

MAASAI MARA UNIVERSITY

REGULAR UNIVERSITY EXAMINATIONS 2017/2018 ACADEMIC YEAR SECOND YEAR SECOND SEMESTER

SCHOOL OF SCIENCE AND INFORMATION SCIENCES DEPARTMENT OF COMPUTING AND INFORMATION SCIENCES FOR DEGREE IN INFORMATION SCIENCES

COURSE CODE: COM 2203

COURSE TITLE: SYSTEMS ANALYSIS AND DESIGN

DATE: 27TH APRIL, 2018

TIME: 1100 – 1300 HRS

INSTRUCTIONS TO CANDIDATES:

ANSWER ALL QUESTIONS IN SECTION A AND ANY 2 QUESTIONS IN SECTION B

SECTION A: COMPULSORY [30 MARKS]

QUESTION ONE

| The term "System" is derived from the Greek word systema. Define | [2 marks] |
|--|---|
| Explain the following basic elements of the system: | |
| a. "Resources | [2 marks] |
| b. "Procedures | [2 marks] |
| c. " Data/Information | [2 marks] |
| d. "Processes | [2 marks] |
| Distinguish between the following systems classification | |
| a. Physical or Abstract System | [2 marks] |
| b. Open Closed System | [2 marks] |
| Define the term "Information System" | [2 marks] |
| Information system can be FORMAL or INFORMAL differentiate | [4 marks] |
| Explain any two types of information system | [4 marks] |
| Define the following terms | |
| a. System analysis | [2 marks] |
| b. System design | [2 marks] |
| c. System analyst | [2 marks] |
| | Explain the following basic elements of the system: a. "Resources b. "Procedures c. "Data/Information d. "Processes Distinguish between the following systems classification a. Physical or Abstract System b. Open Closed System Define the term "Information System" Information system can be FORMAL or INFORMAL differentiate Explain any two types of information system Define the following terms a. System analysis b. System design |

SECTION B: ANSWER ANY TWO QUESTION [40 MARKS]

QUESTION TWO

| a. | discuss | s any Two categories of end users of the system | [4 marks] | | |
|----|---|--|-----------|--|--|
| b. | Disting | guish between <i>Process-centered methodologies</i> and <i>Data-centered methodologies</i> | [4 Marks] | | |
| c. | Distinguish between Agile Development and Extreme Programming Extreme programming (XP | | | | |
| | | | [4 marks] | | |
| d. | I. Explain the following documenting tools, which are available to the analyst. | | | | |
| | i. | Decision trees, | [2 Marks] | | |
| | ii. | Data Dictionary, and | [2 Marks] | | |
| | iii. | The CASE tools. | [2 Marks] | | |
| e. | Explai | n the term "Data Passing" as used in modularization | [2 Marks] | | |
| | | | | | |

QUESTION THREE

| a. | Outlin | the six major Activities involved in any Life cycle Model | [6 marks] | | |
|----|---|---|-----------|--|--|
| b. | b. The feasibility of the system is evaluated on the three main issues, state and exp | | | | |
| | | | [6 Marks] | | |
| c. | Imple | mentation is a critical phase in any life cycle model discuss | [4 marks] | | |
| d. | Explain each of the following and give the conclusion on the best option stating why | | | | |
| | i. | Change-over | [2 Marks] | | |
| | ii. | Pilot run | [2 Marks] | | |

QUESTION FOUR

| Distinguish between Temporal and Logical Cohesion as used in structuring module | | | | |
|---|--|---|--|--|
| | | [2 Marks] | | |
| b. Define the term "Prototype" as used in system development | | | | |
| . Define the following terms as used in System Design | | | | |
| i. | Notation | [1 Mark] | | |
| ii. | Methodology | [1 Mark] | | |
| iii. | Tools | [1 mark] | | |
| Outlin | e the four advantages of iterative prototyping life cycle model | [4 marks] | | |
| Explain why OO Methodology is the best method in system analysis and design process | | | | |
| [4 mai | ˈks] | | | |
| Explai | n the four basic steps of system design using Object modeling | [4 marks] | | |
| Explain the following as used in OO methodology under implementation | | | | |
| i. | Functional model | [2 marks] | | |
| ii. | Dynamic model | [2 marks] | | |
| Define | e the term "Attribute" as used in E-R model | [1 Mark] | | |
| | Define Define i. ii. iii. Outlin Explai Explai Explai i. ii. | Define the term "Prototype" as used in system development Define the following terms as used in System Design Notation Methodology Tools Outline the four advantages of iterative prototyping life cycle model Explain why OO Methodology is the best method in system analysis and de [4 marks] Explain the four basic steps of system design using Object modeling Explain the following as used in OO methodology under implementation Functional model | | |

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