

#### SYSTEMS ANALYSIS & DESIGN

# SYSTEM DESIGN

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# **Chapter Description**

#### **Expected Outcomes**

- Able to know database design
- Able to understand designing form and report
- Able to know designing interfaces

#### References

- J.A Hoffer, J.F. George, and J.S. Valacich, "Modern Systems Analysis and Design", 7/E, Addison-Wesley, 2014
- Kenneth E. Kendall, Julie E. Kendall., "Systems Analysis and Design ", Pearson, 2014
- D. Jeya Mala and S. Geeta, "Object Oriented Analysis & Design Using UML", McGrawHill, 2013
- Alan Dennis, Barbara Haley Wixom, David Tegarden, "Systems Analysis and Design With UML : An Object-Oriented Approach ", John Wiley, 2010
- Klaus Pohl, "Requirement Engineering Fundamentals", Santa Barbara, CA : Rocky Nook, 2011
- C.J. Date,"An Introduction to Database Systems",8/E,Pearson, 2003



# **System Design**

A process of transforming from logical design into physical phase. It is a transition from "what is" into "what should be".



# **Database Design**

Database – "a set of information held in a computer"

Oxford English Dictionary

Database design is the process of developing a detailed data model of a database

The data model has all the needed logical and physical design, and physical storage.

Logical database- describes data using notation that corresponds to a data organization used by a database management system, using relational database model



# **Database Design**

# Physical database - Prescribe the technical specifications for computer files and databases in which to store the data.



# **Database Design Process**

Logical database modelling and design has four steps:

- 1.Normalization concepts been use to develop a logical data model
- 2.Combine normalized data requirements from all user interfaces into one consolidated logical database model



# **Database Design Process**

- 3.Transform the conceptual E-R data model of the system into normalized data requirements.
- Compare the consolidated logical database design with the E-R model then generate final logical database model for the system.



# Example – E-R Diagram



### Each module is taught by a lecturer



# **Physical Database Design**

Based on logical database model choose a storage format.

- Grouping attributes from the logical database model into physical records.
- Arranging related records in secondary memory (hard disks and magnetic tapes) so that records can be stored, retrieved and updated rapidly.
- Selecting media and structures for storing data to make access more efficient.



# **Relational Database Model**

# Introduced byE.F. Codd Relational database model concerned with three issues:

Data structure (how data is represented) Data integrity (allowable data) Data manipulation (what can be done with the data)



# **Relational Database Model**

Relation: has a named, two-dimensional table of data. Each relation consists of a set of named columns and an arbitrary number of unnamed rows



# Normalization

Normalization is a steps of transforming complex data structures into simple and stable data structures.

The output of normalization is that every nonprimary key attribute depends upon the whole primary key.



# Form and Report Design

Form is a business document that contains some predefined data and may include some areas where additional data are to be filled in.

Report is a business document that contains only predefined data.

It is a document used solely for reading or viewing data.



# **Form and Report Characteristics**

# User

mental capability, experience, skill, motivation, education, etc.

# Task

time pressure, cost of errors, etc.

## Environment

Social issues and environmental concerns, (norms, interruptions, etc.)

# System

Hardware, platform, OS, devices, etc.



# **General Design Rules**

Meaningful Titles – title must be clear and specific, version information, and current date when we generate the form and report.

Balanced Layout - information should be balanced on the screen, adequate spacing and margins, and clear labels



# **Highlighting Methods**

- Color differences
- Size differences
- Underlining
- Capital letter
- Blinking and audible
- Intensity differences



# **Using Color**

Advantages: Soothes or strikes the eye Highlights the important information Attention to warning etc.

Disadvantages: Colour pairing may cause problem to colour blindness Resolution may degrade etc



# **Displaying Text**

Case

Spacing Justification Hyphenation

- display text in mixed uppercase and lowercase
- use double spacing if possible.
- left justify
- do not hyphenate words between lines.

Abbreviations -use for widely understood



# **Table and List Rules**

- Use meaningful labels
- Formatting columns, rows and text
- Formatting numeric, textual and alphanumeric data



# **Table and Graph**

Table is used to read individual data value

Graph is used when :

- Quick summary of information is needed.
- Tracking trends over time.
- Forecasting activities.



# **Usability of Forms and Reports**

Consistency Efficiency Ease Format Flexibility



# **Designing Interfaces and Dialogues**

The process of designing interfaces and dialogues is a user-focused activity. To design usable interfaces and dialogues, designer must ask who, what, when, and how questions used to guide during this process.



# **Interaction Methods**

All human-computer interfaces must have an interaction methods style: **Command Language Interaction** User enter explicit statements into system to invoke operations. Menu Interaction list of system options is provided **Drop-down Menu** menus open by dropping down onto the display



# **Interaction Methods**

Form Interaction Data fields are formatted as similar to paper-based form Object-based Interaction Symbols are used to represent commands or function



# **Interaction Methods**

Form Interaction Data fields are formatted as similar to paper-based form Object-based Interaction Symbols are used to represent commands or function Natural Language Interaction Inputs are in a conventional language



# **Interaction Devices**

Keyboard Mouse Joystick Trackball Touch Screen Light Pen Graphics Tablet Voice



Designing Layouts: Header information Sequence and time related instruction and formatting Body or data detail Totals or data summary Authorization Comments



# Structuring Data Entry: Entry Defaults Units Captioning Format Help



Controlling Data Input: Proper data type Combinations Expected values Range Self-checking digit Values



Providing Feedback: Status information Prompting cues Errors and warning message



# Providing Help: Provide extensive system help



# **Designing Dialogues**

A dialogue is the sequence in which information is displayed to and obtained from user.





# **Designing Dialogue**

First must gain an understanding of how the users might interact with the system. Therefore designer must have clear understanding of user, task, technological, and environmental characteristics. Formal method to representing dialogues is using "dialogue diagram".



# **Designing Dialogue**

Second step is a designer building dialogue prototype. They might use several available tools.

Last step is all dialogues must be assess their usability.

