



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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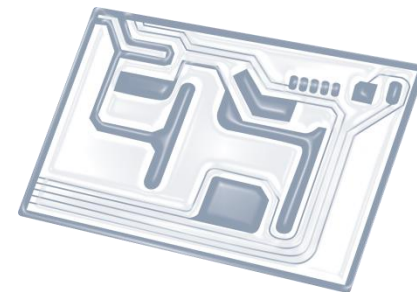


7: Control

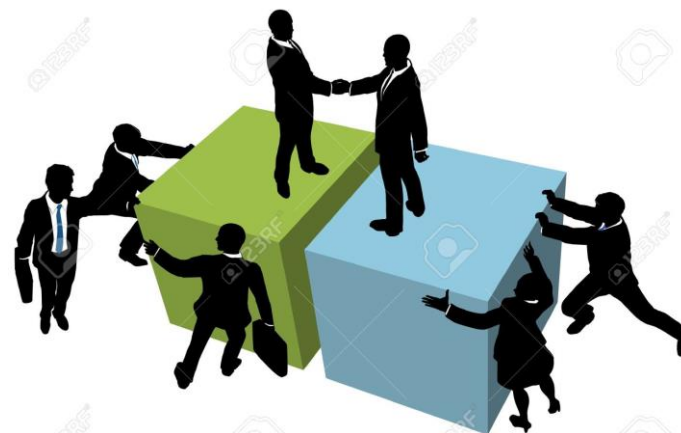
D: OOP



Topic 1.1.3



Outline **compatibility issues** resulting from situations including **legacy systems** or business **mergers**



Legacy system

In computing, a legacy system is an old method, technology, computer system, or application program, that may or may not be supported/available for purchase any more.



“Famous” legacy systems

- **Hardware:**

- Floppy disks
- Parallel printer cables
- Connections like PS2



- **Software:**

- Windows XP
- Movie Maker
- Industry specific software



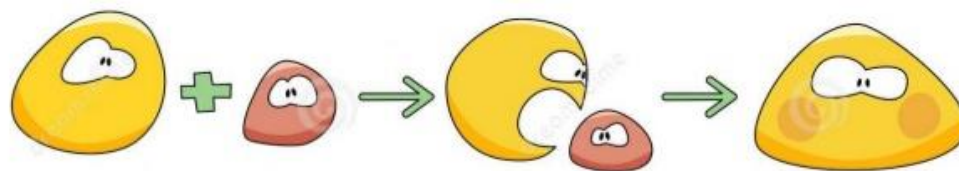
- **Computer systems:**

- Amiga
- Commodore 64

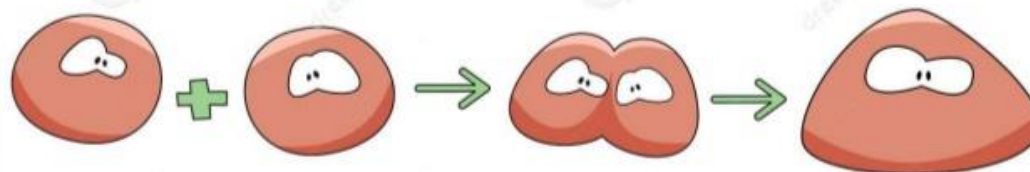


Merger

A combination of two entities or more, especially companies, into one.



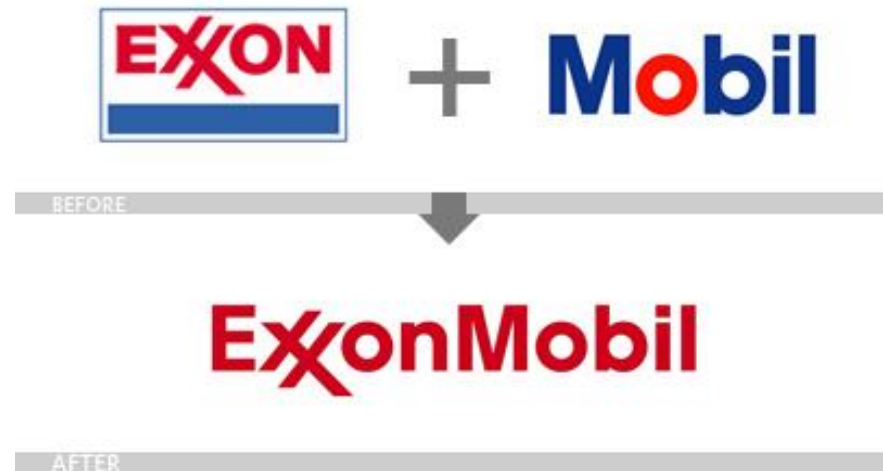
Acquisition



Merger

“Famous” mergers

- Vodafone & Mannesmann
- American Online (AOL) and Time Warner
- Pfizer and Warner-Lambert
- ABC and Disney
- Exxon and Mobile



Mergers can be VERY tricky

If companies/organisations merge across international borders, there may be **several issues**, such as:

- Issues of software compatibility
- Language differences
- Time zone differences
- Workforce cultural differences

Warning: Always discuss these in terms of Computer Science (don't drift off into Economics/Business/ToK/Sociology...)