# IT (Information Technology)

Khatam University

Session # 3



(8 sessions)

# Course Description (Continued..)

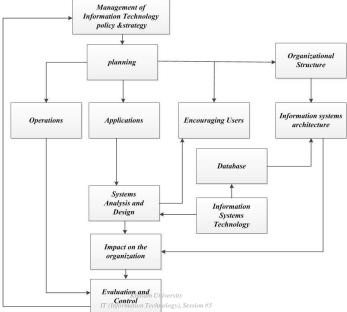
Logestics and Information Technology

#### • Contents:

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-	Foundation of Information Technology (IT)	(1 session)
-	A Look Toward the Future of Information Technology	(2 sessions)
٠	Information Management and IT Architecture	(2 sessions)
•	Networks, Collaboration, and Sustainability	(2 sessions)
	E-Business & E-Commerce Models and Strategies	(4 sessions)
•	Functional Area and Compliance Systems	(4 sessions)
	Enterprise Systems and Applications	(6 sessions)
•	Business Process and Project Management	(5 sessions)

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#### The role of managers in Information Technology (IT)



#### The role of managers in Information Technology (IT)

- Using technology to transform the organization
  - We are living in revolutionary times, a revolution brought on by dramatic advances in information technology.
  - If the steam engine, a new form of power, and mechanization created an Industrial Revolution over 150 years ago, <u>computers</u> and <u>communications equipment</u> have produced a Technology Revolution in the last half of the twentieth century.

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- Information system development project
  - Realistic behavior

Activity	March April May June July August Sept Oct
Feasibility	
Analysis	
Design	
Development	
Quality Assurance	
Implementation	
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# Information system development

Information system development project

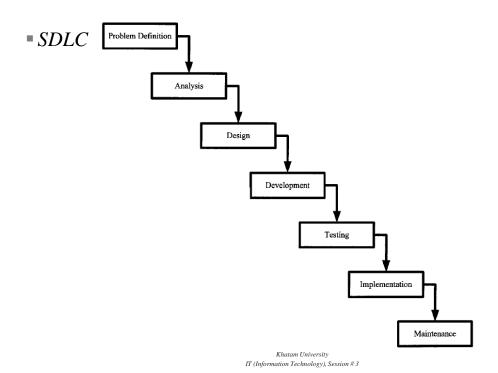
<u>+</u>		<u> </u>
nen	Tier	Analyst Application
Development	6	Internet/Intranet—Web-based transaction processing, media, and graphics
,	5	Client/server—breaking down objects to their client and server applications
are	4	Object orientation—selection of objects and classes
15,	3	CASE—automation and productivity of tier 2
of Software	2	Structured Tools—DFD, PFD, ERD, STD, process specification, data repository
Tiers o	1	User Interface—interviewing skills, JAD, RAD

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- System Development Life Cycle (SDLC)
  - The basis for most systems analysis and design methodologies is the system development life cycle or SDLC.
  - It is sometimes called the waterfall method because the model visually suggests work cascading from step to step like a series of waterfalls.
  - In reality, there is considerable feedback between the various steps or phases.

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- Information system development Methodologies
  - Several models exist to streamline the development process.
  - Sometimes a combination of the models may be more suitable
    - Waterfall model
    - Unified software development Process model
    - Spiral model
    - Agile development
    - Rapid application development

Requirement Analysis

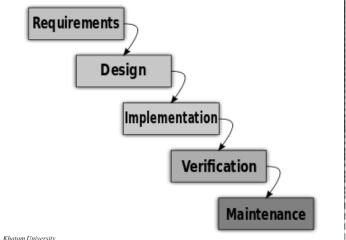
SDLC
Software/System Development Life Cycle - SDLC

Testing
Implementation

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## Information system development

- Information system development Methodologies
  - Waterfall model
    - The waterfall model is a sequential design process
    - 1.Requirements specification
    - 2.Design
    - 3. Construction (implementation or coding)
    - 4.Integration
    - 5. Testing and debugging
    - 6.Installation
    - 7.Maintenance



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- Information system development Methodologies
  - Waterfall model
    - The waterfall model maintains that one should move to a phase only when its preceding phase is completed and perfected.
    - Time spent early on making sure requirements and design are correct saves much time and effort later
    - Waterfall model places emphasis on documentation (such as requirements documents and design documents) as well as source code.
    - Waterfall model for is a simple approach and is more disciplined.

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#### Information system development

- Information system development Methodologies
  - Waterfall model
    - Waterfall model is a bad idea in practice
    - It is impossible to finish a phase of a software product's lifecycle perfectly before moving to the next phases and learning from them
    - Many of the system's details only become known to us as we progress in the system's implementation.
    - Some of the things that we learn invalidate our design and we must backtrack

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- Information system development Methodologies
  - SSADM (Structured systems analysis and design method) SSADM techniques

Stage 0 - Feasibility

Stage 1 - Investigate Current System

■ The three most important techniques:

- Logical data modeling
- Data Flow Modeling
- Entity Event Modeling

Stage 2 – Business System Options

Stage 3 – Requirements Definition

Stage 6 – Physical Design

Structured Systems Analysis and Design Method
(SSADM)

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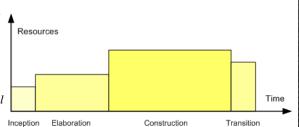
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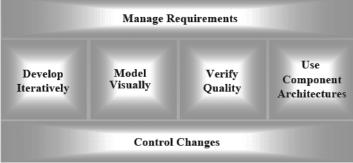
Stage 4 - Technical System Options

Stage 5 – Logical Design

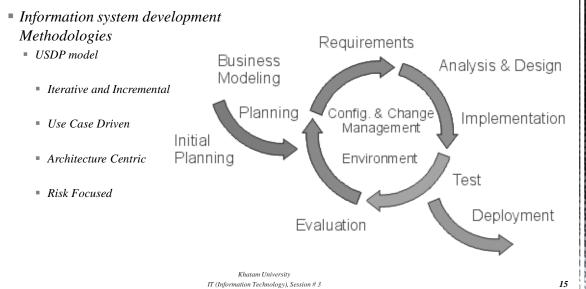
### Information system development

- Information system development Methodologies
  - USDP model
    - The USDP is a popular iterative and incremental software development process framework.





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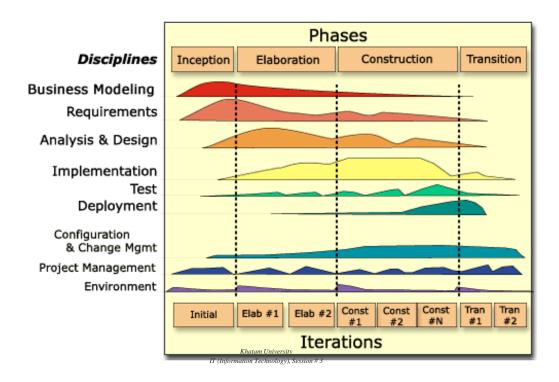
#### Information system development

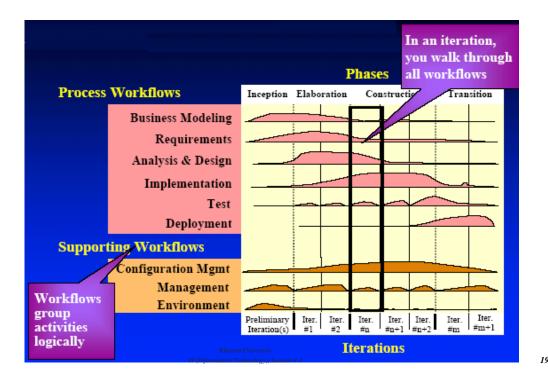
- Information system development Methodologies
  - RUP (Rational Unified Process) is a specific implementation of the USDP.
  - RUP is based on a set of building blocks, or content elements, describing
    - what is to be produced,
    - the necessary skills required
    - and the step-by-step explanation describing how specific development goals are to be achieved.
  - The main building blocks, or content elements, are the following:
    - Roles (who) A Role defines a set of related skills, competencies and responsibilities.
    - Work Products (what) A Work Product represents something resulting from a task, including all the documents and models produced while working through the process.
    - Tasks (how) A Task describes a unit of work assigned to a Role that provides a meaningful result.

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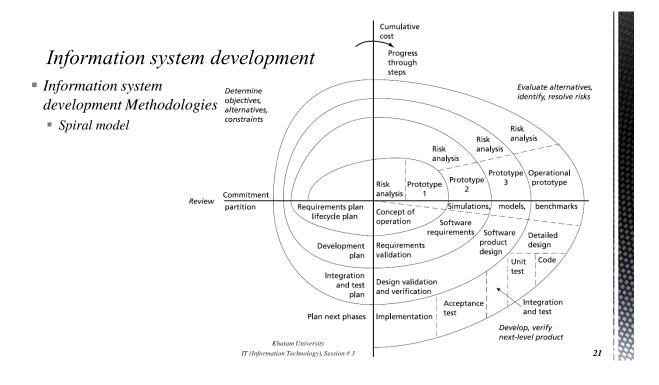
- Information system development Methodologies
  - RUP (Rational Unified Process)
  - Within each iteration, the tasks are categorized into nine disciplines:
  - Six "engineering disciplines" Business Modeling
    - Requirements
    - Analysis and Design
    - Implementation
    - Test
    - Deployment
  - Three supporting disciplines
    - Configuration and Change Management
    - Project Management
    - Environment

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Information system development **Cumulative cost** 1.Determine 2. Identify and **Progress** ■ Information system resolve risks objectives development Methodologies Spiral model The spiral model combines elements of both design and prototyping-in-stage. Operational Review Spiral model combines Detailed advantages of top-down and design bottom-up concepts. Code . Integration, Test Implementation 4. Plan the Release next iteration 3. Development and Test Khatam University IT (Information Technology), Session #3 20



- Information system development Methodologies
  - Spiral model
    - The spiral model combines the idea of iterative development with the systematic, controlled aspects of the waterfall model.
    - The spiral model is based on continuous refinement of key products for requirements definition and analysis, system and software design, and implementation (the code).
    - Documents are produced when they are required, and the content reflects the information necessary at that point in the process.
    - Spiral model forces early user involvement in the system development effort.

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- Information system development Methodologies
  - Agile software development
    - Agile software development is a group of software development methods based on iterative and incremental development, where requirements and solutions evolve through collaboration between selforganizing, cross-functional teams.
    - It promotes adaptive planning, evolutionary development and delivery, a time-boxed iterative approach.



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#### Information system development

- Information system development Methodologies
  - Agile software development methods
    - Agile Unified Process (AUP)
    - Crystal Clear
    - Crystal Methods
    - Dynamic Systems Development Method (DSDM)
    - Extreme Programming (XP)
    - Feature Driven Development (FDD)
    - Lean software development

Planning/Feedback Loops

Release Plan

Iteration Plan

Weeks

Acceptance Test

Days

Stand Up Meeting

One Day

Pair Negotiation

Hours

Unit Test

Minutes

Pair Programming

Seconds

Code

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- Information system development Methodologies
  - Rapid Application development
    - Rapid application development (RAD) is a software development methodology that uses minimal planning in favor of rapid prototyping.
    - The lack of extensive pre-planning generally allows software to be written much faster, and makes it easier to change requirements.

Cutover

Rapid Application Development (RAD)

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UserDesign

Requirements

**Planning** 

Construction

## Information system development

- Information system development Methodologies
  - Rapid Application development
    - Requirements Planning phase
    - User design phase
    - Construction phase
    - Cutover phase

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