

## Alternative Systems Development Approaches

### **The Know-What**

	Advantages	Disadvantages
Traditional Life Cycle	<ul style="list-style-type: none"> <li>▪ Users signing off → finalization</li> <li>▪ Documentation</li> </ul>	<ul style="list-style-type: none"> <li>▪ Incomplete requirements</li> <li>▪ Slow/expensive</li> <li>▪ Inflexible/frozen</li> </ul>
Prototyping	<ul style="list-style-type: none"> <li>▪ Accurate/realistic requirements</li> <li>▪ Rapid development</li> <li>▪ Friendly user interface</li> </ul>	<ul style="list-style-type: none"> <li>▪ Endless iteration</li> <li>▪ Premature operation</li> <li>▪ Lack of documentation</li> </ul>
Packages	<ul style="list-style-type: none"> <li>▪ High-quality/reliable</li> <li>▪ Rapid</li> <li>▪ Low cost</li> <li>▪ Documentation</li> <li>▪ Vendor support</li> </ul>	<ul style="list-style-type: none"> <li>▪ Lack of customization</li> <li>▪ Lack of availability</li> <li>▪ Site license/user</li> </ul>
End-user Computing	<ul style="list-style-type: none"> <li>▪ Reduction of backlog</li> <li>▪ Rapid development</li> <li>▪ No user training required</li> <li>▪ Lightening of staff load</li> </ul>	<ul style="list-style-type: none"> <li>▪ Development training</li> <li>▪ Reinventing the wheel</li> <li>▪ Duplication across departments</li> <li>▪ Lack of documentation</li> <li>▪ Poorly designed and tested</li> </ul>
Outsourcing ➤ Development ➤ Operation	<ul style="list-style-type: none"> <li>▪ Protection from technological obsolescence</li> <li>▪ Low overhead</li> <li>▪ High quality</li> </ul>	<ul style="list-style-type: none"> <li>▪ Dependence on vendor expertise and survival</li> <li>▪ Lack of direct control</li> <li>▪ Lack of security</li> </ul>

# Alternative Systems Development Approaches

## The Know-When

**The Know-When Principle:**

*If you have know-how without know-when, then you won't know when to use which know-how!*

