

Systems Analysis Cheat Sheet by Natalie Moore (NatalieMoore) via cheatography.com/19119/cs/2192/

Systems Analysis Activities

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Gather detailed inform- ation	Interviews, questionnaires, documents, observing business processes, researching vendors, comments and suggestions
Define requir- ements	Modeling functional requirements and non-functional requirements
Prioritize requir- ements	Essential, important, vs. nice to have
Develop user interface dialogs	Flow of interaction between user and system
Evaluate requir- ements with	User involvement, feedback, adapt to changes

Stakeholders

users

Internal – persons within the organization External – persons outside the organization Operational – persons who regularly interact with the system

Executive – persons who don't directly interact, but use the information or have financial interest

Persons who have an interest in the successful implementation of the system

Information Gathering Techniques

Interviewing users and other stakeholders

Distributing and collecting questionnaires

Review inputs, outputs, and doc

Observe & document business processes

Research vendor solutions

Collectt active user comment / suggestions

What Are Requirements?

Functional	- the activities the system	
Requir-	must perform. Business uses	
ements	and functions system must	
	carry out	
Non-Fu-	Other system characteristics.	
nctional	Constraints and performance	
Requir-	goals.	
ements		

FURPS+ Requirements Acronym

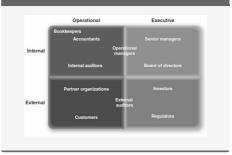
Requirement categories	FURPS + categories	Example requirements
Functional	Functions	Business rules and processes
Nonfunctional	Usability	User interface, ease of use
	Reliability	Failure rate, recovery methods
	Performance	Response time, throughput
	Security	Access controls, encryption
	+ Design constraints	Hardware and support software
	Implementation	Development tools, protocols
	Interface	Data interchange formats
	Physical	Size, weight, power consumption
	Support	Installation and updates

Reasons for Modeling

Learning from the modeling process
Reducing complexity by abstraction
Remembering all the details
Communicating with other development
team members
Communicating with a variety of users and
stakeholders

Documenting what was done for future maintenance/enhancement

Stakeholders Example



Interviewing Users and Other Stakeholders

Prepare detailed questions

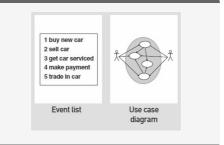
Meet with individuals or groups of users

Obtain and discuss answers to the questions

Document the answers

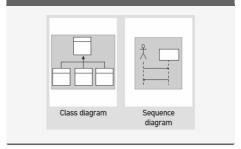
Follow up as needed in future meetings or interviews

Some analysis and design models 1

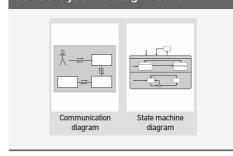


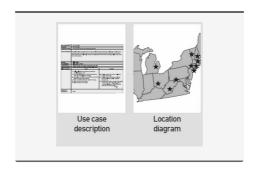
Some analysis and design models 2

Some analysis and design models 3



Some analysis and design models 4







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