

Component 4: Introduction to Information and Computer Science

Unit 9: Components and Development of Large Scale Systems Lecture 4

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Systems Development Lifecycle (SDLC)

- 1. Systems Planning
- 2. Systems Analysis
- 3. Systems Design
- 4. Systems Implementation
- 5. Systems Support and Security

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3. Systems Design

- Output and User Interface Design
- Data Design
- · System Architecture



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Output Design

- Output design
 - Distribution and audience
 - Implementation methods
 - Control



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User Interface Design

- The User
- The Computer System
 - hardware
 - software
 - screens
 - menus
 - functions
 - output



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Input Design

- · Data entry vs. data capture
- Batch online input



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Data Design

- Develop a physical plan for:
 - Data organization
 - Data storage and access
 - Data control



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System Architecture

- Translates the logical design of an information system into a physical structure that includes:
 - hardware
 - software
 - network support
 - processing methods
 - security



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4. Systems Implementation

- Managing systems implementation
 - Application development
 - Testing
 - Documentation
 - Training
 - Data conversion
 - System changeover
 - Post-implementation evaluation

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4. Systems Implementation Managing systems implementation Application development Testing Documentation Training Data conversion System changeover

- Post-implementation evaluation