



**JARAMOGI OGINGA ODINGA UNIVERSITY  
OF SCIENCE AND TECHNOLOGY**

**SCHOOL OF INFORMATION AND INNOVATIVE SYSTEM  
BACHELOR OF SCIENCE IN BUSINESS INFORMATION  
SYSTEMS**

**JANUARY /APRIL 2025  
YEAR 1 SEMESTER 2  
MAIN CAMPUS**

**COURSE CODE: ITB 2102**

**COURSE TITLE: BUSINESS SYSTEMS ANALYSIS**

**DATE: 22/4/2025**

**EXAM VENUE: CL 1**

**STREAM: BIS**

**PERIOD: 15.00-17.00**

**TIME: 2HOURS**

**INSTRUCTIONS**

- 1. Answer question ONE (compulsory) and any other Two questions.*
- 2. Candidates are advised not to write on the question paper*
- 3. Candidates must hand in their answer booklet to the invigilator while in the examination room*
- 4. No mobile devices (e.g. laptops, phones. etc.) are allowed into the Examination Room*
- 5. This paper consists of three printed pages*

### QUESTION ONE (30 MARKS)

- a) Define the following terms
  - i. Business Systems Analysis (2mks)
  - ii. System (2mks)
  - iii. Function (2mks)
- b) Differentiate between Mission and Objective (4 mks)
- c) Who is a stakeholder in Business Systems Analysis? (2mks)
- d) Explain three characteristics of good public reforms in governance. (6mks)
- e) Define a project (2mks)
- f) State four methods of collecting data for an organization (4mks)
- g) Describe three components of a system (6mks)

### QUESTION TWO (20 MARKS)

- a) Explain four characteristics of a system. (8mks)
- b) Differentiate between a closed system and open system (4mks)
- c) Describe three types of information systems (6mks)
- d) Define strategy (2mks)

### QUESTION THREE (20 MARKS)

- a) Define the term System Analysis and Design (2mks)
- b) Explain two roles of system analyst (4mks)
- c) Explain the stages of System Development Life Cycle (SDLC)(12mks)

### QUESTION FOUR (20 MARKS)

- a) Define feasibility study (2mks)
- b) Explain three examples of feasibility studies (6mks)
- c) Define prototype (2mks)
- d) Explain three advantages and two disadvantages of prototyping(10mks)

### QUESTION FIVE (20 MARKS)

- a) State three developing structure methods in system development(3mks)
- b) Outline any three functions of project management (3mks)
- c) What is problem recognition (2mks)
- d) Differentiate between physical and abstract (4mks)
- e) Explain three limitations of waterfall model and one limitation of prototyping. (8mks)