System analysis and design thesis format sample

Do not put citations or quotes In this section. Avoid beginning the abstract with " This paper/document/theses/study/ project… List of Figures (TOCK shown in a separate sheet) List of Table (TOCK shown in a separate sheet) Table of Contents (Observe the following format) Chapter I Project Description 1 . 1 Overview of the current state of technology This section gives the reader an overview of the specific technology or field In the international or local setting. The information regarding the technology or field should be contemporary and not based on outdated sources.

Discussion must not be too technical or detailed. This section ends with a discussion on the problems faced y or that still exist in the specific technology or field (e. G.. Limitations of existing software or algorithms). The problem statement would lead to the research objectives. 1. 2 Project Objectives This section states the overall goal that must be achieved to answer the problem. 2. Specific Objective This subsection is an elaboration of the general objective. It states the specific steps that must be undertaken to accomplish the general objective.

These objectives must be specific, measurable, attainable realistic, time-bounded. Each specific objective may start with " to design/survey/review/analyze… " Studying a particular arrogating language or development tool(e. G. , to study Windows/ObJect-Oriented/ Graphics/c++ programming) to accomplish the general objective must be included here. 1. 3 Project Scope and Limitation This section discusses the boundaries (with respect to the objectives) of the research and the constraints within which the research will be developed. 1. Significance of the Study This section explains why research must be done in this area. It rationalizes the objective

of the research with that of the stated problem. Avoid including here sentences such as " This research will be beneficial to the proponent/department/ allege" as this already inherent requirement of all IT projects. Focus on the research's contribution to the IT field. 1. 5 Definition of Terms Chapter 2 Methodology This section lists and discusses the specific steps and activities that will be performed by the proponent to accomplish the project.

The methodology also includes the following information. 2. 1 Planning Feasibility Analysis Cost-Benefit Analysis 2. 2 Analysis 2. 3 Design Alternative Matrix 2. 4 Implementation Chapter 3 Data Modeling 3. 1 Data Description This section discusses the flow of transactions of the study in number form 3. 2 Entity Relationship Diagram Illustrates the Entities and relationships showing assumptions for documentation and clarity of design. 3. 3 List of Business Activities 3. 4 Context Diagram 3. 4 Data Flow Diagram 3. Data Dictionary Illustrates the attributes, keys, size and description in table form Chapter 4 System 4. 1 System Overview Gives an overall view of the main features and capabilities of the software/system. 4. 2 System Objectives States the specific requirements that must be met by the system 4. 2 System Functions This section provides a listing of all functions that must be performed or delivered by he system and a description of each. Screen designs maybe included to help and toolbar options.

If a function generates reports, the report format must be included in this section. 4. 4 System Scope and Limitations This section discusses the scope and limitations (I. E. , the level of capability or extent of power) of each major function listed 4. 2 and 4. 3. This means that operations, which are

beyond the identified limits, will simply be invalidated/ignored, and will not cause the system to malfunction, but instead cause the system to respond with error messages. Justifications for the identified limitations and assumptions must be included here. . 5 Physical Environment and Resources This section discusses the hardware and software resources needed to implement and to execute the system. If the system has a special set of target users, this section also includes the user specifications(e. G. , e educational level, experience, and technical expertise). For certain uncommon resources, a discussion of why such resources must be also included. Chapter 5 Conclusions and Recommendations This chapter gives an assessment of what happened in this project.