

King Saud University

College of Engineering

IE – 462: “Industrial Information Systems”

Spring – 2024 (2nd Sem. 1445H)

Chapter 2

Information System Development

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Lesson Overview

- [System Development Life Cycle \(SDLC\)](#)
- [Programming Languages](#)

System Development Life Cycle (SDLC)



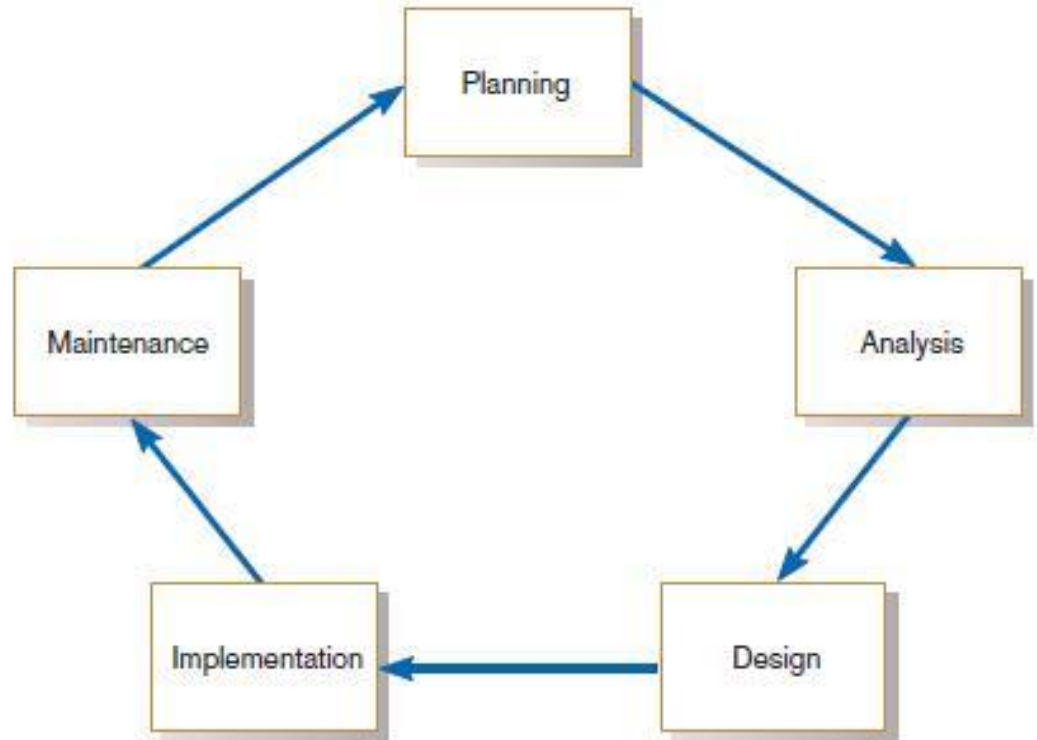
System Development Life Cycle (SDLC)

- **System Development Life Cycle (SDLC):**
 - traditional methodology/process followed in an organization
 - used to *plan, analyze, design, implement and maintain* information systems
 - **System analyst** is responsible for analyzing and designing an information system



SDLC- Cont.

- Phases in SDLC:
 - Planning
 - Analysis
 - Design
 - Implementation
 - Maintenance



SDLC- Cont.

- **Planning** – an organization's total information system objectives or purposes are identified, analyzed, prioritized, and arranged
- **Analysis** – system requirements are studied and structured (this's called *system analysis*)
Includes feasibility analysis:
 - technical feasibility
 - economic feasibility
 - legal feasibility

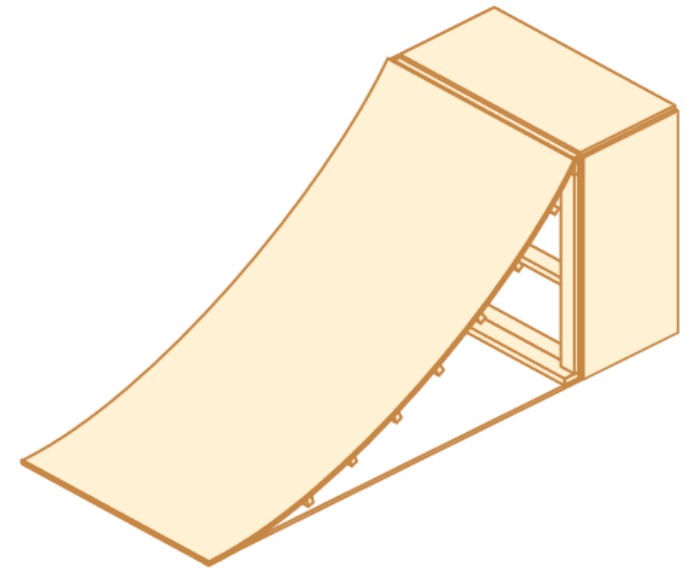
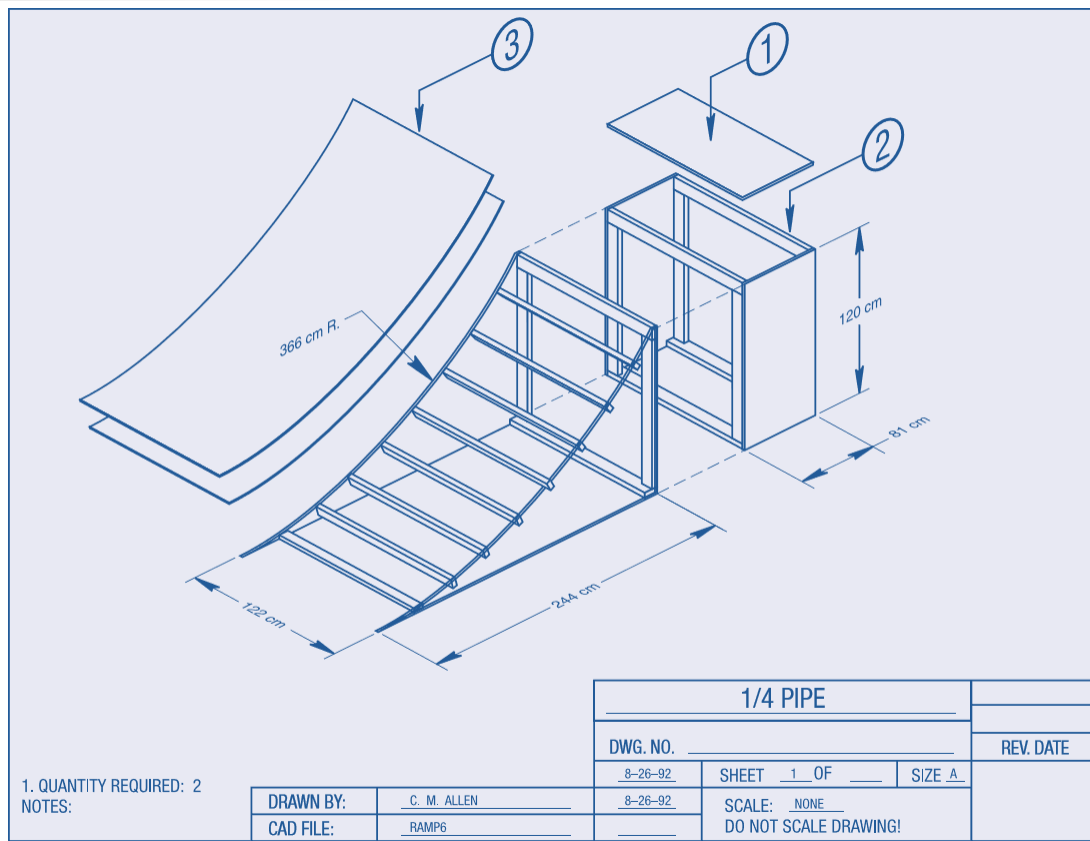
SDLC- Cont.

- **Design** – a description of the recommended solution is converted into *logical* and then *physical* system specifications
 - **Logical design:** all *functional features* of the system chosen for development in analysis are described *independently* of any computer platform
 - **Physical design:** transforming the logical specifications of the system into *technology-specific details*

SDLC- Cont.

- **Design – cont.**

- See below: difference between physical and logical design



● IE462 Skateboard ramp blueprint (logical design) A skateboard ramp (physical design) 8

SDLC- Cont.

- **Implementation** – information system is:
 - coded (i.e. programmed)
 - tested (includes unit test, system test, user-acceptance test)
 - installed (training users, providing documentation, and conversion from previous system to new system)
- **Maintenance** – information system is systematically repaired and improved
 - structured support process: reported bugs are fixed, requests for new features are evaluated and implemented
 - system updates/backups are performed on a regular basis

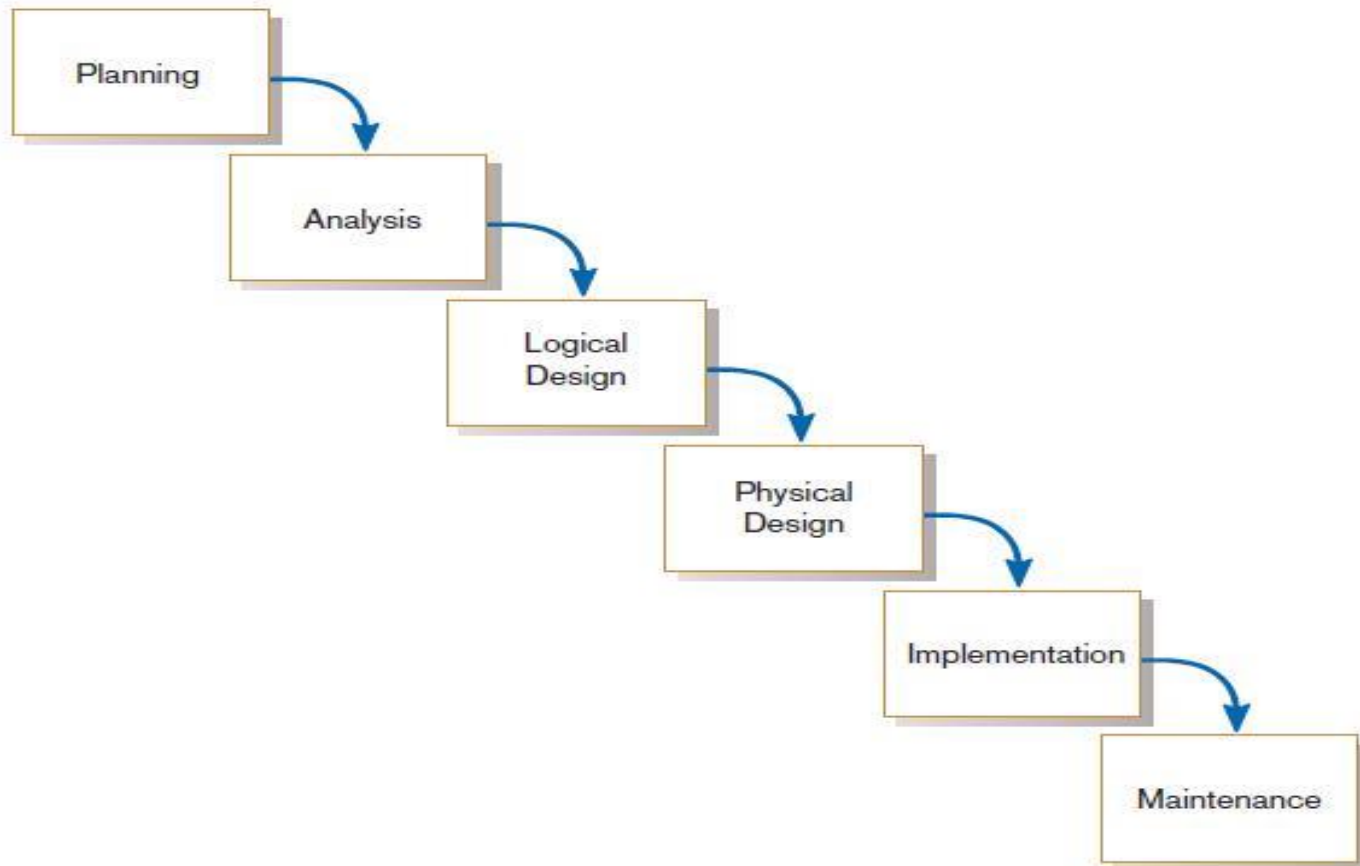


Types of SDLCs

- SDLC can be performed in several different ways:
 - **Traditional Waterfall SDLC**
 - **Iterative SDLC**
 - **Rapid Application Development (RAD)**
 - **Agile Methodologies**
 - **Lean Methodology**

SDLC Types: 1. Traditional Waterfall SDLC

- One phase begins when another completes, with little backtracking and looping

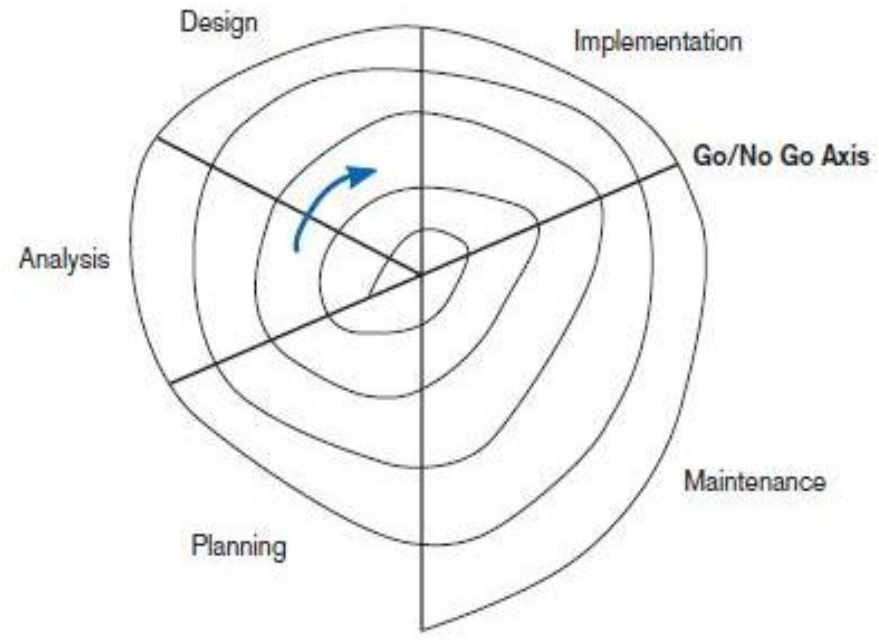


Problems with Waterfall Approach

- Quite rigid: system requirements can't change after being determined
- No software is available until after the programming phase
- Limited user cooperation (only in requirements phase)
- Projects can sometimes take months/years to complete

SDLC Types: 2. Iterative SDLC

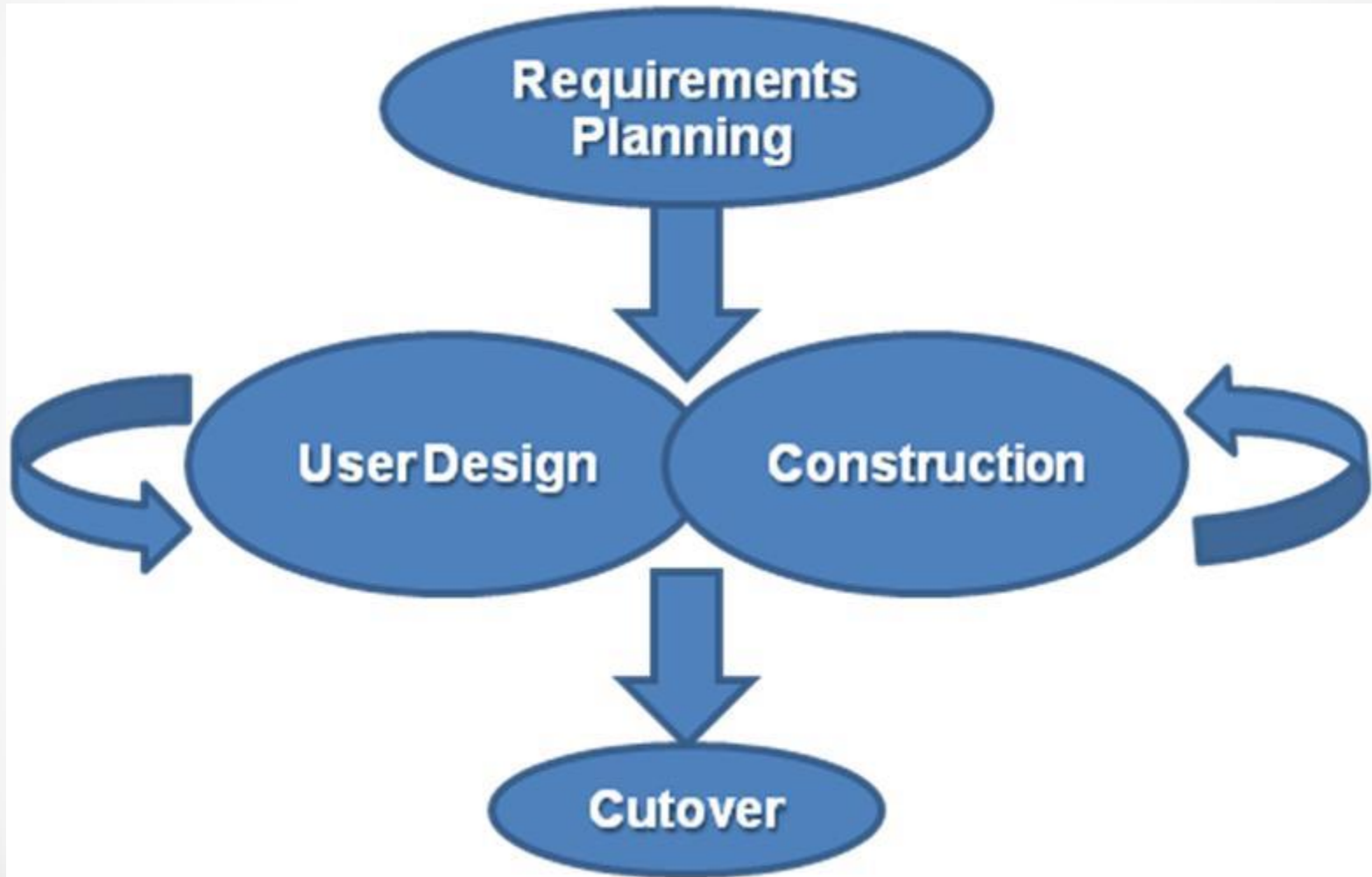
- Development phases are repeated as required until an acceptable system is found
- User participates
- Spiral (evolutionary) development SDLC in which we constantly cycle through phases at different levels of details



3. Rapid Application Development (RAD)

- Systems-development methodology that focuses on quickly:
 - building working model of software
 - getting feedback from users
 - using that feedback to update the working model
 - making several iterations of development
 - developing/implementing a final version
- This *greatly decreases* design / implementation time
⇒ shortened development (compressed process)
- Uses extensive user cooperation, prototyping,
● integrated CASE tools, and code generators

Rapid Application Development (RAD) – cont



Rapid Application Development (RAD) – cont

- **Requirements planning:**
 - overall requirements for system are defined
 - team is identified, and
 - feasibility is determined (similar to analysis/design phases in [Waterfall Approach](#))
- **User design:**
 - prototyping the system with the user using [CASE](#) tools in creating interfaces/reports
 - e.g. JAD (**joint application design**) session: all stakeholders have a structured discussion about design of the system

Rapid Application Development (RAD) – cont

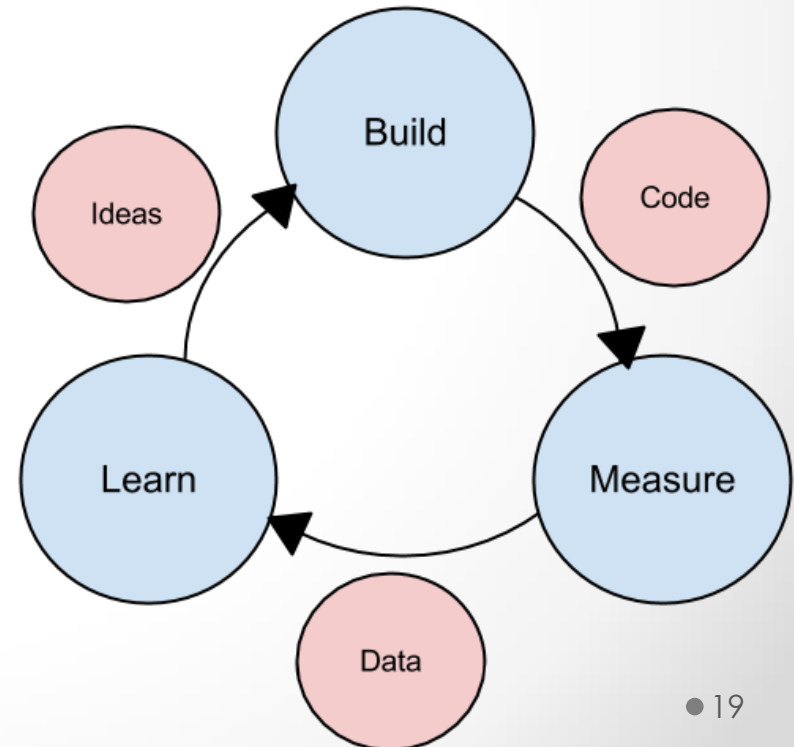
- **Construction:**
 - coding the system using [CASE](#) tools
 - it is an interactive, iterative process
 - and changes can be made as developers are working on the program
- **Cutover:**
 - delivery of developed system (i.e. implementation)

SDLC Types: 4. Agile Methodologies

- Group of methodologies that utilize incremental changes with a focus on quality, details (started: 2001)
- Each increment is released in a specified time (called a “time box”) ⇒ regular release schedule with very specific objectives
- Share some [RAD](#) principles:
 - iterative development
 - user interaction
 - ability to change
- Goal: provide flexibility of iterative approach, while ensuring a quality product

SDLC Types: 5. Lean Methodology

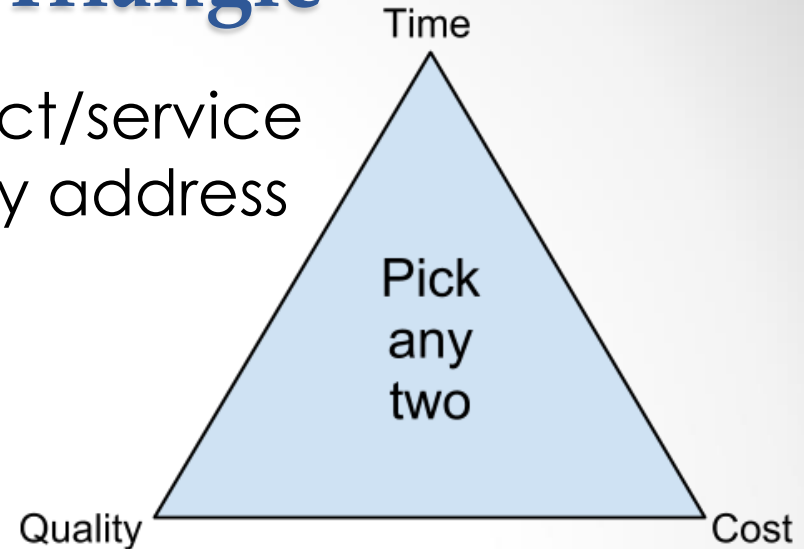
- Lean Methodology:
 - New concept
 - Focus is on taking initial idea and developing **minimum viable product** (MVP)
 - MVP: working software application with just enough functionality to demonstrate the idea behind the project
 - MVP is given to potential users for review; team then determines whether to continue in same direction or rethink idea behind project ⇒ new MVP
 - Iterative process: until final product is completed



Note: Quality Triangle

- Simple concept: for any product/service being developed, you can only address 2 of the following:

- Time
- Cost
- Quality



- e.g. you cannot complete a *low-cost, high-quality* project in a *small amount of time*
- Also, if you can spend a *lot of money* \Rightarrow project can be completed *quickly* with *high-quality* results
- If *completion date* is not a priority, then it can be completed at a *lower cost* with *higher-quality* results

Programming Languages



Programming Languages

- One way to characterize programming languages is by their “generation”:
 - **First-generation languages**
 - **Second-generation languages**
 - **Third-generation languages**
 - **Fourth-generation languages**

Programming Languages (cont.)

- First-generation languages
 - Called **machine code**: specific to the type of hardware to be programmed
 - Each type of computer hardware has a different **low-level programming language**
 - Uses actual ones and zeroes (bits) in the program, using binary code
 - Example here: adds '1234' and '4321' using machine language

```
10111001 00000000
11010010 10100001
00000100 00000000
10001001 00000000
00001110 10001011
00000000 00011110
00000000 00011110
00000000 00000010
10111001 00000000
11100001 00000011
00010000 11000011
10001001 10100011
00001110 00000100
00000010 00000000
```

Programming Languages (cont.)

- Second-generation languages
 - Called Assembly language (also low-level language)
 - Gives English-like phrases to machine-code instructions, making it easier to program
 - Run through an assembler, which converts it into machine code
 - See here program that adds '1234' and '4321' using assembly language

```
MOV CX,1234
MOV DS:[0],CX
MOV CX,4321
MOV AX,DS:[0]
MOV BX,DS:[2]
ADD AX,BX
MOV DS:[4],AX
```


Programming Languages (cont.)

- Third-generation languages
 - *Not specific* to type of hardware on which they run
 - Much more like spoken languages
 - Most third-generation languages must be **compiled**, a process that converts them into machine code
 - Well-known third-generation languages:
BASIC, C, Pascal, and Java
 - Here is a program (in *BASIC*) that adds '1234' and '4321'

```
A=1234  
B=4321  
C=A+B  
END
```

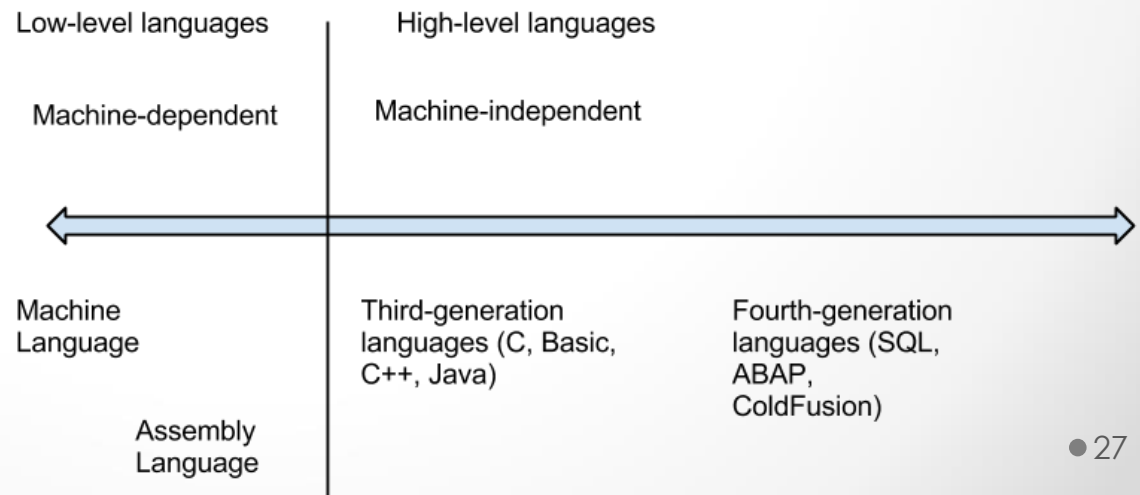
Programming Languages (cont.)

- Fourth-generation languages
 - Class of *programming tools* that enable fast application development using *intuitive* interfaces and environments
 - Have very specific purpose, such as database interaction or report-writing
 - Can be used by those with very little training in programming; allow for *quick development* of applications and/or functionality
 - Examples:
Clipper, FOCUS, FoxPro, SQL, and SPSS

The screenshot displays two overlapping windows from a legacy software application. The top window, titled "Employer -- Employer 00021-02: WCTC DESEKEL MALL", shows a list of employees with columns for Emp. ID, Name, Status, Renewal, Stal, Loc, State, Hamlet, Bus., SIC, SIC Detail, Owner, Last Audit, and Auditor. The bottom window, titled "Social Security Master -- Add SSNO", shows a detailed form for an employee. The form includes fields for Legal Name (First Name: SARAH, Last Name: CONNOR), Address, Current Location (006, BELAU [PALAU]), Date of Birth (03/05/1945), Age (71), Occupation, Citizenship (PALAU), Place of Birth, Sex (F), and Documented Date of Birth (03/05/1945). The form also includes sections for Parents' information and SS Certification.

Programming Languages (cont.)

- Higher vs. Lower Level Languages
 - Lower-level languages (e.g. assembly language): much more efficient and execute much more quickly; you have finer control over the hardware as well
 - Sometimes, combination of higher- and lower-level languages are mixed \Rightarrow “best of both worlds”: overall structure and interface using a higher-level language, but use lower-level languages for parts of program that are used many times or require more precision



Programming Languages (cont.)

- Compiled vs. Interpreted
 - Another way to classify programming languages
 - **Compiled** language: code is translated into a machine-readable form called an “executable” that can be run on the hardware (e.g. C, C++, and COBOL)
 - **Interpreted** language: requires a “runtime program” to be installed in order to execute; this program then interprets the program code *line by line* and runs it; generally easier to work with but slower (e.g. BASIC, PHP, PERL, and Python)
 - Web languages (*HTML* and *Javascript*) also considered interpreted because they require a browser in order to run
 - Note, Java programming language: interesting exception to this classification (*hybrid* of the two)

Programming Languages (cont.)

- Procedural vs. Object-Oriented
 - **Procedural** programming language: designed to allow a programmer to define a specific starting point for the program and then execute *sequentially* (include all early programming languages)
 - **Object-oriented** programming language: uses *interactive* and [*graphical user interfaces*](#) (GUI) to allow the user to define the flow of the program
 - programmer defines “objects” that can take certain actions based on input from the user
 - Procedural program focuses on sequence of activities to be performed, while object-oriented program focuses on the different items being manipulated

Programming Languages (cont.)

- Procedural vs. Object-Oriented (cont.)
 - Example of object-oriented code (human resource system)
 - **object** (“EMPLOYEE”) is created in program to retrieve or set data regarding an employee
 - Every object has **properties**: descriptive fields associated with the object (“Name”, “Employee number”, “Birthdate” and “Date of hire”)
 - Object also has **methods** which can take actions related to the object:
 - “ComputePay()”: money owed to person
 - “ListEmployees()”: who works under that employee

Object: EMPLOYEE

Name
Employee number
Birthdate
Date of hire

ComputePay()
ListEmployees()

Programming Languages (cont.)

- Programming Tools
 - Traditional Tools: text editor, checking syntax, code compiler
 - Additional tools:
 - **Integrated Development Environment (IDE)**
 - **Computer-Aided Software-Engineering (CASE)** tools

Programming Languages (cont.)

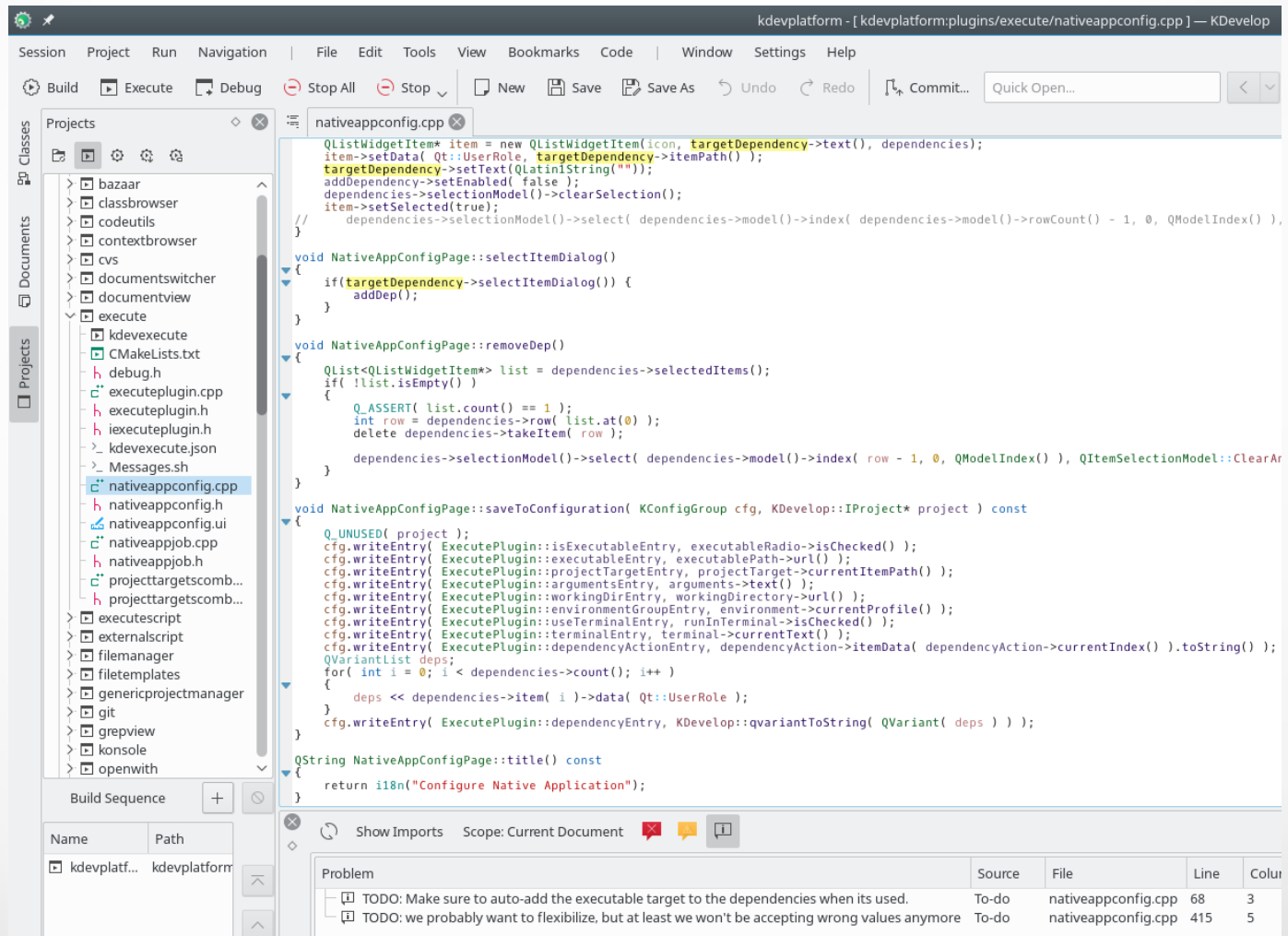
- Programming Tools (cont.)

Integrated Development Environment (IDE) provides:

- an editor for writing the program that will color-code or highlight keywords from the programming language
- help system
- compiler/interpreter
- *debugging* tool (to resolve problems)
- *check-in/check-out* mechanism (so that more than one programmer can work on code)
- e.g. Microsoft Visual Studio: IDE for Visual C++, Visual BASIC

Programming Languages (cont.)

- Programming Tools (cont.)
 - Integrated Development Environment (IDE) example



Programming Languages (cont.)

- Programming Tools (cont.)
 - **Computer-aided software-engineering** [\(CASE\) Tools](#):
 - Allows a designer to develop software with little or *no programming*
 - *Writes the code* for the designer
 - Goal is to generate quality code based on input created by the designer

Programming Languages (cont.)

CASE Tools

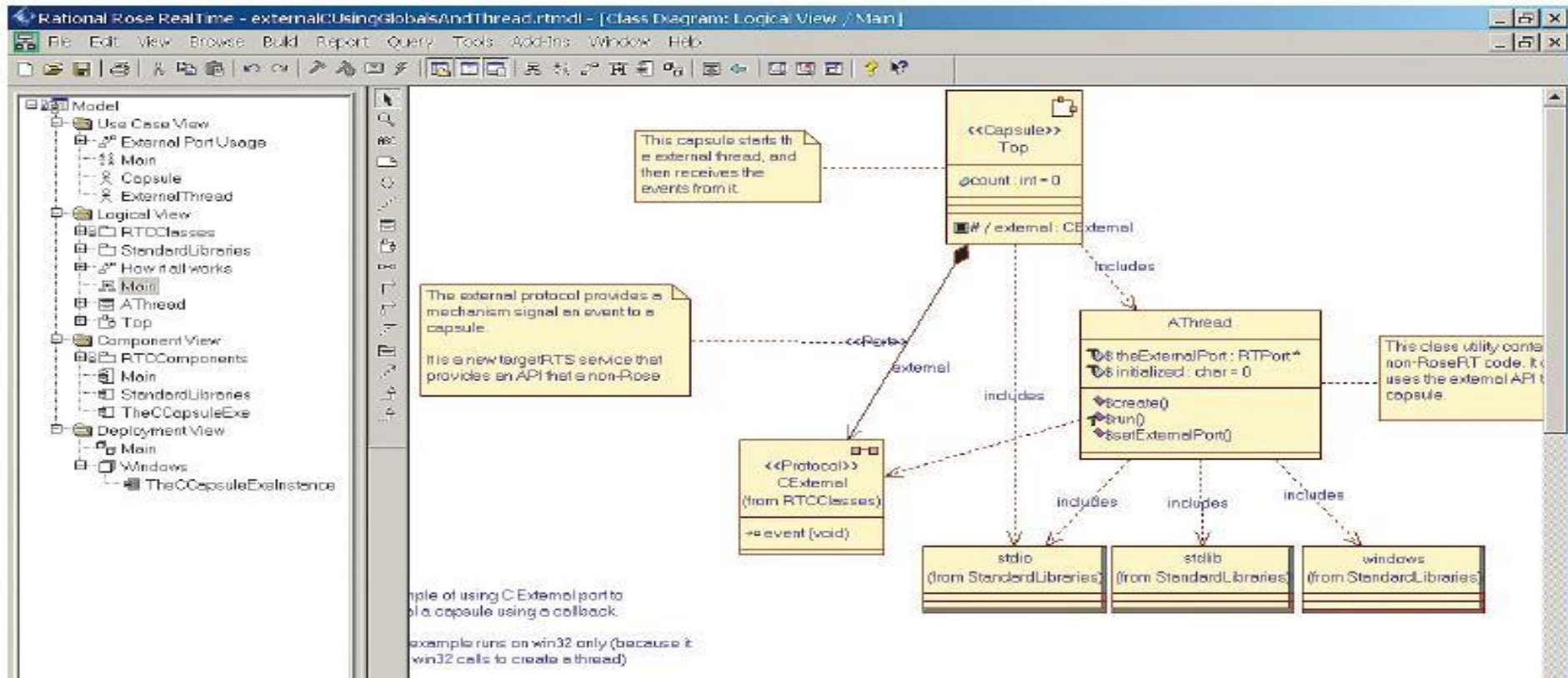


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Programming Languages (cont.)

- Programming Tools (cont.)

Computer-aided software-engineering (CASE) example:



Programming Languages (cont.)

- Programming Tools (cont.)

Computer-aided software-engineering (CASE) Tools (cont.):

- Diagramming tools enable graphical representation
- e.g. [Unified Modeling Language](#) (UML): general-purpose, developmental, modeling language used to *visualize the design of a system*
- Computer displays and report generators help prototype how systems “look and feel”
- Code generators enable automatic generation of programs and database code directly from design documents, diagrams, forms, and reports

Sources

- Modern Systems Analysis and Design. Joseph S. Valacich and Joey F. George. Pearson. Eighth Ed. 2017. Chapter 1: The Systems Development Environment.
- [Information Systems for Business and Beyond](#). David T. Bourgeois. The Saylor Academy. 2014. Chapter 10: Information Systems Development.