

JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF ARTS IN INTERNATIONAL REALTIONS AND DIPLOMACY WITH IT 2^{ND T} YEAR 1ST SEMESTER 2018/2019 ACADEMIC YEAR KISUMU, KISII NAIROBI CAMPUSES

COURSE CODE: SCS 203

COURSE TITLE: INFORMATION SYSTEMS ANALYSIS AND DESIGN

EXAM VENUE: 12TH FLOOR STREAM: IR/ BBA

DATE: 14TH /08/19 EXAM SESSION: 2.00 – 4.00pm

TIME: 2 HOURS

Instructions:

1. Answer Question ONE (COMPULSORY) and ANY other 2 questions

2. Candidates are advised not to write on the question paper.

Candidates must hand in their answer booklets to the invigilator while in the examination room

QUESTION ONE 30 MARKS

a) Differentiate between the following terms:

i) A system and Information system
 ii) System analysis and System design
 iii) Information and Data
 (2marks)
 (2marks)

b) Define the following terms as used in management information system.

i.System[2marks]ii.Information system[2marks]iii.Database[2maks]

c) State and explain FOUR desirable qualities of information? [8marks]

d) State and explain FOUR benefits of undertaking cost/benefit analysis in a feasibility study (6 marks)

e) Explain any four challenges of using information systems (4marks)

QUESTION TWO 20 MARKS

a) Define the term feasibility study? [2marks]
b) Discuss four major types of Feasibility [8marks]
c) Discuss in details software development life cycle phases? [10marks]

OUESTION THREE 20 MARKS

a) Define the term Prototyping (2marks)

b) Explain four benefits of using prototyping during system development (8marks)

c) Discuss any five computer security areas that involves protection of data against accidental or deliberate threats which might cause unauthorized modification or destruction of data and information (10marks)

QUESTION FOUR 20 MARKS

- a) State and discuss any five major types of business information systems (10marks)
- b) Building software is technically complex, often a drawn-out and laborious process, prone to error. Errors made in analysis and design are much more difficult and expensive to correct if they are not detected until much of the programming has taken place. Even intelligent, experienced and conscientious programmers can fail to deliver programs which exactly match the technical specification and are bug-free.
 - i. What is the traditional approach to software development?

(5 marks)

ii. What are the limitations of this approach?

(5 marks)

OUESTION FIVE 20 MARKS

a) Discuss any Four Fact finding techniques and their merits (8marks)

b) Discuss Four changeover strategies adopted inn implementation of software development. (12 marks)