

ITK 261
Course Introduction &
Skills of Systems Analyst

Kyoungwon Suh

Introductions

◆ Me

- K-young-won Suh
- Ben
- <http://www.itk.ilstu.edu/faculty/kwsuh>

◆ You

Syllabus

- ◆ Instructor: Kyoungwon Suh
- ◆ Office: Old Union 213 Department: Old Union 202
- ◆ Phone: Office: 438-3744 Department: 438-8338
- ◆ Email: kwsuh@ilstu.edu
- ◆ Office Hours: Tuesday/Thursday 10:00 AM to 11:30 PM or by appointment
- ◆ Course Web Site:
<http://www.itk.ilstu.edu/faculty/kwsuh/courses/itk178fall07> and on
[Blackboard/WebCT CE 6.0 \(http://blackboard.ilstu.edu\)](http://blackboard.ilstu.edu)

Description

- ◆ This course provides you the concepts and skills you need to analyze and design information systems.

Objectives

Upon completion of this course you should be able to:

- ◆ Describe the different types of work (analysis, design, construction, management) and skills required in systems development projects.
- ◆ Understand the Systems Development Life Cycle (SDLC), its typical phases and tasks.
- ◆ Describe major systems development methodologies, including structured and object-oriented methodologies.
- ◆ Describe and carry out the activities required in systems development.
- ◆ Understand relational database concepts and be able to design a simple relational database.
- ◆ Model system components and user requirements using data models, functional decomposition diagrams, data flow diagrams, decision tables and decision trees.
- ◆ Model system components and user requirements using case diagram, class diagram, and other object-oriented techniques.
- ◆ Use appropriate tools (CASE) to create various systems development deliverables.

Textbooks and Class Materials

◆ Required Textbooks

- Satzinger, John W., et al., “Systems Analysis and Design in a Changing World.” Course Technology, 4th Edition, 2006.
- Note: The instructor may also assign outside reading from various resources.

◆ Materials

- All of the course materials will be available through <http://www.itkilstu.edu/faculty/kwsuh/courses/itk261fall07> and Blackboard/WebCT CE 6.0(<http://blackboard.ilstu.edu>). Check both web sites often for updates.

Commitment

- ◆ You are expected to spend at least **10 hours/week** beyond class hours
 - reading and understanding class material; particularly, reading particular chapter before coming to class
 - doing assignments and exercises etc.

Exams

- ◆ The two midterm exams will be held in class. If you are unable to attend an exam due to illness or another valid reason, you must notify your instructor **prior to** the exam to make arrangements for making up the exam. If you are unable to reach your instructor personally, email your instructor or leave a message either in the ITK department office (Old Union 202) or on your instructor's voice mail. **No makeup examination will be administered without the instructor's notification and validation of the excuse before the exam date.** You should make arrangements **now** to attend the exams.

Assignments

- ◆ Approximately 3 assignments will be given
- ◆ All assignments are due at the start of class on the due date specified
- ◆ All submissions must be in hard copies. Electronic submissions will NOT be accepted.
- ◆ Individual assignments are NOT team-based activities.

Key Terms Quizzes

- ◆ Key-terms quizzes (matching) will not be announced ahead of time
- ◆ Each quiz has 20 matching questions.

Plagiarism and other forms of cheating

- ◆ Knowingly turning in work that you did not do is plagiarism, the most common form of cheating. It is unacceptable in this course and a foolish way to try to get through the course.
- ◆ Do not work with anyone else on programs and other assignments unless you have been told that it is acceptable by your instructor for the specific assignment.
- ◆ Do not work together on individual programming assignments.
- ◆ Do not discuss individual assignments, including programming assignments, with people other than your instructor.
- ◆ Do not show someone your completed program or parts of it, even if the person claims not to intend to cheat.
- ◆ Any case of cheating will result in a minimum penalty of a zero on the assignment.
- ◆ This applies to both the person who did the work and made it available and the person who copied.
- ◆ The maximum penalty will be an F in the course and pursuit of further disciplinary action.
- ◆ **All** cheating will be reported to SDRS as required by university policy (see your student handbook).

Evaluation

Exam 1	20%
Exam 2	25%
Final Exam	25%
Individual Assignments	20%
Key Terms Quizzes (in-class)	10%
Total	100%

Grading Scale

- ◆ A
 - 90-100
- ◆ B
 - 80-89
- ◆ C
 - 70-79
- ◆ D
 - 60-69
- ◆ F
 - Below 60

Lab Facilities

- ◆ No formal lab time
- ◆ Homework and programming activities may be completed in Old Union 133 and any other labs in Old Union when they are not in use.
- ◆ You will use your ISU ID card to get into the labs.

Important Dates

- ◆ Friday, August 31: Last day to withdraw without a WX
- ◆ Friday, September 14: Last day to withdraw with a WX
- ◆ Saturday, December 8: Classes end
- ◆ Thursday, December 13 : Final Exam
 - Section 3: 5:30PM to 7:30PM

Information system and Skill of system analyst

Reading: Chapter 1

Overview

- ◆ **Information systems**: collection of interrelated components that collect, process, store, and provide as output **information needed to complete tasks**
 - Crucial to success of modern business organizations
 - Constantly being developed to make business more competitive
 - Impact productivity and profits
- ◆ Keys to successful **system development**
 - Thorough systems analysis and design
 - Understanding what business requires

Overview (continued)

- ◆ **Systems analysis** – process of understanding in detail what a system should accomplish
- ◆ **Systems design** – process of specifying in detail how components of an information system should be physically implemented
- ◆ **Systems analyst** – uses analysis and design techniques to solve business problems using information technology

The Analyst as a Business Problem Solver

- ◆ Has computer technology knowledge and programming expertise
- ◆ Understands business problems
- ◆ Uses logical methods for solving problems
- ◆ Has fundamental curiosity
- ◆ Wants to make things better
- ◆ Is more of a **business problem solver** than a technical programmer

Analyst's Approach to Problem Solving

Research and understand the problem

Verify benefits of solving problem outweigh the costs

Define the requirements for solving the problem

Develop a set of possible solutions (alternatives)

Decide which solution is best and recommend

Define the details of the chosen solution

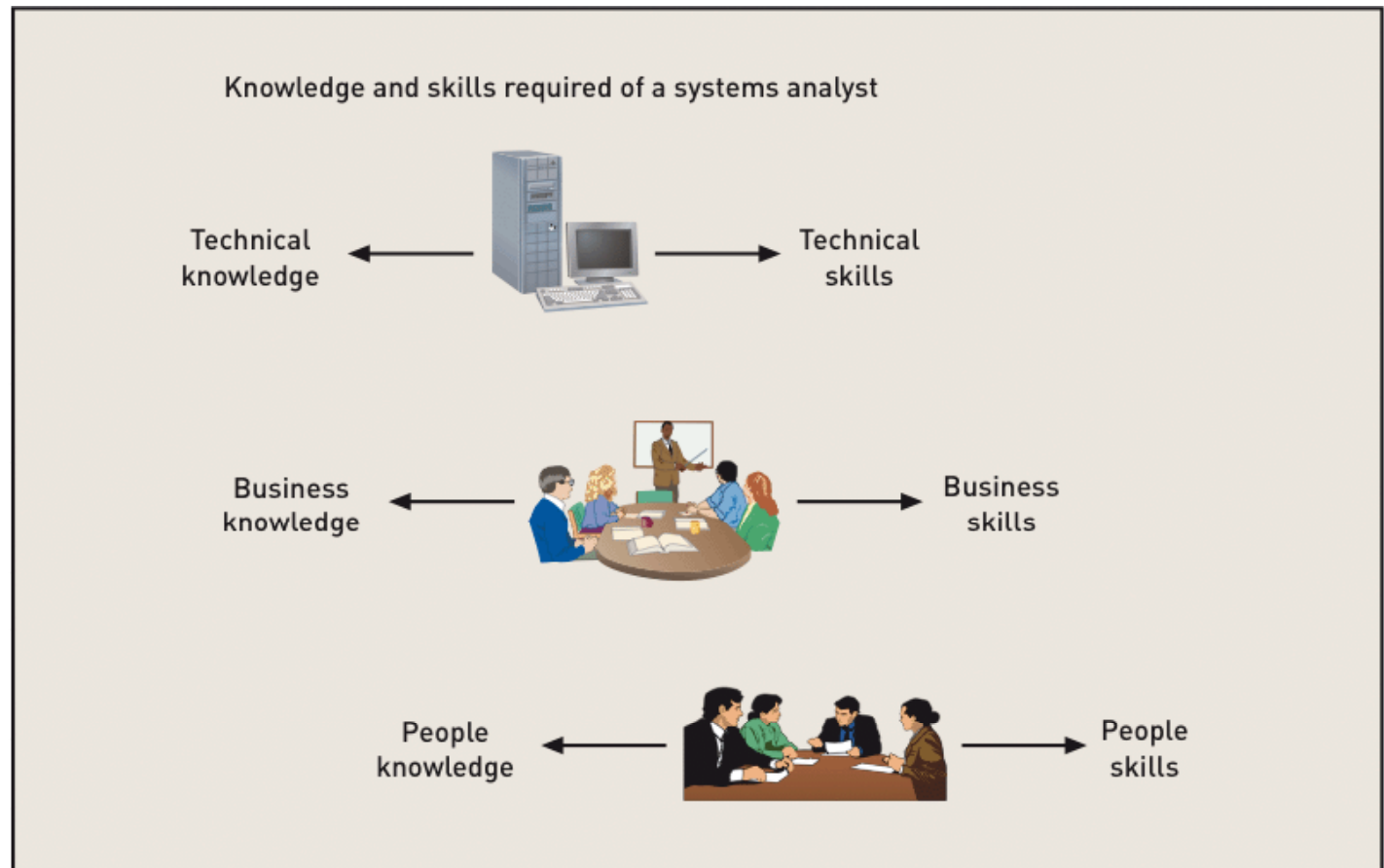
Implement the solution

Monitor to ensure desired results

Required Skills of the Systems Analyst

Figure 1-6

Required skills of the systems analyst



Technical Knowledge and Skills

- ◆ An analyst should have fundamental technology knowledge of
 - Computers / peripheral devices (hardware)
 - Communication networks and connectivity
 - Database and database management systems (DBMS)
 - Programming languages (for example, VB.NET or Java)
 - Operating systems and utilities

Technical Knowledge and Skills (continued)

- ◆ Analyst uses **tools**
 - Software productivity packages
 - Integrated development environments (IDEs) for programming languages
 - CASE tools, testing, documentation support, reverse engineering, configuration management
- ◆ Analyst understands SDLC **techniques**
 - Project planning, systems analysis
 - Systems design, database design, network design
 - Construction, implementation, systems support

Business Knowledge and Skills

- ◆ Analyst must understand
 - Business functions performed by organization
 - Strategies, plans, traditions, and values of the organization
 - Organizational structure
 - Organization management techniques
 - Functional work processes
- ◆ Systems analysts typically study business administration/management in college with a major in CIS or MIS

People Knowledge and Skills

- ◆ Systems analysts need to understand how people
 - Think
 - Learn
 - React to change
 - Communicate
 - Work (in a variety of jobs and levels)

People Knowledge and Skills (continued)

- ◆ Interpersonal and communication skills are crucial to
 - Obtaining information
 - Motivating people
 - Getting cooperation
 - Understanding the complexity and workings of an organization in order to provide necessary support

Integrity and Ethics

- ◆ Analyst has access to confidential information, such as salary, an organization's planned projects, security systems, and so on.
 - Must keep information private
 - Any impropriety can ruin an analyst's career
 - Analyst plans security in systems to protect confidential information

The Environment Surrounding the Analyst

- ◆ Types of technology encountered
 - Desktop
 - Networked desktops
 - Client-server
 - Large-scale centralized mainframe
 - Internet, intranet, and extranet
 - Wireless, PDA/cell phones, mobile desktops

Use of Web Technology for Flexibility

- ◆ Enterprise applications require flexible deployment environments
 - Anywhere, anytime access
 - For employees, partners, and customers
- ◆ Best provided by Web-based technology
 - B2C: business to consumer
 - B2B: business to business

Typical Job Titles and Places of Employment

- ◆ Job titles of systems analyst vary greatly, but entail same thing
- ◆ Places of employment vary from small businesses to large corporations
- ◆ Analysts can be internal employees or outside consultants
- ◆ Analysts can be developing solutions for internal business managers or for external clients and customers

The End