

Chapter 1 Industrial Information Systems -Introduction (part II) مقدمة لأنظمة المعلومات الصناعية (جزء ثان)

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Information system development عملية بناء نظام المعلومات

Introduction to IS development

- Systems development methodology is a <u>standard</u> <u>process</u> followed in an organization to analyze, design, implement and maintain information systems
- <u>System analyst</u> is responsible for analysis and design of information systems

System development life cycle (SDLC) دورة حياة بناء وتطوير النظام

 A traditional methodology used to <u>plan</u>, <u>analyze</u>, <u>design</u>, <u>implement</u> and <u>maintain</u> information systems

SDLC

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



SDLC- Cont.

- Planning an organization's total information system objectives or purpose are identified, analyzed, prioritized, and arranged
- Analysis <u>system requirement</u>s are studied and structured

SDLC- Cont.

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

SDLC- Cont.

- Implementation the information system is coded, tested, installed and supported in the organization
- Maintenance an information system is systematically repaired and improved

Types of SDLCs

• SDLC can be performed in two ways:

- Iterative SDLC (على محاولات - مراحل تحسينية)

- Traditional Waterfall SDLC

Iterative SDLC

- Development phases are repeated as required until an acceptable system is found
- User participates



 Spiral development حلزوني (evolutionary) SDLC in which we constantly cycle through the phases at different levels of details

Traditional Waterfall SDLC

 One phase begins when another completes, with little backtracking (رجوع للخلف) and looping.



Problems with Waterfall Approach

- System requirements after being determined can't change
- Limited user cooperation (only in requirements phase)

Different Approaches to Improving IS Development

- CASE (Computer-aided Software Engineering) Tools
 - بناء البرمجيات بمساعدة الحاسب
- Rapid Application Development (RAD)
 التطوير السريع للنظام

Computer-Aided Software Engineering (CASE) Tools

- <u>Diagramming tools</u> enable graphical representation.
- <u>Computer displays and report generators help</u> prototype how systems "look and feel".
- <u>Documentation generators</u> (المستخدم) standardize technical and user documentation.
- <u>Code generators (البرمجة)</u> enable automatic generation of programs and database code directly from design documents, diagrams, forms, and reports.

Computer-Aided Software Engineering (CASE) Tools



Rapid Application Development (RAD)

- Methodology to radically <u>decrease design and</u> <u>implementation time</u>...shortened development
- It has <u>extensive user cooperation</u>, <u>prototyping</u>, <u>integrated CASE tools</u>, and code generators

Rapid Application Development (RAD)



Rapid Application Development (RAD)

- <u>Requirements planning</u>: planning the requirements with user focusing on the functions and systems interfaces and reports
- <u>User design</u>: prototyping the system with user using CASE in creating interfaces and report
- **<u>Construction</u>**: coding the system using CASE
- <u>Cutover</u>: delivery of the developed system to its end user

Service-Oriented Architecture (SOA)

 A method to systems development based on building complete systems through <u>assembling</u> <u>software components</u>, each of which model generic business functions:



Object-Oriented Analysis and Design النمذجة الشيئية أو نمذجة الأهداف (OOAD)

- Based on objects rather than data or processes
 - Object: a structure encapsulating attributes and behaviors of a real-world entity.
 - Object class: a logical grouping of objects sharing the same attributes and behaviors
 - Inheritance: hierarchical arrangement of classes enable subclasses to inherit properties of superclasses

The sources of software مصادر البرمجيات

Sources of software

- There are various sources of software for organizations.
- There are <u>criteria</u> to evaluate software from different sources.

Sources of Software

- Information technology services firm (Outsourcing)
- Packaged software producers
- Enterprise-wide solutions
- Cloud Computing
- Open source software
- In-house development

Information Technology (IT) Services Firms

• **Outsourcing** (الإستقدام أو الجلب من الخارج): Turning over responsibility of some or all of an organization's information systems applications and operations to an <u>outside firm</u>

Reasons to outsource

- Cost-effective
- Take advantage of economies of scale
- Free up internal resources
- Reduce time to market
- Increase process efficiencies
- When system development is a non-core activity for the organization
- Help companies develop custom information systems for internal use.
- Develop, host, and run applications for customers.
- Provide other services.

Packaged / <u>off-the-shelf</u> Software Producers

- Serve many market segments (متنوع الإستخدام).
- Provide software ranging from broad-based packages to specialized (متخصص) packages.
- Software runs on all size computers, from microcomputers to large mainframes.
- Prepackaged software (e,g., MS. Project) is off-theshelf, turnkey (جاهز) software (i.e. not customizable (غير قابل للتعديل).

Enterprise Solutions Software

- Enterprise Resource Planning (ERP) systems <u>integrate individual traditional business</u> <u>functions into modules enabling a single</u> seamless transaction to cut across functional boundaries.
- SAP AG is the leading vendor of ERP systems.

Cloud Computing

 The provision of computing resources, including applications, <u>over the Internet</u>, so customers do not have to invest in the computing infrastructure needed to run and maintain the resources

Open Source Software

- Freely available including source code
- Developed by a community of interested people (making money through maintenance, support and selling fully-featured versions)
- Performs the same functions as commercial software
- Examples: Linux, mySQL, Firefox

In-House Development التطوير الذاتي داخل المؤسسة

- If sufficient system development expertise with the chosen platform exists in-house, then some or all of the system can be developed by the organization's own staff.
- Hybrid solutions involving some purchased and some in-house components are common.

Comparing sources of software components

Comparison of Six Different Sources of Software Components

Producers	When to Go to This Type of Organization for Software	Internal Staffing Requirements
IT services firms	When task requires custom support and system can't be built internally or system needs to be sourced	Internal staff may be needed, depending on application
Packaged software producers	When supported task is generic	Some IS and user staff to define requirements and evaluate packages
Enterprise-wide solutions vendors	For complete systems that cross functional boundaries	Some internal staff necessary but mostly need consultants
Cloud computing	For instant access to an application; when supported task is generic	Few; frees up staff for other IT work
Open source software	When supported task is generic but cost is an issue	Some IS and user staff to define requirements and evaluate packages
In-house developers	When resources and staff are available and system must be built from scratch	Internal staff necessary though staff size may vary

Software (جاهز) Software

- **Cost**: comparing the cost of developing in-house with the cost of purchasing or licensing the software pack
- **Functionality**: the tasks that the software can perform
- Vendor support: how much support the vendor provide and at what cost
- Viability of vendor (بقاء المورد): can the software adapt to changes in systems software and hardware
- Flexibility: how easy it is to customize the software
- **Documentation**: is the user's manual and technical documentation understandable and up-to-date
- **Response time:** how long it takes the software package to respond to the user's requests in an interactive session
- **Ease of installation**: a measure of the difficulty of loading the software and making it operational