<<系统分析与设计>>

图书基本信息

书名：<<系统分析与设计>>

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前言

This may sound like common sense, but unfortunately, many projects arestarted without a clear understanding of how the system will improve the business.The IS field is filled with thousands ofbuzzwords, fads, and trends （e.g., customerrelationship management [CRM], radio frequency identification [RFID], mobilecommerce, data mining ）. The promise of these innovations can appear so attractivethat organizations begin projects even if they are not sure what value they offer,because they believe that the technologies are somehow important in their ownright. A 2004 survey by the Standish Group found that just 28% of all corporate ISprojects are successful. Most times, problems can be traced back to the very begin-ning of the SDLC where too little attention was given to identifying the businessvalue and understanding the risks associated with the project.Does this mean that technical people should not recommend new systemsprojects？

Absolutely not. In fact, the ideal situation is for both IT people （i.e., theexperts in systems） and the business people （i.e., the experts in business） to workclosely to find ways for technology to support business needs. In this way, organi-zations can leverage the exciting technologies that are available while ensuring thatprojects are based upon real business objectives, such as increasing sales, improv-ing customer service, and decreasing operating expenses. Ultimately, informationsystems need to affect the organization's bottom line （in a positive way！

）.In general, a project is a set of activities with a starting point and an endingpoint meant to create a system that brings value to the business. Project initiationbegins when someone （or some group） in the organization （called the project spon-sor） identifies some business value that can be gained from using information tech-nology. The proposed project is described briefly using a technique called the sys-tem request, which is submitted to an approval committee for consideration. Theapproval committee reviews the system request and makes an initial determination,based on the information provided, of whether to investigate the proposed projector not. If so, the next step is the feasibility analysis.

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内容概要

本书是“系统分析与设计”课程的经典教材，讲授了系统分析与设计的基本理论和知识点，同时强调在实际项目中的应用以及其中的核心技能。
全书共分为4个部分，以整个信息系统开发生命周期为主线，详细探讨了规划、分析、设计及实施4个阶段的活动。
此外，书中还涵盖了项目团队中需要的各种角色和技能，以及面向对象技术，并介绍了UML的主要元素。

本书适合作为高等院校计算机、信息系统等相关专业的本科生和研究生教材，也可供一些软件开发人员尤其是系统分析师阅读。

作者简介

丹尼斯（Alan Dennis），世界著名的信息系统专家。
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主要研究领域是团队管理、知识管理和因特网。
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书籍目录

章节摘录

插图：Systems Analysis and Design （SAD） is an exciting, active field in which analystscontinually learn new techniques and approaches to develop systems more effec-tively and efficiently. However there is a core set of skills that all analysts need toknow——no matter what approach or methodology is used. All information systemsprojects move through the four phases of planning, analysis, design, and imple-mentation; all projects require analysts to gather requirements, model the businessneeds, and create blueprints for how the system should be built; and all projectsrequire an understanding of organizational behavior concepts like change manage-ment and team building.This book captures the dynamic aspects of the field by keeping studentsfocused on doing SAD while presenting the core set of skills that we feel every sys-tems analyst needs to know today and in the future. This book builds on our pro-fessional experience as systems analysts and on our experience in teaching SAD inthe classroom.This book will be of particular interest to instructors who have students do amajor project as part of their course. Each chapter describes one part of the process,provides clear explanations on how to do it, gives a detailed example, and then hasexercises for the students to practice. In this way, students can leave the course withexperience that will form a rich foundation for further work as a systems analyst.

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编辑推荐

《系统分析与设计(英文版·第3版)》是系统分析与设计的经典著作，也是世界范围内最受欢迎的高校教材之一，被加州大学伯克利分校、普度大学、伊利诺伊大学（UIUC）、华盛顿大学等众多名校采用。
与一般同类图书不同的是，《系统分析与设计(英文版·第3版)》的作者在学术界和工业界都有着丰富的阅历。
全书的字里行间融入了作者在实际开发和分析系统时的经验心得，而且特别强调通过动手实践来理解和掌握系统分析与设计的精髓。
这种实战性主要体现在如下两个方面：从主题的安排来看，作者通过一个典型项目逐一阐述计划、分析、设计和实现整个软件开发生命周期中面临的关键问题，面向对象的概念与技术贯穿全书始终，专用一章讲述UML核心知识，并涵盖了UML2.0新版本、敏捷开发方法等最新内容；从小专题的设置来看，文中给出了来自业界一线的多个“实战场景”，既讲述成功故事，也揭示失败教训，又给出了许多贴近实际的案例、模板和小练习。
《系统分析与设计(英文版·第3版)》配套网站提供更多小测验题、项目文档模板、教学用PPT和相关的资源链接。

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