + 2 \\
 &= 3
 \end{aligned}$$

Software Quality

Effective software process applied in a manner that creates a useful product that provides measurable value for both the developer & the definition since these important points are established. If established the

4(b)



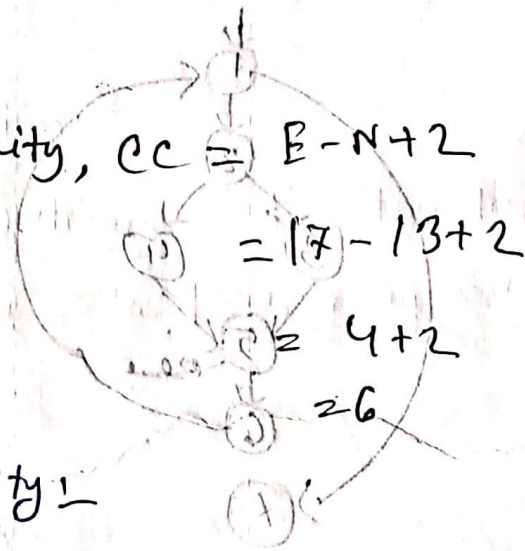
$S + N - 1 = 199$

Cyclomatic Complexity, $CC = E - N + 2$

$S + F - 2 =$

$S + F - 2 =$

$S + 1 =$



$CC = 7 - 3 + 2$

$= 4 + 2$

$= 6$

4(c) Software Quality:

An effective software process applied in a manner that creates a useful product that provides measurable value for both user & developer.

The definition serves three important points:

1) Effective software process: - It establishes the

infrastructure that supports any effort at building a high quality software.

(2) Useful product:-

It provides everything that the users desired. But it is without any error.

(3) Adding value for both the producer & the user:-

A good software provides benefits for the software organization and the end user community.

Software Quality Factors :- 6 key qualities

(1) Functionality (Software satisfied stated needs)

(2) Reliability (Number of time the software is available for the use)

(3) Usability (To which the software is easy to use).

(4) Efficiency (To which degree to which the s/w makes optimal use of system resources).

(5) Maintainability (How easy repair work is)

(6) portability (Software environment to environment (transport) work)

Q) Difference between system & user documentation:-

Q) System Documentation:-

Detailed information about a system's design specifications, its internal workings and its functionality.

= Internal Documentation:-

System documentation that is part of the program source code or is generated at compile time.

External Documentation:-

That includes the outcome of structured diagramming techniques & (Data Flow, Entity Relationship, Data Dictionaries)

Q) User Documentation:-

- Reference Document to Function specific
- Function
- Procedures manual to perform a business task
- Tutorials to use major components of the system. Designed to be read in sequence

procedure manuals documenting the system, including its key sections & complaints against it:-

→ The documentation will be on English language.

Key sections:-

- Introduction
 - How to use the software
 - What to do if things go wrong
 - A technical reference section
 - An index
 - Info on how to contact the manufacturer.

Complaints:-

- They are poorly organized
- It is hard to find needed information
- The specific case in question does not appear in the manual
- ~~Manual~~ Manual is written in poor English.

Common Methods of Computer Training

① Potential Training Topics:-

- Use of the system
- General Computer Concepts
- Information Systems
- Organizational
- System Management
- System Installation

② Training Methods:-

- Computer - aided instruction
- Formed courses
- Software help components
- Tutorials
- Interactive training manuals
- External sources, such as vendors.

Maintenance of Info System:

Maintenance is the process of ~~not~~ modifying an info system to continually satisfy organizational user requirements.

(1) Hardware Maintenance:-

~~Keep~~ The purpose of it is maintaining computer system hardware ~~is to~~ in working order. And this is maintained by ~~the~~ equipment manufacturer by maintenance contract.

(2) Systems Maintenance:-

If there need any update or new feature the the software should be updated. The cost of it over the useful life of an application is typically twice the development cost.

3 types:-

- (i) Perfective Maintenance (Respond to change for user requirement)
- (ii) Adaptive Maintenance (For adapt it in a new sw or HW)
- (iii) Corrective Maintenance (Correcting an error during operation)

Major cause of maintenance problem:-

→ Unstructured code

→ Insufficient knowledge about system

→ Poor documentation

→ Bad image of maintenance department.

6 (a)

Rental

advantage:-

(1) Short term commitment (1-12 months)

(2) High Flexibility (cancellation/delayed purchase decision)

(3) NO major cash upfront.

Disadvantage:-

→ Higher monthly payments

→ NO major tax/ownership benefits

→ NOT enough security

→ NO control / little control on equipment change

→ NOT all vendors will rent.

Lease! - (Advantage)

- Commitment for 3-7 years
- Less payment than rental
- predetermined payments throughout the lease duration
- Usually better service than rental
- System upgrade option

Disadvantage!

- More expensive than purchase
 - May have limitation on how/when equipment used
- Purchase

Advantage

Advantage!

- lower cost
- Maintenance monthly
- Most preferred
- Interest in any loan to finance
- A business investment
- Full control over equipment use

Disadvantage:

- Once in never out
- Cash requirement is high
- Complete responsibility for all problem
- permanent commitment

Social Engineering, Trojan Horse, Logic bomb

Social Engineering:-

Malicious Activity that uses psychological manipulation to trick user into making security mistakes or giving away sensitive information. It happens in one or more steps.

Trojan Horse:-

A programmed downloaded and installed on a computer that appear harmless. But is, in fact malicious. Unexpected changes to computer settings and unusual activity, even when the computer should be idle.

Logic Bomb:-

A string of malicious code inserted intentionally into a program to harm a network when

Certain conditions are met.

→ Unintentional, non-malicious damage can be

Caused by:-

- Human error
- Lack of backup procedures

→ poor training

→ Unauthorized downloading

