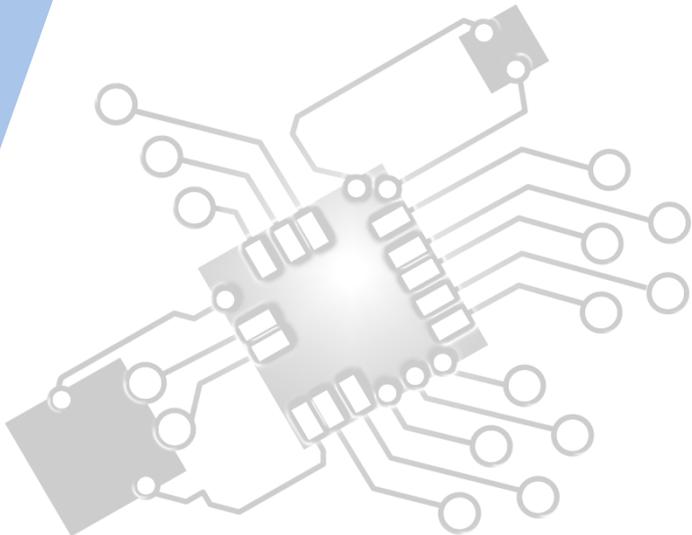




Planning & system installation

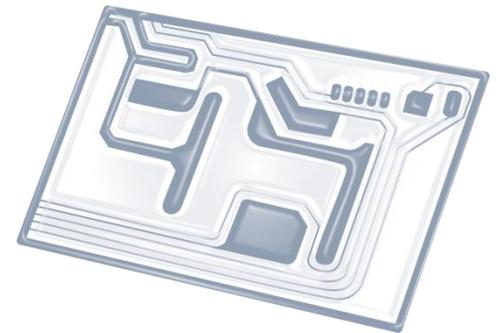
IB Computer Science



*Content developed by
Dartford Grammar School
Computer Science Department*



HL Topics 1-7, D1-4



1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



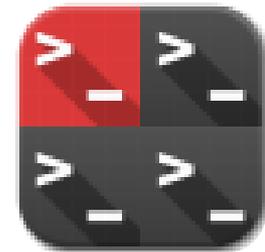
5: Abstract data structures



6: Resource management



7: Control



D: OOP

HL & SL 1.1 Overview

Planning and system installation

- 1.1.1 Identify the context for which a new system is planned.
- 1.1.2 Describe the need for change management
- 1.1.3 Outline compatibility issues resulting from situations including legacy systems or business mergers.
- 1.1.4 Compare the implementation of systems using a client's hardware with hosting systems remotely
- 1.1.5 Evaluate alternative installation processes
- 1.1.6 Discuss problems that may arise as a part of data migration
- 1.1.7 Suggest various types of testing

User focus

- 1.1.8 Describe the importance of user documentation
- 1.1.9 Evaluate different methods of providing user documentation
- 1.1.10 Evaluate different methods of delivering user training

System backup

- 1.1.11 Identify a range of causes of data loss
- 1.1.12 Outline the consequences of data loss in a specified situation
- 1.1.13 Describe a range of methods that can be used to prevent data loss

Software deployment

- 1.1.14 Describe strategies for managing releases and updates



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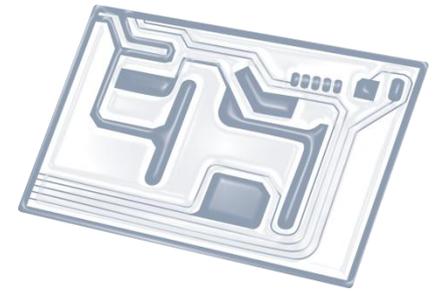
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Topic 1.1.1

Identify the **context** for which a **new system** is planned

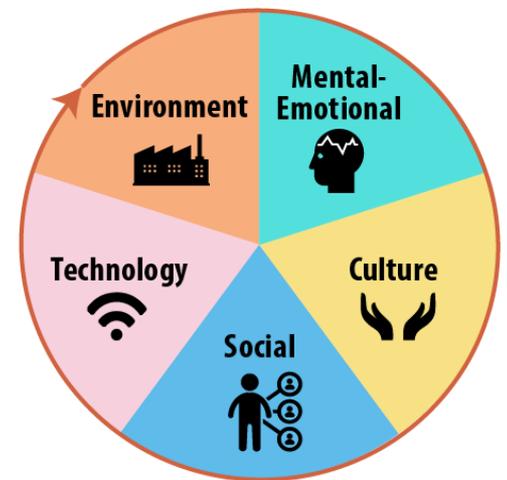


Reality check

- New systems very rarely come in a vacuum.
- They are normally replacements for a less efficient system that came before.
- When planning for a new system, the **context** in which it will be used is important to be understood.
- **Context** = background, environment, framework, setting, or situation surrounding an system.

Considerations

- Two important **considerations** when considering a new system's context are:
 - The **extent** of the new system
 - The **limitations** of the new system



Example

What would be the context of introducing a new payment system for school trips?

Questions to consider:

- Will there be any organisational issues related to the new system?
- How will user roles be affected/change?
- Will any underlying technologies be affected/changed?