SYSANAL
Reader

By:

John Justine A. Balonso

For

SYSANAL
(System Analysis)

Preface

Before I stepped in the class of Mr. Paul Pajo, at first, all I know is how to create Use Case diagrams and create Data Flow Diagrams which was common to all students who passed the subject IST-CON but the Use Case diagrams that I was doing back then was not as good. I made an actor which labelled Mr. Eisen Sy, which was wrong. During SYSANAL class I have learned the proper use of Use Case diagram, create a narrative for every Use Case and make an Activity Diagram out the Use Case. Before I loved these three things, at first I hated them because lot of works will be exerted when doing these three things. But then again I learned to love them because it's not that hard to do. I also learned about the term "startup". It is a word that are used to describe people who are trying to found a company. Many people had experienced engaging themselves in a startup. Even Mr. Pajo has engaged himself in a startup. Startups are done with people who are confident. Even though what they are creating might fail in the long run, they still continued and change their fate. And last thing I've learned in the class of Mr. Paul is that always think (even though he didn't tell this to our class). Thinking is one of the important traits a analyst should have and thus as a student analyst, we should posses this trait. All the things that I've learned in this class will be my weapon in the coming term which needs analysis and since I'm an IS student, these things will be used even after graduating (Thanks sir Paul!!)

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Book Reviews

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SYSTEM ANALYSIS AND DESIGN: A Structured Approach
William S. Davis
QA 76.9 S88 D33 1983a
Chapter 1

"System: In data processing, a collection of men, machines, and methods organized to accomplish a set of specific functions."

System begins with a user. The user has a need for technical support, but doesn't know enough about the computer where the programmers comes in. They know a great deal about the computer, but often do not have a clear understanding of the user's needs which creates a gap between users and programmers. The system analysts are the persons who remove the gap between the users and programmers. System analysts are professional whose basic responsibility is to translate user needs into the technical specifications needed by the programmers. There is what we call the System Life Cycle witch is divided into seven steps: Problem definition, Feasibility study, Analysis, System design, detailed design, Implementation and Maintenance. The problem definition is answers the question "What is the problem?" This key question must be answered in this step. The feasibility study step is the step that intends to answer a number of problems most if these problems are the remaining problems that needs answer. Analysis step is the logical process. The objective of this step is to determine exactly what must be done to solve the problem. System design step aims to determine how the problem might be solved. Detailed design step the systems analyst must develop a set of specifications for each program. Implementation step the system is physically created. Programs are coded, debugged and documented. The maintenance step aims to keep the system functioning at an acceptable level.

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Chapter 2: Case Study (Problem Definition)

"Concern yourself with the process. Concentrate on how the analyst attacks the problem, and not the derails of the solution."

The chapter is about the problem of a printing shop. The problem of the printing shop is the payroll witch is dramatically increasing. When accounting asked to "investigate the possibility of moving the payroll onto the microcomputer system", the analyst may consider it but other solution must be considered as well. What if this solution will cost more than the payroll? A good analyst will think of this as a possible solution not the solution to the problem. The real problem is the present cost of preparing payroll is too high. Creating a solution for this problem is like finding a needle in a hay stack. What is the yearly cost of the payroll? How much is the development of the project? If the yearly cost of the payroll is $5,000, should we exceed $15,000? Can we recover our investment in two to three years? These are few question that the analyst may encounter when creating a solution

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Chapter 3: Case Study (Feasibility Study)

"The purpose of the Feasibility Study is not to solve the problem, but to determine if the problem is worth solving."

The chapter is about the feasibility study for a proposed payroll system of the printing shop. The analyst began by reading documentations and interviewed people to clarify the statement of the scope and the objectives. Then followed the study of the existing system. It was viewed and gradually the analyst summarized the system in a flowchart. Then after understanding the existing system, the analyst created a data flow diagram of the system and redefining the problem. After putting up all things into place, the analyst gave the feasibility study and presented it. This chapter also pin-pointed that an analyst must develop his or her communication skills. Being an analyst is not just having technical skills but also have non technical skills. Non technical skills can also help an analyst trough communication to the people. Communicating with people is the most important thing that an analyst must do in order to achieve the goal of providing solutions. People give their ideas and the system analyst will compile these ideas and provide the most effective solution.

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Chapter 4: Case Study (Analysis)

"The objective of the analysis is to answer the question: Exactly what must the system do?"

The chapter is about analysis of the printing shop payroll system. According to the book, it began with the data flow diagram developed during the feasibility study. With the output data flow, the analyst defined the individual data, elements, and traced them through the data flow diagram, back to their sources. To my understanding, the analyst goes back to the feasibility study to study the data flow diagram that was created and analyzed what are the data that flows in the system. Then comes the algorithms and new questions are generated. Since there are unknown data flows, the analyst exploded the data flow diagram to a lower level in order to trace the unknown data flows. After finding missing data flows, seeking answers to the questions, the analyst then obtained acceptable functional understanding of the payroll system.

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SYSTEM ANALYSIS AND DESIGN Fourth Edition
Gary B. Shelly, Thomas J. Cashman, Harry J. Rosenblatt
QA 76.9 S84 S97 2001a
Chapter 4: Data and Process Modelling

"A data flow diagram or DFD shows how data moves through an information system. It also represents a logical model that shows *what* the system does, not *how* it does."

In data flow diagram or DFD, there are four symbols: the external entity symbol, the process symbol, the data flow symbol and the data store symbol. The basic concept of DFD is to show how data is being transferred within the system. There are rules that should be followed in making DFD. One an external entity cannot be connected directly to a data store. Two data store should have an outgoing in incoming data flow but in some cases there are systems that doesn't give an outgoing data flow. Three you can't label the data flow symbol as things. Four two data stores can' be connected by data flows without an intervening process. Five external entity cannot be connected to another external entity. The main goal of DFD is to show what the system does. For system analyst, DFD is their guide when creating solution to a company's problem. It is also their guide in understanding the system that they are studying.

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Chapter 5: Case Study (System Design)

"The objective of System Design is to determine, in general, how the system will be implemented."

The chapter is about the system design of the Print Shop payroll project. From the data flow diagram that was created in the analysis phase, the analyst created possible boundaries and used them to suggest physical implementation strategies. To what I've learned, there are lot of things that will come up that will all give a solution to the problem that a system analyst may encounter. All gathered information will be considered as the blueprint of the new design in this phase. "OK! I have lots of strategies. All I need is to see what the possible outcomes are if I will follow this strategy." This will likely enter the analyst head and decide what the analyst will follow. The strategies will serve as the analyst playing cards. If one strategy will result into no-good-at-all, he can always choose another strategy.

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Chapter 6: Case Study (Detailed Design)

"The objective of this phase is to determine, specifically, the system should be implemented."

The chapter is about the detailed design of the Print Shop payroll project. The point of this phase is just to analyze what are system specifications. "What will the system need after this and what will follow next?" The analyst must answer this question because in this question lies the answer to whatever problems the analyst may encounter in regards with the system specifications. Another thing about in this phase is the remaining missing parts of the system design will be completed in this phase. The blueprint that was created during the system design phase is still not complete. There are still parts of the blueprint that has missing parts. The analyst must figure out what are the missing parts and sees to it that the analyst makes sure that there are no left question marks on the blueprint that he created.

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Chapter 7: Case Study (Implementation and Maintenance)

"It's busy time."

The chapter is about the implementation and maintenance of the Print Shops payroll project. There are four operating procedures during implementation. Coding where you create the new design, Documentation where you will follow certain procedures in coding, Debug where you remove errors in the program, and lastly the system test where try to run the system if it has still remaining errors and to see if the system is good to go. In this four operating procedures, you can't go to the next procedure unless you finish the first. In the maintenance, it is just updating or upgrading a system to have efficiency and to maintain the operational status. Maintenance is required in every system because little bugs will slip through the system. Without maintenance, the system will encounter errors that for sure will lead to major problems.

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Module A: Inspections and Walkthrough

"An inspection is a formal review of the exit criteria conducted by technical personnel. A walkthrough can be viewed as an informal inspection."

The module is about inspection and walkthrough. In inspection, there should always be an inspection team that are composed of four individual: the moderator, the author, and two inspectors. The moderator is the leader of the group and sees to it that his team members are doing what they are supposed to do. The author is the person who documents the code that is being inspected. The inspectors are the technical professionals who are not directly involved in preparing the documentation that the author will create. There are six processes in inspection: planning, overview (optional), preparation, inspection session, rework and follow-up. In planning the moderator and author always think "What should we do?" this question leads to preparations in inspection. Preparation step is an individual work. Every member has his/her own responsibility to do to achieve their goal. Inspection session is conducted by the team leader, the moderator. The main objective of this process is to see if there are errors. Rework is just another round of preparation that aims to fix the errors that are found in the inspection session. Follow-up will be the end of the process but if the moderator is not satisfied with the result the follow-up process will be another rework process.

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Module B: Interviewing

"An interview can be an extremely valuable source of information, particularly during in feasibility study and analysis stages of the system life cycle."

The module is about interviewing. Interviewing is the basic thing to do when gathering information. It is your "Puhunan" when finding answers to the questions that you encounter as a system analyst. One thing to remember before interviewing is to know the topic. What is an interview if you don't know what the topic is? Your are considered stupid if you're interviewing something that you don't know what is the topic. One of the requirements before you interview is to know what the main topic is. Another thing, in interviewing, you should prepare individual questions to the people you will interview. There are cases that you are required to interview different people in different positions. Same questions may be asked but not all questions should be asked. This is another requirement when interviewing someone especially in feasibility study. The most important thing when interviewing is to listen at the answers. If you only tend to chat down what a person says, you are only looking at the context part not the content. They are different context is what you see and read. Content is what you understand in the context. Always be a good listener especially in the answers of the questions you ask.

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Module C: Feasibility Study

"A feasibility study is a compressed, capsule version of the entire system analysis and design process."

The module is about feasibility study. In the feasibility study phase, there are nine typical steps. Define the scope and objectives, study the existing system, develop a high-level model, redefine the problem, develop and evaluate alternatives, decide on a recommended course of action, rough out a development plan, write the feasibility study and last present the result. Defining the scope and objective can be attained by interviewing people. Interviewing people will give you information and thus will give you a scope and objective to follow. Studying the existing system is important because it also gives you information to what are the specific problems that the system is currently encountering. Developing high-level model of proposed system is one of the important step in the feasibility study because it will give the users an overview to what will the new system will do and look. Redefining the problem is just replacing the main problem with "Will the users agree with the new system?" Developing and evaluating alternatives is creating plans. "OK I have plan A, plan B, plan C. Witch of this will I choose?" It's just a matter of deciding of what you will plan. If the first plan fails, go to the other plan. Deciding on a recommended course of action is very crucial because whatever you decide, it is what you will follow so its best to analyze what will be the result if you choose this or that. Rough out a development plan is creating the implementation schedule. Writing the feasibility study is the report of the whole phase. And lastly presenting the result is just presenting the report.

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Module E: Data Dictionaries

"The basic idea of data dictionary is to provide information on the definition, structure, and use of each data element an organization uses."

The module is about Data Dictionaries. The purpose of data dictionary is to provide documentation. Without data documentation, what will the analyst do? This documentation is what the analyst look for when they are hired to create a new system. Also, the analyst will tend to lose sight of the real objective if there are no data dictionaries and many cases without data dictionary, the analyst will have a hard time in the feasibility study and analysis stage.. When a programmer codes, he creates a data dictionary to the codes that he used. In UML, a UCN (Use Case Narrative) is considered as a data dictionary because there are information with regards to what are the sources, the users, program that are used, etc. Also data dictionary are used in data bases. Having a data dictionary can give you an advantage such that you can process information about each data separately.

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Module F: System Flowcharts

"A system flowchart is a traditional tool for describing a physical system. The basic idea is to provide representation."

The module is about System Flowcharts. There are six symbols in flowcharting. Process symbol, input/output symbol, connector symbol, off-page connector symbol, flowline symbol and the terminator symbol. The thing why system analyst creates flowcharts is because Data Flow Diagrams are abstract representation of the system. Flowchart shows the specific step in a system. It also visualize how the system will be implemented because shows the exact execution of the system when it is implemented. Flowchart can be also used when creating program. It illustrates what would a user do in the program that has been created. It also serves as a guide book to other programmers that will tend to change the program that has been created. A thing to remember about flowchart is, it is the greatest tool for analysing a system and it is the excellent planning tool.

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Module I: Pseudocode

"Pseudo- means similar to; thus pseudocode is similar to real code. Pseudocode is an alternative to structured English."

The module is about Pseudocode. Pseudocode is most likely coding. Basically, pseudocode are used in programs that has lots of algorithm. It's just a matter of writing your code in language understandable by people. A pseudocode can sometimes hard to understand because of the algorithms. Think of it as reading a manual or reading an instruction. We tend to get confuse or even lose our track to whatever we are reading when it is complicated, same in pseudocode, more algorithm will lead us to confusion. Even if a pseudocode is well done, programmers still edit it because programmers want the algorithm to be specified. Pseudocode is the programmers' ace tool in dealing with algorithms although sometimes programmers get pissed with many algorithms because pseudocode is their guide when they will start to create the program out of the algorithms.

Case Studies

John Justine Balonso

In the startup about the PayPal, I've learned things. This things are be loyal and be creative.

The part that I've seen loyalty is when Max Levichin was forced to go for Windows instead of Unix. Since that Max is familiarized in Unix, he showed that what he is used will not be replaced. He didn't accept the concept that they will change to Windows because he designed it to run on Unix not Windows.
The risk taker part was in the part where Livingston asked Max "What did you do that your compeitors couldn't?". The creative part was when Max said " PayPal is a security company pretending to be a financial service company." People think that PayPal is a financial service company but it isn't. PayPal was ment to secure things but even though in the eyes of the people it serves a financial company, it is still doing what is was ment to do.

The Hotmail startup gave me a thing to remember and that is create a business plan. When startup becomes a success, business comes next because business people will buy what you have created. Not having a business plan can pull your success down because you have no strategy to follow and it can get you off the road that you are following. Business plan is the key to keep you on the right track and it will serve as your guide to the road of success.

John Justine Balonso

Steve Wozniak gave me three things to remember in his story about the Apple. First, when you are in a startup, you don't have to worry about the money you will spend you just need few parts. When you design few parts, everything is clean and orderly and you can understand it more deeply which causes you to have fewer problems. You live and sleep with every little detail of the product. Second "No sacrifice, No Victory" (from the transformers movie). Steve sacrificed his job at HP to start Apple witch is a big deal for him because he enjoys his job at HP in the calculator division and he decided to leave his job. And third is you don't need a really good education to do what you want to do. Steve doesn't have a degree but he knows the techie stuff. Just follow what your hearts desire and you can do whatever you want.

Three things that I've learned in Excite is hiring slowly and carefully because hiring people that you don't know can pull you down. Unintentional things can happen. They only wanted a search but eventually it became a search for the web. Know how to gamble on things when needed. They only had $1 million in the bank and they gambled it for the sake of the company's survival. At first they lost the gamble but when their competitor fails to deliver their service to NetDirectory on time, NetDirectory came back to Excite. If they gave up the gamble, they wouldn't be a successful company but still they called the shots.

In Software Arts startup, friendship can be one of the advantages. Both founders of any business are usually friends. Having your friend as your partner will give you both the eager to do something because you know each other, you know what his abilities are, and there is trust between the two. And not all business goes on some business, at first, will reach the top but then they will eventually go back down. What goes up must come down and this is what happened to VisiCalc. But still they became successful in the way that they are one of the first to create an electronic spreadsheet.

John Justine Balonso

The things that I've learned in Lotus 1-2-3 are first, don't underestimate people. Every person has a hidden talent. Educated or not still there is something that a person can do. Kapor was treated as a parasite in Software Arts so he decided to leave. What he proposed would have been great but Software Arts didn't even let him say what he wanted to say just because he has no background on technical things. What I've seen in Kapor is just like what I've saw in Steve Wozniak. It doesn't matter whether you are educated or not you can do anything as long as you follow what you desire. Second, know how to be inspired. Whenever you start a startup, you should always have inspiration in doing things. You should have a vision and passion on what you pursue to become successful. Third, take advantages of new technology. When the IBM PC was released in public, Kapor saw an opportunity. Instead of using his "killer app killer" on Apple II witch was running in 64K, he built the software for IBM PC witch was running in 640K. There were no problems for them to create Lotus 1-2-3 for the IBM PC because they took the advantage to use the full capacity of the PC. VisiCalc didn't have a very good UI, cannot create graphs and didn't have user customization and user programming but Lotus 1-2-3 had this three things that made the VisiCalc to step aside.

John Justine Balonso

In the story of Ray Ozzie, the things that I've learned are one: do not assume what will happen when you are still making things. There are possibilities that when you are doing something and you assume that this is what will happen after it is made, your goal will be change. For example you are doing something that will help you and you assume that if you show this to the public, it will make a fortune, your goal witch is to help yourself will be change to get rich. There is no assurance that when you do something you will be successful. Two: learn from the leadership of other people especially people who are at the top of the company. People who are on top became successful because of their good leadership. If you to succeed in things, you should know how to be a good leader. Always think of what did this people do to become successful? "This person became successful to what he pursues because he is a good leader to his people. Can I also do the same?" This is what a person should always think.

In the story of Evan Williams, the great thing that I've learned was success comes in different approach. His co-workers left him and his co-founder also left him and made him the only person to run Blogger. Even the fact that his workers left him, he still continued his work and never quitted. He never thought of quitting because Blogger is already known to the public. To him, it is somewhat ok that he has no problems because he has no one to pay but it is also not ok because he will face the coming problems alone. He became successful because he believed that he can do things even without the help of other people. "I don't have workers but still I can do this." This is what is in his mind and enough to continue his work. Another thing I've learned in his story is use the things you've created to help you. He used Blogger to gain some money to make it faster. He just played honest and posted in their web "Hey, we know Blogger is really slow. It's because we need more hardware. We don't have the money to buy it. So give us money and we will buy more hardware to make Blogger faster." "Kapal ng mukha" is sometimes helpful because you know you're doing it to help others.

John Justine Balonso

In the Yahoo startup, strategize, create business plan think of possible problems that might occur. These are the three things that I've learned in this startup. They strategize to what they would do to their competitors. They planned this and they accomplished it. Some things should be strategize. Not having a strategy is like going to war without any bullets. There are always competitors and you need to know what are the chances that this competitor will lose to you. Always answer the question "What are the things we should do so we could stand out to our competitors?" and when you answer this question it will always give you a strategy to follow. Create business plan because it is your guide towards success. If you have a good company but you don't have a business plan to follow, what good does it give you? You have nothing to follow. Business plan will be your guide book towards success. Not having a business plan will get you out of the road you're following. Thinking of the possible problem is helpful especially when you are still starting things up. When you are creating things always think of the possible problems that will occur ahead so you are prepared in case something happen. Just like in the problem of yahoo about pornography, they didn't realize this at first but they are able to handle this problem.

John Justine Balonso

In the Marimba startup, you should have an idea when you engage in a startup. Idea is the thing that will most likely help you when doing a startup. It is what you will follow and that you want to do. Ideas are the things that will motivate you to do startups. What's a startup if you don't have an idea? You don't know that you will create or you don't know what to do. "Ok I have an office. Now what should we do?" you will get stuck in this situation unless you have an idea to what you should do. It's hard to create things that you don't even know what it is for but for van Hoff, even though they started without any ideas at first, they accomplished what they wanted to do. They manage to have an idea at last not at first witch is a risk for other people to do. Another thing I've learned is how to manage. At some point a successful business tends to grow fast witch means more employees will come to you and management problem also comes to you. Learn how to manage people. Management is one of the key to success in business. It is how you organize something that is not in place. Businesses that has no management will most likely fail because you don't control things, you don't plan for anything, you don't organize things and you don't lead people. A good business must have to manage things for it to be successful in the end.

John Justine Balonso

In the Research in Motion startup, one of the things that I've learned is choose the things that will you will benefit the most. Lazaridis chose to work than finish his college even though he's month away from graduating. What he did made me think if I was in his situation would I finish college and be a corporate slave or leave college to start a company? If I will choose I would start a company and he also choose to start a company. Choosing a road to follow is very difficult because you don't know where it will lead you but if you know that in this road you will get something or benefit from it, the chances are you will follow this path, the path that you think will be good for you. Another thing that I've learned in this story is be a good listener. They are under a contract at General Motors so it's best for them to listen to what General Motors was trying to accomplish. People should be open to other people not "this is my idea don't tell me what to do". Always listen to other people's opinion because there are always better ideas than your idea. It doesn't mean they hire you, you are calling the shots. You should know what they want and you develop something that will satisfy them. Always know what are the things that should be accomplish and create solution to meet not only your goals but also others goals.

John Justine Balonso

Gmail startup gave two things to learn. First is create a startup in a big company. When starting a startup, people always experience the same problems like funding, resources, etc. Buchheit startup was a clever startup because he was an employee of Google. When he created Gmail, he didn't have the problem of getting money, he has all the resources in getting his project done. Being an employee of a big company is an opportunity to be recognized not just within the company but also outside the company. People in high positions will think that "Wow! This employee has hidden talent. This is not just an opportunity for the company but also for him." Because you're not just helping the company to grow big but also you help yourself to become successful in some things. Second thing that I've learned is don't engage yourself in many projects when you are in a startup. Having a lot of project maybe fun because you learn a lot from it but it is sometimes not good because you tend to divide your time on other things. When in a startup, you should focus more on what you are doing not on other things. In Buchheit's case, they had a hard time in creating Gmail because of the projects he is engaged. His time was split and didn't almost have the time in creating Gmail but still they managed to finish it. We should focus more on the important things because that is the first to be prioritized.

John Justine Balonso

In Perlman's startup witch is WebTV, one of the things I've learned is in a startup group, the members should get along with each other. Having a group is an advantage in startup because there are lots of ideas that a member can give but having members that don't get along or doesn't care at other member is a big problem even from the start. Think of it as students that will report. Students will give their ideas, agrees on what others think and they will have a good group but if the students doesn't like the members ideas, doesn't agree on anything and stick to only what he believes, they will not be successful in their group same on startup groups, if one can't give a damn of what others think, from the beginning, problems will occur but if all members agree on each other, its possible that they will succeed and will continue what they all believe is good for them. Another thing that I've learned is that in a startup, funding is one of the major problems. Perlman had a hard time finding funding because after the $1.5 million was spent, they didn't have investors and their contract with Sony was cut early. What happened to Perlman is also a tip to people who are engaging their self in a startup. You should or you must have funding because once the money is gone, it's hard to have money especially when there are no investors.

In Ramsay's story witch is the TiVo startup, two things I've learned is one: treat your problem as a challenge. When problems occur you only tend to fix it but if treat it as a challenge, there will be a new idea that will lead to a big improvement. Things that you don't expect will sometimes happen. Improvement will lead to improvement. This is what you will encounter if you always treat problems as challenges. Another thing that I've learned is that there will always be competitors in what you pursue. TiVo had a hard time in dealing with Replay because they have the same concept. Always keep in mind that in what you pursue, there is a threat and that's your competitor. They will treat you as public enemy number 1. And you will treat them the same way. Still there are advantages in having competition. One, you will create or develop your product into something that your competitor never thought of. Two, you can prove that your product is better that your competitors. It's just like two kids fighting for a candy. One will do something and the other will counter-attack. Never a company had a competitor because today, the word "Survival" is in the brains of people.

John Justine Balonso

In Viaweb startup, there are two things that I've learned in. One is that make something that will make people happy. Basically, this is what startups are for, to make people happy. People who are in startups create something that will help them solve some of their problems. These problems are problems of other people as well. The thing about startups is that you aim not to help yourself but also help other people. The concept of making people happy is misinterpreted as thinking of what users want. They are two different things. Creating something that will make people happy is what the users want. Creating what they think users wants doesn't imply that users will be satisfied. Some will and some will not. The point here is what helps you also helps others. There will always be a common problem among the people and whatever that it is that you build to solve it will solve other people's problem. Two founders are best buds. Founders are always friends. Startups are created by friends. No founder has a co-founder who is not his/her friend. It is a common thing to have your friend as your co-founder because friends trust each other unless one is a traitor. In startups, a person should have a partner and his partner will be his friend. This is, for me, one of the factors that lead to a successful startup because since you know each other, there is trust, no one gets left behind and you agree on things. Even though you're friends that doesn't mean there will be no arguments. This is a part of friendship. It's impossible not to have some fights because sometimes, you want to do it your way. If this will happen in a startup, there will be a chance that the startup will be successful because you undergo in the ups and downs, arguments and problem solving.

John Justine Balonso

In del.icio.us. startup, there are two things that I've learned in Schachter's story. One is as a founder, you will experience the work of your employees. You get to have all of the position a company has especially when you're just beginning a startup. Schachter did funding, writing code, hiring people, chief architect designer, negotiator etc. You name the available positions, he has done that part. For some people, they will not engage themselves in many positions because they will cut their time to do their part as this and that. The success that they experience is a reward for what he sacrificed. He engaged himself to many different positions and as a result the startup became successful. Second thing that I've learned is that reduce. Reduce as in do little things. Don't complicate whatever you pursue. Making something bigger and bigger will create more and more problems. The thing to avoid as many problems is that when you are in a startup, you should have simple ideas. Follow your ideas and when you have created it that's when the time you add something. If you're at the state of building the idea and suddenly you add something, there is a high chance that will lead you to problems. Instead of the problem that you will encounter is just one or two things, you will encounter much more problem just because you added something that shouldn't be added just yet. Just remember to do less to get the thing done not do much and let the thing get undone.

In Bloglines startup, the thing that I've learned is that it is a decision of a person to start a startup when he is employed. There are advantages and disadvantages when you will engage yourself in a startup when you're employed. The advantages are you don't have to worry about funding. Since you're employed, you have monthly salary. You may get funding for your startup in your salary. Another is that since you're employed, you know what are the problems of the company which will lead you to think what are the possible solutions witch will lead you to create a startup that you will sell for the company. Some of the disadvantages are what ever you create will be a property of the company. Some companies have this policy so it's not best to do startup in companies that has this kind of policy. Another is that if you engage in a startup, you will a lot time for your responsibilities. You must find time to focus on your job at the same time you must find time to focus on the startup you are doing. It's very hard for this kind of thing to do because don't know if you will continue to do your job or do your startup.

John Justine Balonso

In craigslist startup, the things that I've learned is one follow your instincts. This will be you basis whether you will continue to do your startup or not. If you ask someone whether you will continue, the person you asked will always say "Trust/follow your instinct." Many people don't follow this because it's something that you suddenly think off but people don't know that this will help them achieve whatever they do in their life. Another thing that I've learned is listening to suggestions of the people. Being a good listener is one of the most important things a person must have. We often times don't listen to opinion of others because we don't care of what they think. There are times that what people think is right and what we think is wrong. There is no guarantee that what you think will benefit for yourself. Just like Craig, when he was thinking of a real name for his startup, at first, he decided to go with this kind of name but people keep telling him that call it "craigslist" people call it with that name. Just be open to what others think not just what you think because they will also help you in someway that you didn't expect. Last thing I've learned is to give time to what you do. Craig always find time to his startup and it is a must sacrifice to do. When he joined another startup, he eventually left because his startup is much more important than the startup he joined. The thing that will somehow lead you to the road of success is to sacrifice time. It's just two questions "Will you continue on your work or will you leave your work to do this startup?"

John Justine Balonso

In Flickr startup, one thing I've learned is that projects are taken one at a time. At first, they created an online game and another project that was a side project for the game pop out. They have to choose what will they go for the game or the photo sharing? This is something that you will expect to happen because if you have a side project, it will be for the main project but in the situation of Catarina Fake, the side project became a major project that lead them to success. Another thing that I've learned is that there is a changing course on what you do. They started out doing game development but they ended up doing photo sharing. This things tend to happen because you want to improve something and that improvement will lead you to something that you didn't expect that this is much better than the primary goal. There is no guarantee that what you do is the thing that you will do up to finish. Things will come out that will lead you to another road and another. Not all things will be the only thing you will concentrate on. There are instances that something will pop out and it will be your primary objective to finish.

In Brewster Kahle's story, I've learned that when you have your own company, it's hard to blame someone. When you're working for a company you can blame people because it's their mistake but if you own a company you can't just blame someone because it's your responsibility not just someone. If you own a company and eventually your experiencing bankrupt, you don't have the right to blame anyone because what they do is what you order them to do. Another thing that I've learned is that going broke is a major problem in startups. If you have no money where will you go? What will happen to the startup? What will happen to the company? These questions will pop out if you have no money. In most startups, usually the reason why startups results to a failure is because of no money.

John Justine Balonso

In the Adobe Systems startup, one thing I've learned is you can't be a one product company. Some or almost no company is one product company. Having a lot of product is one of the factors that keep a company running. If a company is a one product, the company will eventually suffer because the consumers are always thinking of new product that this certain company will release. If the company doesn't create new product, the consumer will find something else because they will get tired of the same product this company is releasing. Always be open to new things because these things will make you become more successful. Another thing I've learned is that you should be passionate to what you pursue. If you are doing something with a goal of just doing it, you not certainly create improvements to what you've done but if there is passion within you, what will happen is you will create and create things because this is what makes you happy. If you don't have passion then just don't continue what you're doing.

In the Open System startup, the most important thing that I've learned is that in order for you to have a successful life, you should first start your success at your education. When you will engage yourself in a startup, you will use what ever you've learned in your schooling days. Grab the opportunity and make the most out of your education because it will serve as one of your ticket to success. In startups, you will apply something that you have learned in school days. If you're a graduate of computer science, you will play the role of the programmer in your startup. If you're a graduate of a business major, you will play the role of negotiations when your product is released. If you don't value your education, the only thing that will come out if you start a startup is failure.

In the 37signals startup, dedicating yourself to the work is the most important thing that I've learned. If you really want to be successful, you are required to dedicate your time to your work. If you love your work, your work will love you. If don't have time or you don't do your work means you're just doing it for granted. If ever there is a little bit of space in your time, spend it to your work. "No sacrifice, no victory". The people who live in these words are sure to be successful because they are willing to give their time to what they pursue in life and that means that they are willing to sacrifice even the important things just to be successful.

In the ArsDigita startup, I've learned that as a programmer, we should not concentrate only in our duty as coders; we should also interact to other people that need programmers. It would be boring for a programmer to just sit down and write the code of the program and just finish it. If that will be the case, then what you will do is what you will be, just code and code. If you interact with people that needs a programmers help, you will be able to understand what are the specific codes you will create in your program. If the plan that was given to you for coding is very broad, you will be able to narrow it because you know what your customers want and you will be able to write the specific code for the program. Another thing I've learned is that hiring someone is easy but hiring someone like you is hard. There are differences, if you want to hire, you will just know the person, what is his profession and that's it but hiring someone like you is like finding a needle in a hay stack. You will not just know the person but you will see if the person is a hardworking guy. Someone that has a persevering passion on his work. Someone that sees to it that the job is well performed. You will see if the person has the same attitude as yours.

In the Fog Creek Software startup, one thing I've learned is that you should have a partner or two in starting a startup. Having a partner is a must in startups because if a person doesn't have a partner, chances are the person will either have a very hard time or eventually will not succeed in his plan. What you think will be always right for you if you don't have a partner which is wrong to other people. You tend not to listen to opinions because you have the idea but only your idea. If you have a partner, your success rate will somehow increase because you're working with someone who also wants to achieve something. It is critical to have a partner because what your partner's success is also your success.

John Justine Balonso

In the TripAdvisor startup, one thing I've learned is that startups are sometimes triggered when you want to solve a problem. Your problem is a problem of other people. What you want to solve for yourself will benefited by others. Like in the story, Stephen Kaufer had a hard time finding a good vacation trip. When his wife suggested creating a search engine that will look for a good vacation trip, this triggered the concept of going in to startup. Second is that the founding team is the primary factor in successful startup. If the founding team is not cooperating with one another, chances are that the company will have a hard time surviving or eventually the company might fall. Make sure that the founders are working together because they will be the cause of success or the failure of the company. Third is that you can't get too attached to what you want in your startup. Along the road to success there are things that will let you change what you're creating. For instance you want to build a company for a search engine, sometimes what you will built will change because there are problems that will make you change your course and let you arrive at a different outcome.

In the HOT or NOT startup, one thing I've learned is that there are things that will lead you to success because of fun. James Hong and Jim Young created HOT or NOT just for fun but it turned out to be the road to success for them. What you do, sometimes, has business hidden in it. The HOT or NOT had a hidden business that the founders saw. Second is that in the middle of a growing company, expect that major problems would come. Every company always have a major problem especially in the middle of a growing company. In this stage, the company will be tested if they will continue or end their journey because not just one but several problems will pop out along the way. One of the major problem is how would you scale it up? If you will stick to the safe zone, you will not progress because you keep it that way what you have created will just be that way. Other problems is that how will you have funding? These problems are the causes of a company to fall so it's better to do anything just to keep your company running by any means necessary.

John Justine Balonso

In the Tickle startup, I've learned that engaging in a startup could ruin a relationship or two. When you start a startup, your focus will be on what you're doing. Your attention to others especially close relationship will diminish time after time because what's in your head is the company you're trying to find. It might be hard for a person but it is a sacrifice that he/she must do to become successful. It will also manipulate you. "If you don't master what you're doing, what you're doing will master you." This saying is what manipulating you means. Another thing that I've learned is that create things that it is hard to copy. One of their competitors tried to copy what their doing but eventually they failed in their plan because there are some things that the competitor didn't know about how Tickle started. If you want to copy a company, you should also copy the procedures they have done in order for you to avoid failure.

In the Firefox story, I've learned that communication is one of the key to success. Communication is the best way of keeping your foot in the right path. You have a lot of people working on something but without communication with one of them, you will not know what things are happening in the work. Communicating with other people will let you know what are their ideas and opinions that will lead you to progress or at least will give you a thing or two on what will be your next step. Without communication, the startup is just a waste of time because for sure it will lead to failure.

Use Cases

John Justine Balonso

Identification Summary:

Title: Barangay Clearance

Summary: This Use Case shows how to apply for a barangay clearance.

Actors: Applicant, Kagawad, Barangay Secretary

Creation Date: June 6, 2008

Person in Charge: Barangay Secretary

Version: Ver. 1.0

Flow of Events

Preconditions:

1.) Must have Community Tax Certificate (Sedula)
2.) Must not have juvie record
3.) Must have money
4.) Must be 18 years old

Main Success Scenario:

1.) Go to City Hall
2.) Apply for Community Tax Certificate.
3.) Pay Php. 20
4.) Go to Barangay Office.
5.) Apply for Barangay Clearance
6.) Pay Php. 50

Alternative Sequences:

A1: Not yet 18 years old

- ask driver or yaya to get barangay clearance

Error Sequence:

E1: No Community Tax Certificate

- apply at City Hall

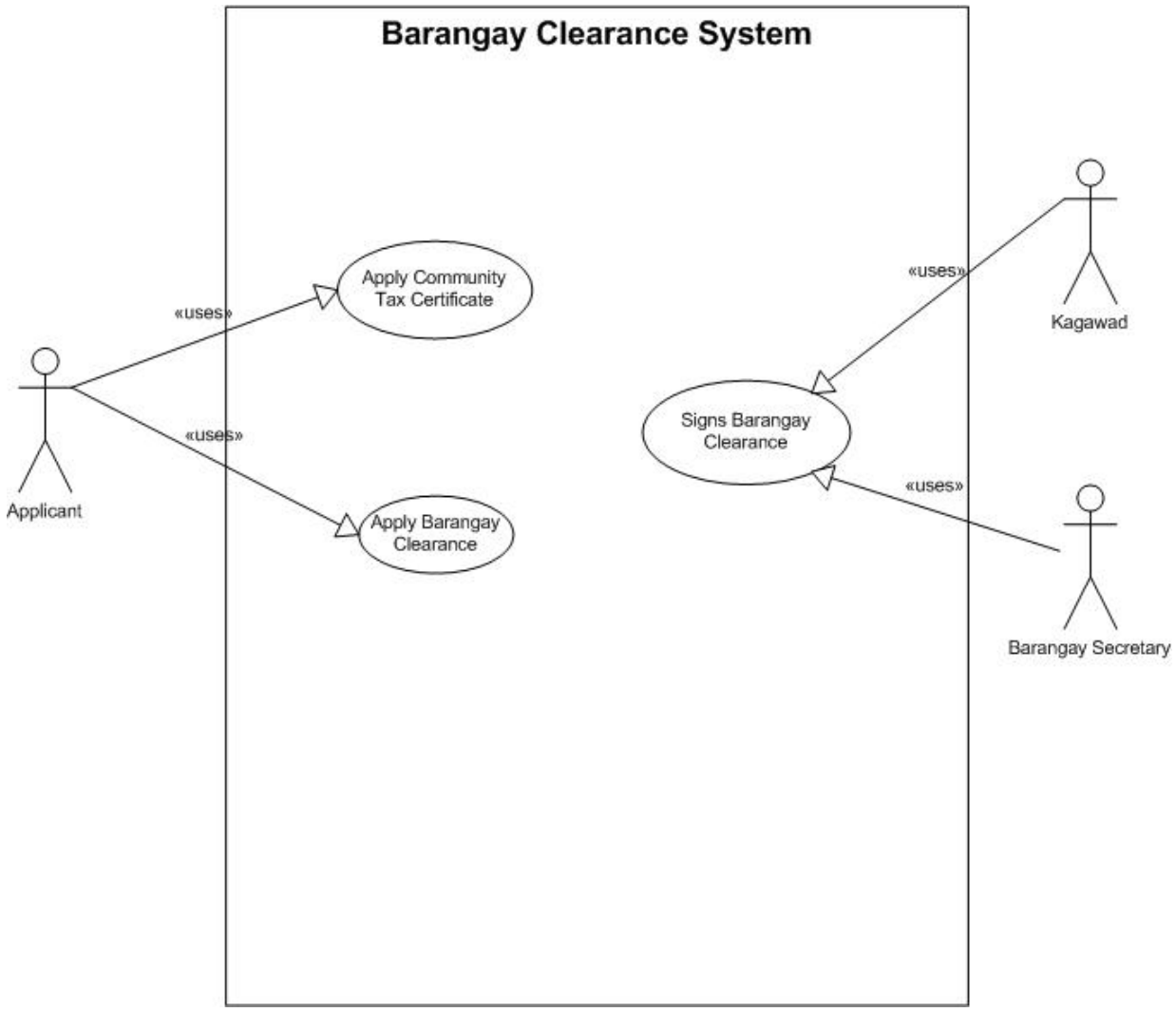
E2: No Money

- Applicant gets money from house

Post Conditions:

1.) Community Tax Certificate

2.) Barangay Clearance



John Justine Balonso

Identification Summary:

Title: E-Purse

Summary: This Use Case shows how to have an E-Purse

Actors: Student, Cashier

Creation Date: June 13, 2008

Version: 1.0

Flow of Events

Preconditions:

1.) Must have at least Php. 50

2.) Must have Valid ID

Main Success Scenario:

1.) Go to Accounting Office window 2

2.) Give ID

3.) Pay at window 1

4.) Go to window 4

5.) Input 6-number PIN

6.) Get Receipt

Alternative Sequences:

A1: Too lazy to go to accounting office

- ask classmate to have E-Purse

Error Sequence:

E1: Invalid ID

- Validate ID

E2: Lost ID

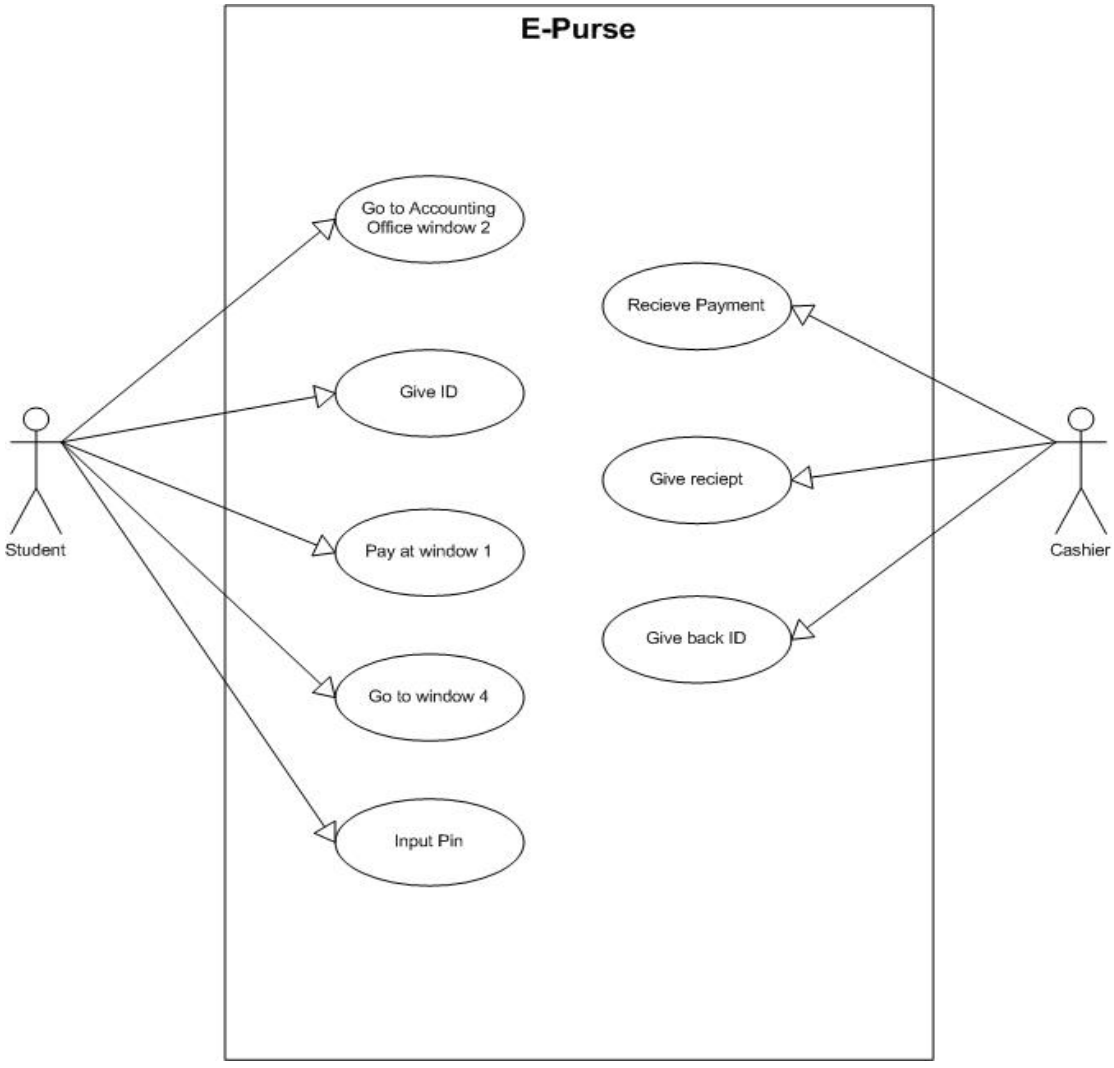
- get affidavit of loss
- get new ID
- Pay Php. 500

E3: Don’t have at least Php. 50

- ask money to your classmates

Post Conditions:

1.) ID will have cash via E-Purse



John Justine Balonso

Identification Summary:

Title: Civil Service Exam

Summary: This Use Case shows how to apply for Civil Service Exam

Actors: Applicant, Employee

Creation Date: June 24 2008

Version: 1.0

Flow of Events

Preconditions:

3.) Must be 18 years old

Main Success Scenario:

7.) Go to Civil Service Commission Office

8.) Apply for Civil Service Exam

9.) Fill up the application form

10.) Get the schedule of examinations

Alternative Sequences:

A1: Don't have application form

- Get application fro www.csc.gov.ph

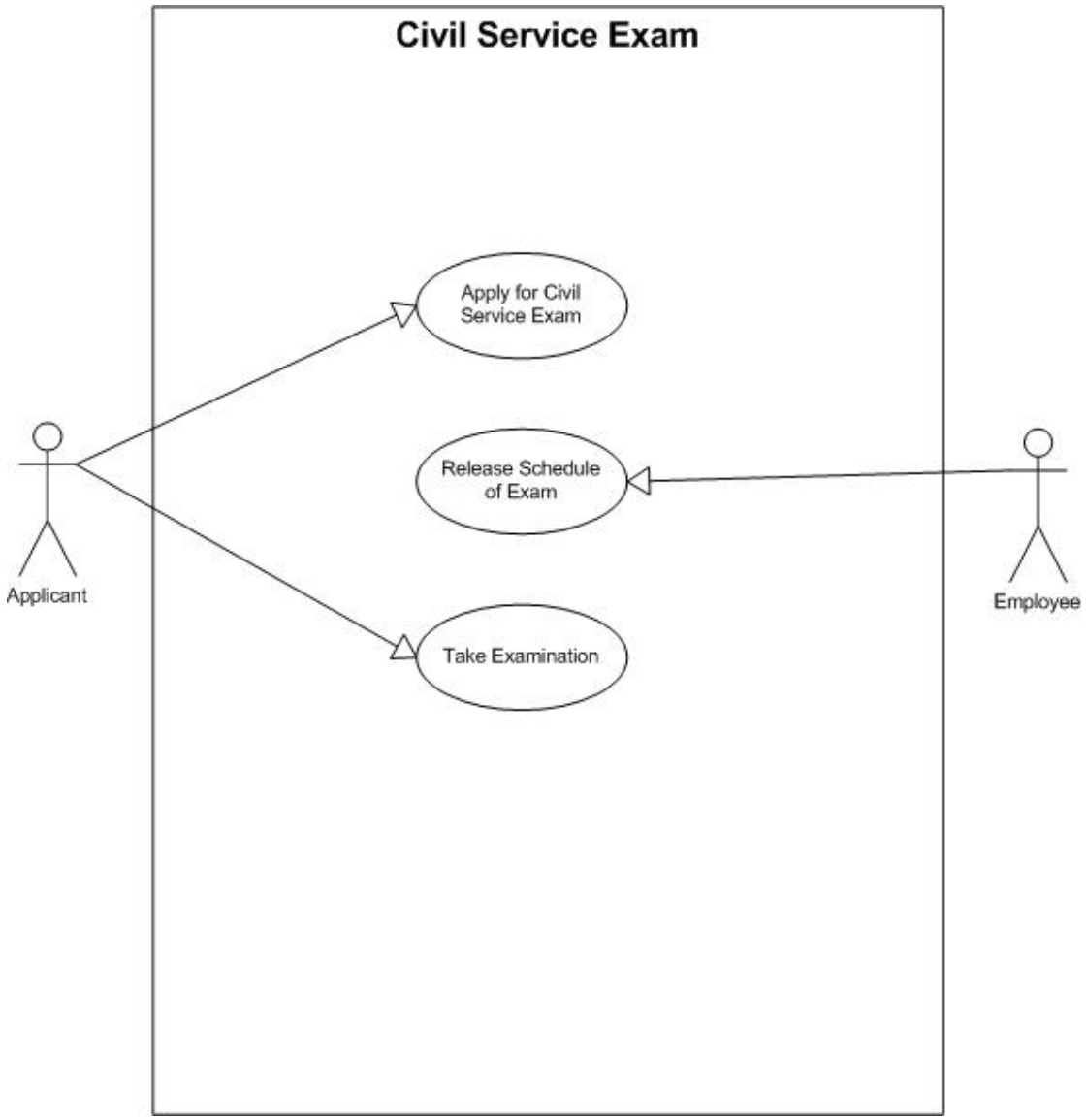
Error Sequence:

E1: Civil Service Commission Office is closed

- Use Case Fail

Post Conditions:

1.) Take Civil Service Examination


Civil Service Exam
Apply for Civil Service Exam
Release Schedule of Exam
Take Examination
Applicant
Employee

John Justine Balonso

Identification Summary:

Title: Student Driver's License

Summary: This Use Case shows how to apply for Student Driver's License

Actors: Applicant, Employee

Creation Date: June 30 2008

Version: 1.0

Flow of Events

Preconditions:

4.) Must be 18 years old

5.) Must have birth certificate

6.) Must have 1x1 picture

Main Success Scenario:

11.) Go to LTO

12.) Fill up the application form for student permit

13.) Give application form to checker

14.) Go to window 6

15.) Have a picture at photo section

16.) Pay Php. 142.63

17.) Get student permit

Alternative Sequences:

A1: Under aged

- ask for parents consent letter and have parents ID or
- ask fixer to get student permit

A2: LTO is closed

- go to other LTO branch

Error Sequence:

E1: Doesn't have parents consent and parent ID

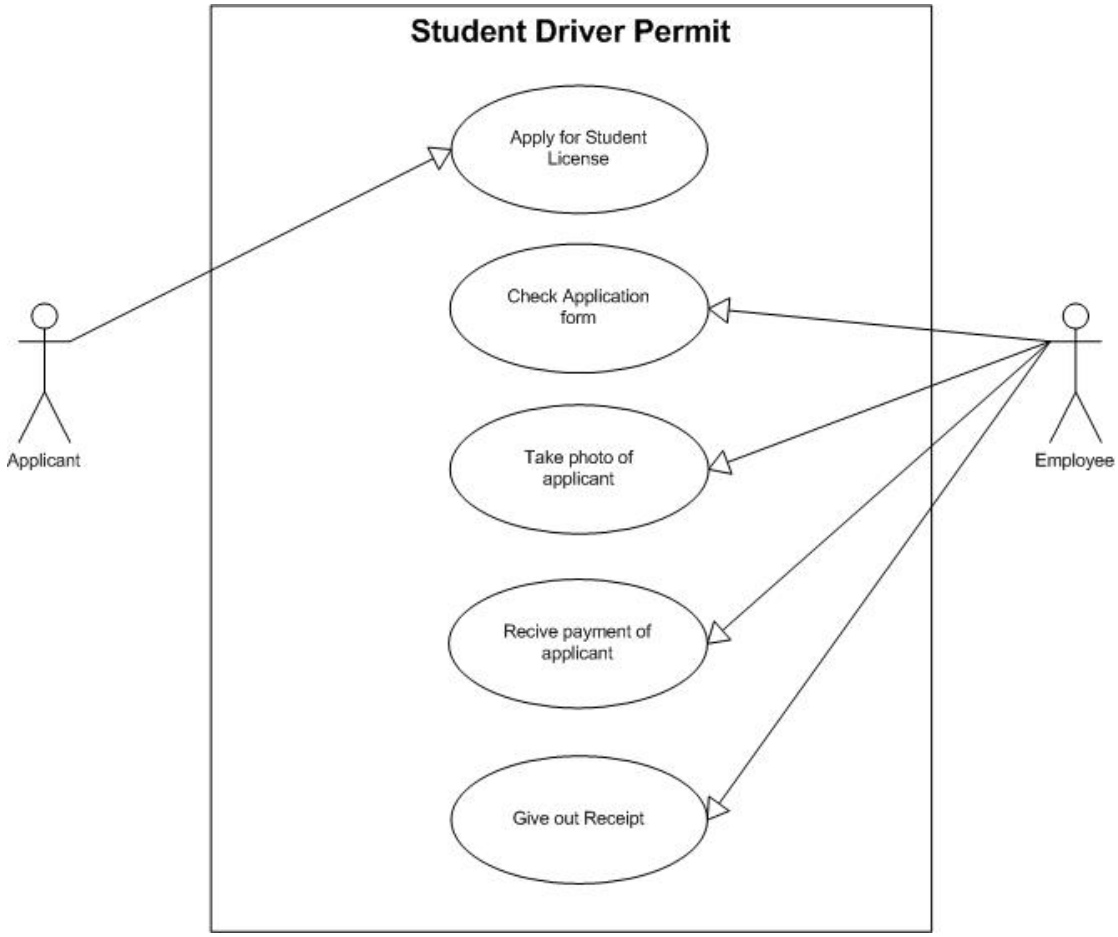
- Use Case fail

E2: No birth certificate

- Use Case fail

Post Conditions:

1.) Take Civil Service Examination



John Justine Balonso

Identification Summary:

Title: Applying for TIN

Summary: This Use Case shows how to apply for number

Actors: Applicant, BIR Employee

Creation Date: July 9 2008

Version: 1.0

Flow of Events

Preconditions:

7.) Must be 18 years old

8.) Must have birth certificate

9.) Must have barangay clearance

10.) Must be employed

Main Success Scenario:

18.) Go to BIR

19.) Fill up the application form for TIN

20.) Give application form with requirements

21.) Receive card with TIN number

Alternative Sequences:

A1: No barangay clearance

- Get barangay clearance
- Go back to point 3 of Main Success Scenario

A2: BIR is closed

- go to other BIR branch

Error Sequence:

E1: Not employeed

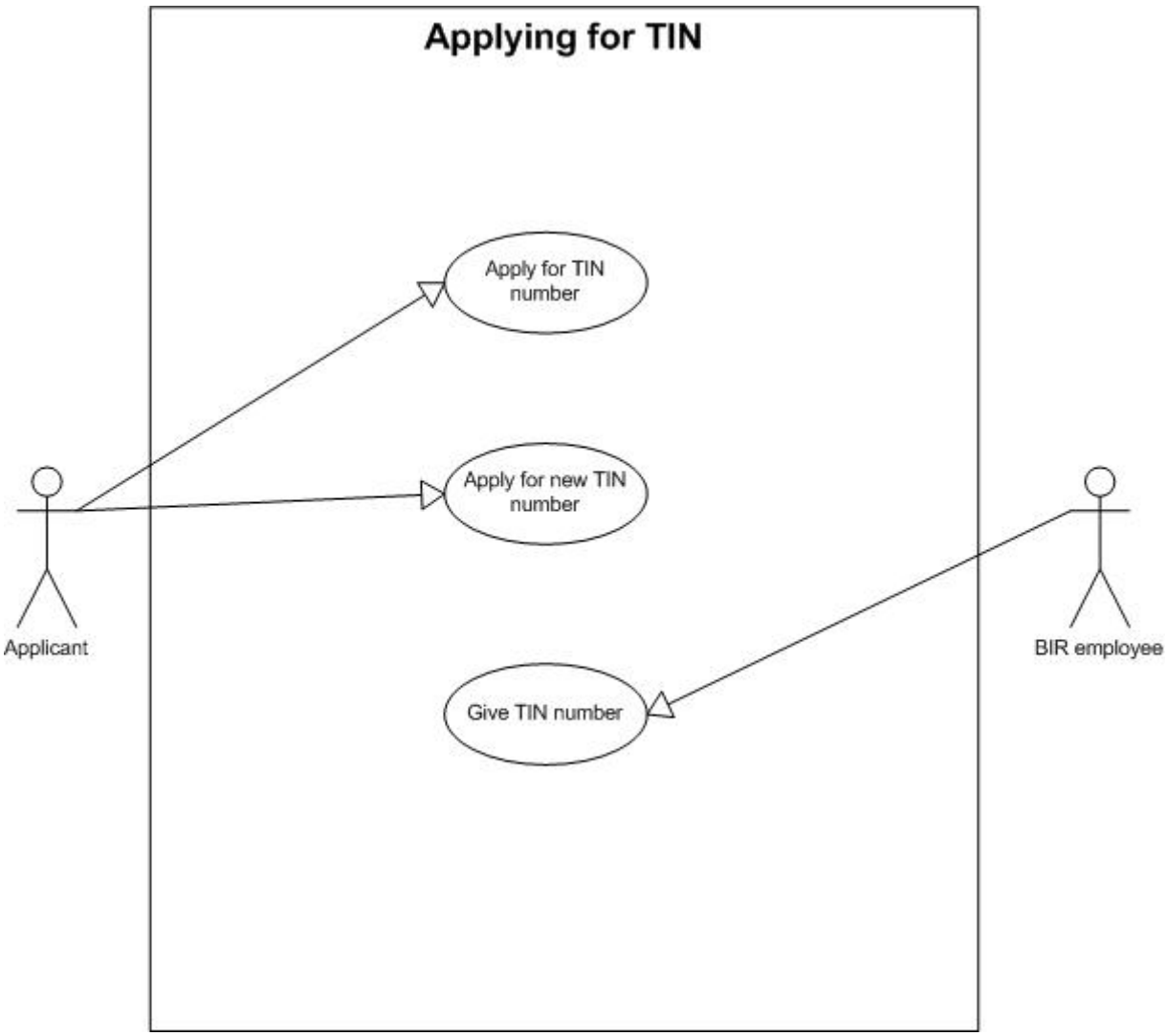
- Use Case fail

E2: Not 18 years of age

- Use Case fail

Post Conditions:

1.) Issued TIN number



John Justine Balonso

Identification Summary:

Title: Post to Blog

Summary: This Use Case shows how to post a blog on multiply.com

Actors: User

Creation Date: July 19 2008

Version: 1.0

Flow of Events

Preconditions:

11.) Must have account on multiply

12.) Must internet connection

13.) Must have computer

Main Success Scenario:

22.) Input username

23.) Input password

24.) Click remember me

25.) Click post

26.) Click blog

27.) Type title and body of blog

28.) Save and publish

Alternative Sequences:

A1: Incorrect username and password

A1 starts at point 3 of MSS

14.) Multiply informs that the user typed wrong username or password

Scenario goes back at point 1 of MSS

Error Sequence:

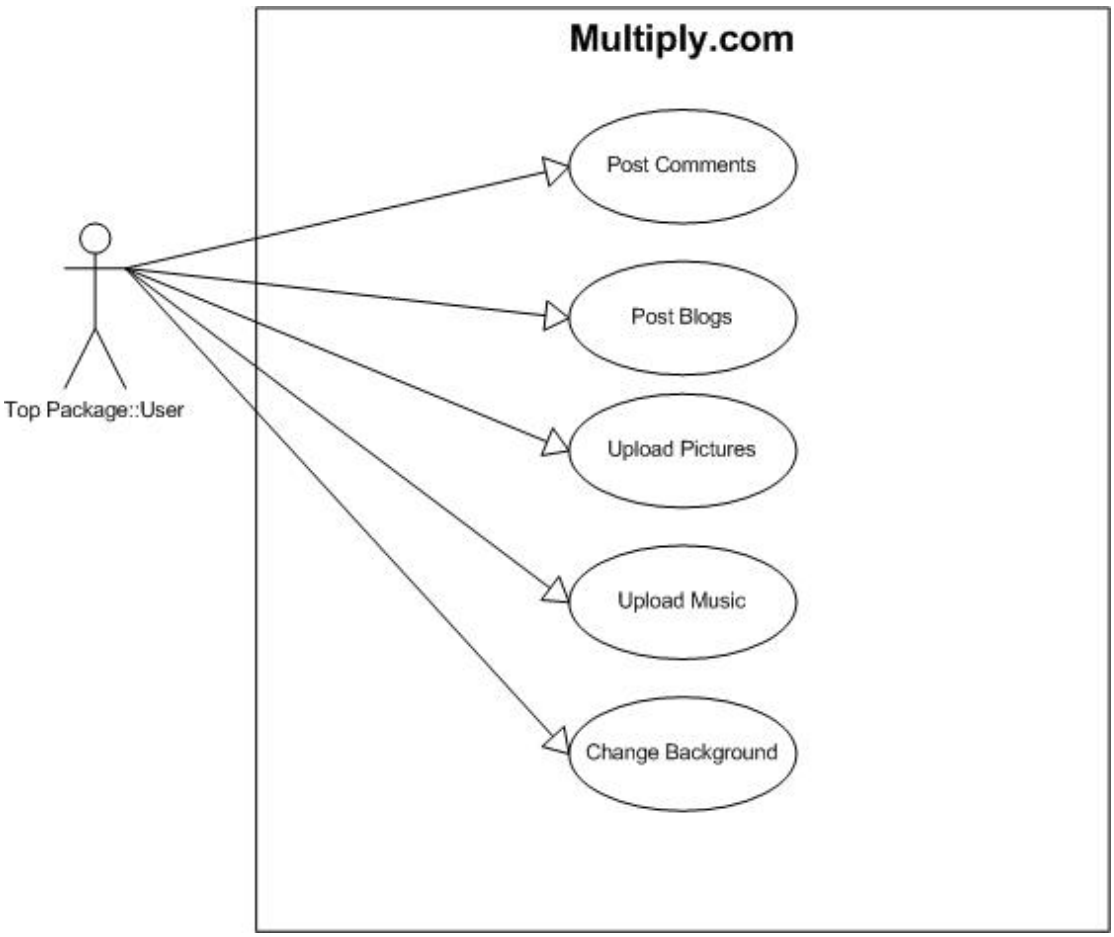
E1: Timeout Activated

E1 starts at any point starting from point 3 up to point 6 of MSS

- Multiply informs that there will be a timeout; Use Case fails

Post Conditions:

1.) New blog



John Justine Balonso

Identification Summary:

Title: Frosh Election

Summary: This Use Case shows how to vote for finance officer

Actors: Student

Creation Date: July 19 2008

Version: 1.0

Flow of Events

Preconditions:

15.) Must be student of DLS-CSB

16.) Must internet connection

17.) Must computer

Main Success Scenario:

29.) Input ID number

30.) Input password

31.) Select candidate for finance officer

32.) Click OK

Alternative Sequences:

A1: Wrong ID number and password

A1 starts at point 2 of MSS

3.) Server informs that student inputted wrong ID number or password

Scenario goes back at point 1 of MSS

Error Sequence:

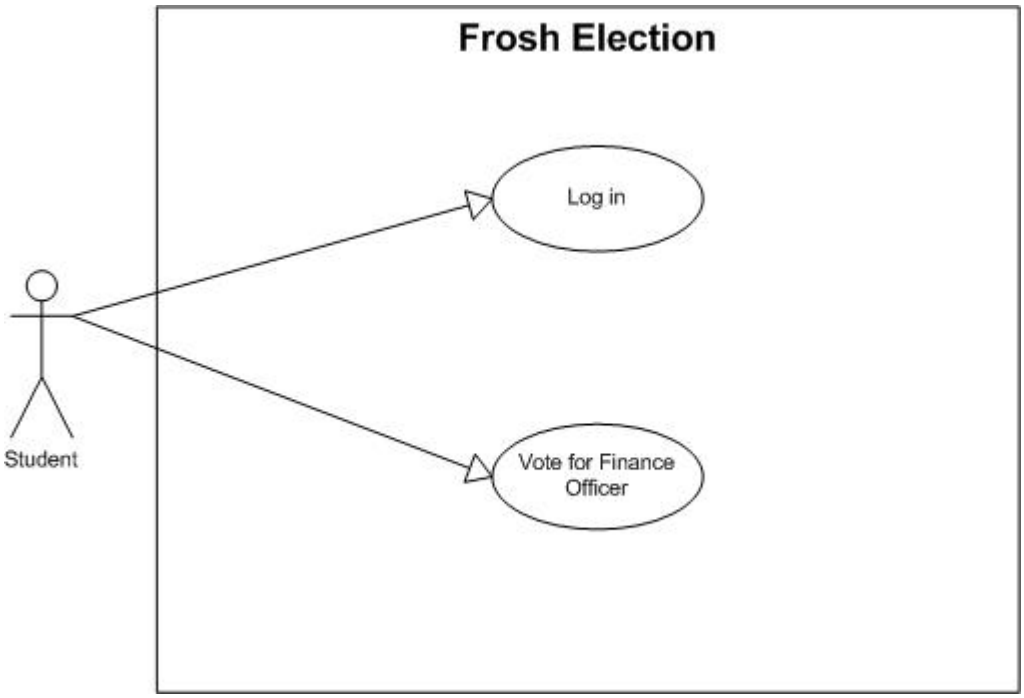
E1: Student already voted

E1 starts at point 2 of MSS

3.) Server informs that the student have already voted; Use Case fails

Post Conditions:

2.) Added vote for Finance Officer



John Justine Balonso

Identification Summary:

Title: Join LinkedIn

Summary: This Use Case shows how join LinkedIn

Actors: User

Creation Date: July 21 2008

Version: 1.0

Flow of Events

Preconditions:

18.) Must have computer

19.) Must internet connection

Main Success Scenario:

33.) Input first name

34.) Input last name

35.) Input e-mail address

36.) Click continue

37.) Input password

38.) Select country

39.) Input postal code

40.) Select current status

41.) Input name of company

42.) Input title

43.) Select industry

44.) Click join LinkedIn

Alternative Sequences:

A1: Incomplete required data

A1 starts at point 12 of MSS

45.) Server informs that the user didn't complete the required data

Scenario goes back at any point between 5 to 11

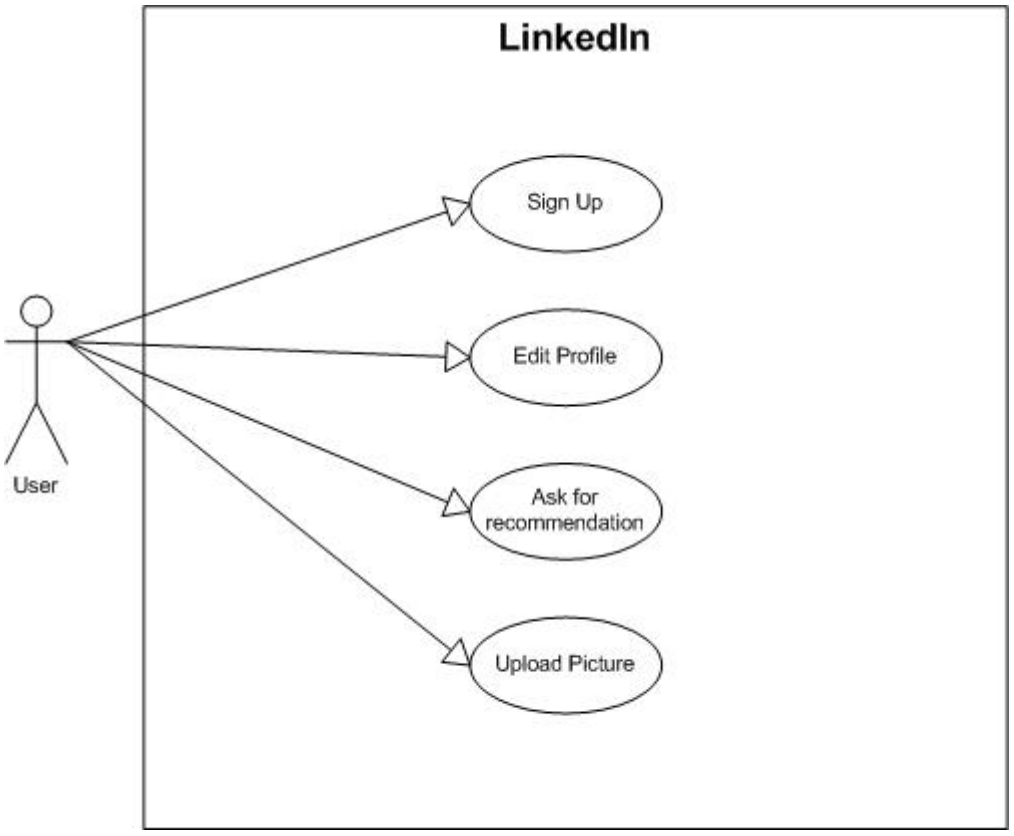
Error Sequence:

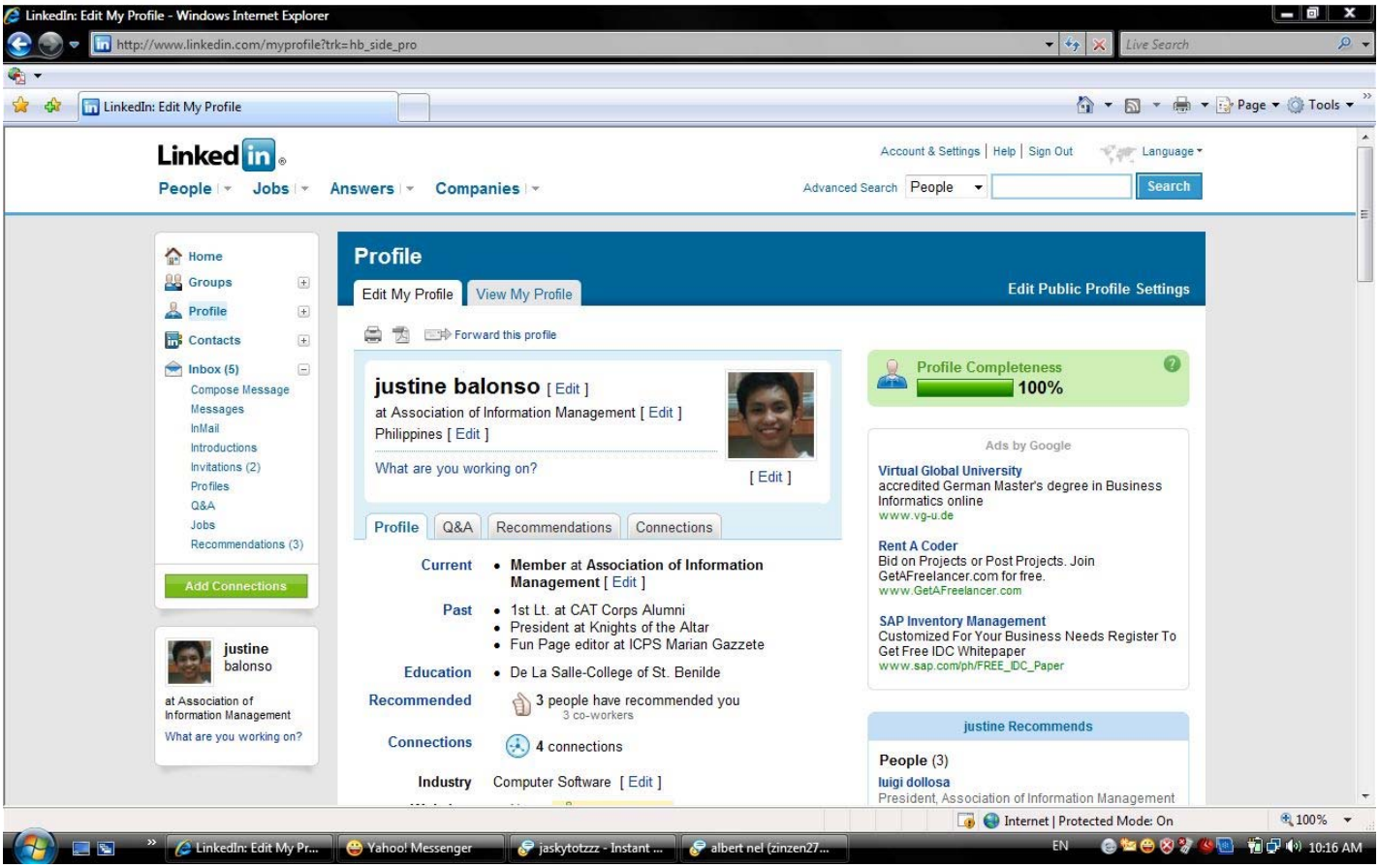
E1: No internet connection

- Use Case fails

Post Conditions:

1.) LinkedIn has new member




LinkedIn: Edit My Profile - Windows Internet Explorer
http://www.linkedin.com/myprofile?trk=hb_side_pro
LinkedIn: Edit My Profile
People Jobs Answers Companies
Account & Settings | Help | Sign Out
Language
Advanced Search
People
Search
Home
Groups
Profile
Contacts
Inbox (5)
Compose Message
Messages
InMail
Introductions
Invitations (2)
Profiles
Q&A
Jobs
Recommendations (3)
Add Connections
justine balonso
at Association of Information Management
What are you working on?
Profile
Edit My Profile
View My Profile
Edit Public Profile Settings
Forward this profile
justine balonso [Edit]
at Association of Information Management [Edit]
Philippines [Edit]
What are you working on?
[Edit]
Profile Completeness
100%
Profile
Q&A
Recommendations
Connections
Current
Member at Association of Information Management [Edit]
Past
1st Lt. at CAT Corps Alumni
President at Knights of the Altar
Fun Page editor at ICPS Marian Gazzete
Education
De La Salle-College of St. Benilde
Recommended
3 people have recommended you
3 co-workers
Connections
4 connections
Industry
Computer Software [Edit]
Ads by Google
Virtual Global University
accredited German Master's degree in Business Informatics online
www.vg-u.de
Rent A Coder
Bid on Projects or Post Projects. Join GetAFreelancer.com for free.
www.GetAFreelancer.com
SAP Inventory Management
Customized For Your Business Needs Register To Get Free IDC Whitepaper
www.sap.com/ph/FREE_IDC_Paper
justine Recommends
People (3)
luigi dollosa
President, Association of Information Management
Internet | Protected Mode: On
100%
LinkedIn: Edit My Pr...
Yahoo! Messenger
jaskytotzzz - Instant ...
albert nel (zinzen27...
EN
10:16 AM

John Justine Balonso

Identification Summary:

Title: Applying Smart Money

Summary: This Use Case shows how to apply for Smart Money

Actors: Applicant, Desk Officer

Creation Date: July 16 2008

Version: 1.0

Flow of Events

Preconditions:

1.) Must be 18 years old
2.) Must have money
3.) Must have requirements

Main Success Scenario:

1.) Go to Smart Wireless Center
2.) Apply for Smart Money
3.) Get application form from desk officer
4.) Fill-up application form
5.) Pay for application fee
6.) Give back application form with the requirements
7.) Desk officer will check if the required spaces are filled up
8.) Have picture taking
9.) Get receipt from desk officer
10.) Applicant leaves the office

Alternative Sequences:

A1: Closed Smart Wireless Center

- go to other Smart Wireless Center

Scenario starts at point 2 of MSC

A2: Incomplete application fill-up

A2 starts at point 7 of MSC

8.) Desk Officer gives back application form to applicant to complete needed info.

9.) Applicant completes needed info.

Scenario goes back at point 6 of MSC

Error Sequence:

E1: Not 18 years of age

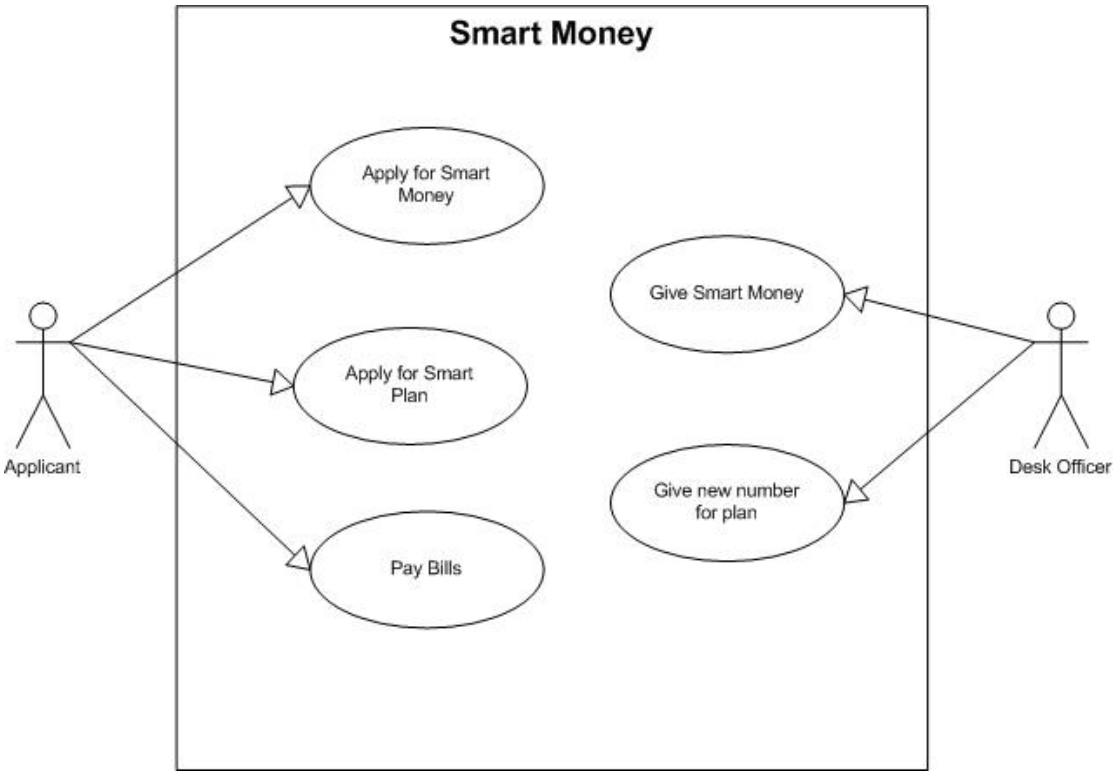
- Use Case fail

E2: No Requirements

- Use Case fail

Post Conditions:

1.) New Smart Money customer
2.) Receive Smart Money Card


Smart Money
Apply for Smart Money
Apply for Smart Plan
Pay Bills
Give Smart Money
Give new number for plan
Applicant
Desk Officer

Appendices

A Systems Analysis Study on the

Production

Of Tuff Chemical & Adhesive Tapes Co.

Presented to the

Computer Applications Program

School of Management and Information Technology

De La Salle – College of Saint Benilde

In Partial fulfillment of the

Requirements of the subject

Systems Analysis

Submitted by:

Balonso, John Justine

Coderez, Adrian

Lee, Aaron

Tan, Frances Celine

Table of Contents

Title: “An Analysis on the Production System of Tuff Chemical & Adhesive Tapes Co.”

I. **Chapter 1 Organizing for Improvement**

1.1 Company Background:

Tuff Chemical & Adhesive Tapes Co. of 1325 Jose Abad Santos Avenue Manila, is a manufacturing firm of Adhesive , providing the best quality packaging materials. Since its establishment in 1997 Tuff Chemical & Adhesive Tapes Co. has gained the market recognition for achieving its goal in such a short span of time. Tuff Chemical & Adhesive Tapes Co. receive an award of “Excellence” as the country’s “Most outstanding Manufacturer of Adhesive Tapes brand”, given by the Consumers Union of the Philippines on the 16th Annual Consumers Awards held in the 28th of October 2005.

Tuff presently serves a number of well known large and medium scale industrial firms, providing them with supplies for their requirement of packaging materials. Some of our major clients are General Milling Corp., Lamoiyan Corp., Destileria Limtuaco, Pepsi Cola Products, Ajinomoto, Adidas Philippines and other major corporations in the country presently serve by Tuff Chemical & Adhesive Tape Co. urgently, the company’s group of experienced and highly competent sales force now embarking on a major sales blitz, focused to serve and provide what exactly the client’s needs and demands. Always willing to listen and educate the clients on how to identify a high quality and genuine packaging product.

Commitment

Tuff Chemical & Adhesive Tapes Co. aims to become the country’s leading manufacturer of packaging tape materials. It is our commitment to deliver quality-consistent product in a way that we will continue to educate our valued clients to mutually minimize if not eradicate fraudulent practices that pervade the industry. We are focused to continue and maintain our integrity by delivering our service/product on time and on the right quality as demand and requested by our most precious asset and that is our customer.

People

The major principals and staff of Tuff Chemical & Adhesive Tapes Co. have extensive knowledge and experience in the packaging industry. The company had sort out intensively highly qualified individuals that are knowledgeable and capable of delivering our product to our major clients providing them with the best quality and knowledge of the product.

The Company’s personnel are focused primarily in achieving the company’s goal, to provide our clients with satisfaction and maintain a long-term relationship with our existing and new clients to come. With its Technical and Customer Oriented Individuals, Tuff will continuously offer its client only the best that they deserve.

Company Logo:

Vision/Mission:

OUR VISION:

To be the leading provider of Packaging Product Brand and the most in-demand supplier in the industry.

OUR MISSION:

To acquire all the leading industrial firms by delivering high quality grade packaging products on time.

Company History:

With almost a score of existence, J.A.S. Enterprises Co. still going strong and continuously keeping its commitment to provide the customers with greater quality packaging product. Since its establishment in 1986 J.A.S. already caters well known industrial firms in the country as well as medium scale enterprises. With the support of its management, staff, and personnel, J.A.S. Enterprises Co. has gained the market's recognition for achieving its goal in such a short span of time. Till one time that the J.A.S. Ent. Co. could no longer prolong the capacity of the market volume so there Tuff Chemical & Adhesive Tape Co. was founded in mid year of 1997.

Products and services:

OUR PRODUCT OFFER:

- **Packaging Tape (Clear/Tan)**-(Water base solvent or Acrylic Base solvent)
- **Printed Tape** (Made to Order)
- **Masking Tape** (Ordinary, Auto Spray Paint Masking)
- **Electrical Tape** (with CSA, UL,PS, VL, CE, Grade ISO 9002 Product)
- **Stationery Tape** (YCT / Clear)
- **Double Sided Tape** (Tissue Type, Foam Type)
- **Bag Sealing Tape** (Resealable Double Sided)
- **Permanent Double Sided Tape** (used by DHL, LBC and Fed Ex)
- **Aluminum Duct Tape** (Aircon Duct Tape)
- **Cloth Tape** (For Balikbayan Boxes)
- **Teflon Tape**
- **Stretch Film** (Food Grade/Industrial Grade)

Production System Cycle

- **Shrinkable film**
- **Fax Thermal Paper**
- **Cash Register Paper/POS Thermal Paper**

When it comes to service, we are tangible firm that produce tangible product, we render service only to deliver the products on time. That is only a add on service.

Number of Customers:
Total of 4358 Customers
Some Major Clients

- *Adidas Philippines*
- *Ajinomoto*
- *HIZON LABORATORIES INC.*
- *General Milling Corporation*
- *Lamoiyan Corporation*
- *KIMBERLY CLARK PHILIPPINES INC.*
- *Mighty Corporation*
- *Lepanto Ceramics Corp.*
- *Green Cross*
- *JBC Food Corp.*
- *Philip Morris Philippines Manufacturing Inc.*
- *MONDE M.Y. SAN Corporation*
- *KRAFT FOODS, INC.*
- *Pepsi Cola Products*
- *MERCK*
- *RFM Food Corporation*
- SUYEN CORPORATION
- UNIVERSAL ROBINA CORPORATION
- SAN MIGUEL CORPORATION
- DISTELLERIA LIMTUACO
- LIWAYWAY MARKETING CORP.
- PHILIPPINE BREVERAGE
- ASIA BREWERY
- PHILIPPINE AIRLINES
- FORTUNE TOBACCO CORP.
- GEOLOGISTICS DISTRIBUTIONS
- LBC DEVELOPMENT
- EUROTILES
- CERAMIC PLAZA
- BK ELECTRONICS
- GLOBAL LIGHTNING
- BIG-E
- PHILIPPINE SPRING WATER
- Splash Corporation

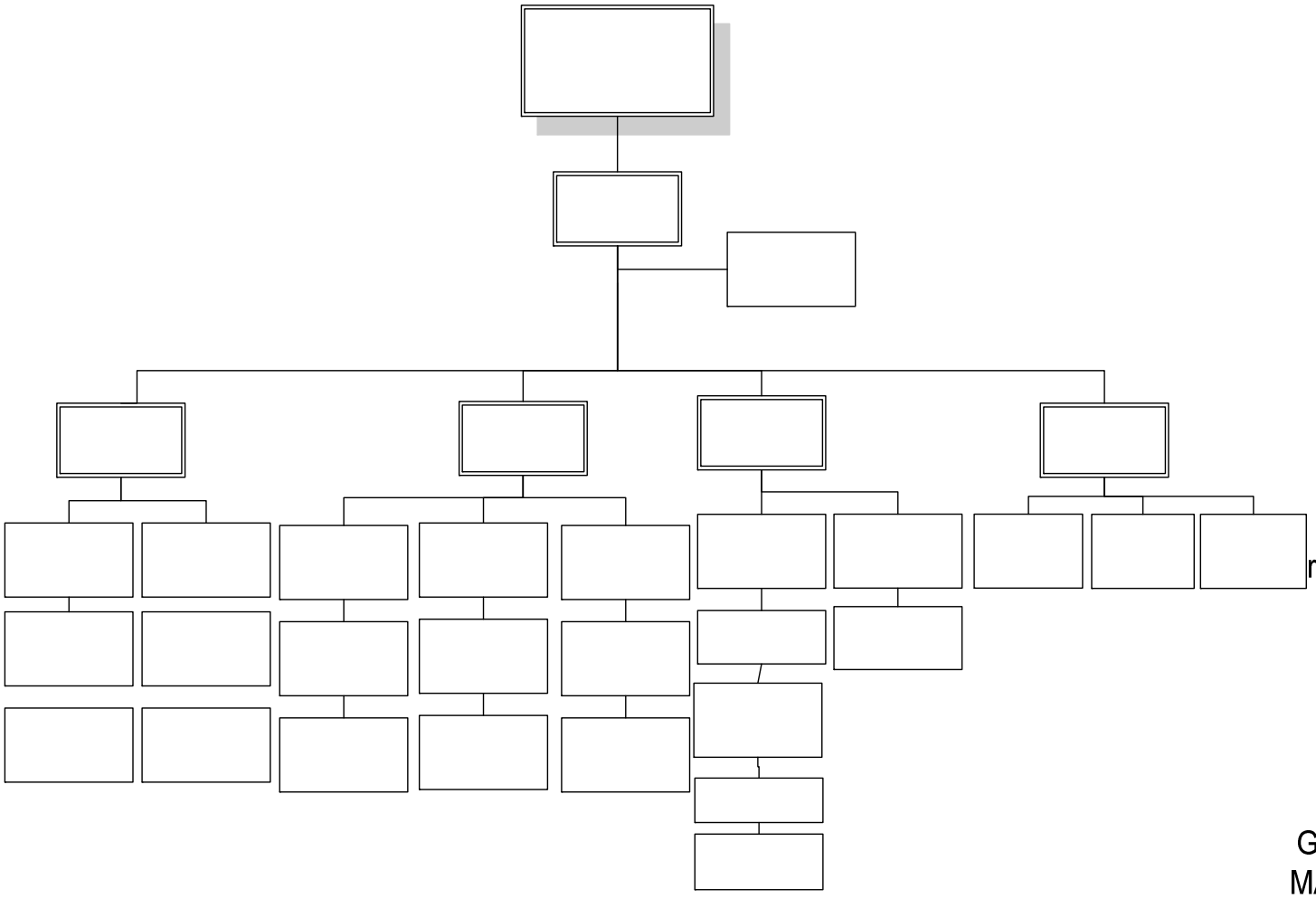
And other 1520 customers to be mention when it come to major clients. For average clients we have 2804 customers in medium and small scale in the market who is buying from us.

Production System Cycle

Number of Transaction:

As of June 2008, 50-85 Transaction per day, per week it has an average of 450 transaction and 2843 transaction a month.

Organizational Chart:



Finanace
Manager

Marketing
Manager

Production System Cycle

1.2. Statement of the problem:

The inventory system of the company which affects the marketing strategy of the company.

- Manual Coding

This kind of system was selected in terms of importance to the company department in achieving its goals, since they use manual inventory. In the current situation it is not applicable to use a manual system for the production in term of dealing with a large scale production every day, and also to prevent human error. Also to make the product in the ware house to be liquidated easily so the product will not expire and will not consume much space in the ware house.

1.3. Objectives of the System

The projected effectiveness, efficiency and adaptability is at least a mark up of 90% of its original.

- Implementation of computerize production coding and a network connected in the main office
- To have fast liquidation of the product.

Tangible Benefits:

- Minimize Overtime
- Error cutback
- Increased flexibility
- Increased speed of the report

Intangible Benefits:

- More competitive
- Improved control
- Fast assessment
- Increased the organization flexibility

1.4. Significance of the Study:

The significance of the study to the user is to have computerized daily production report for them able, to track the stocks easily and to have a fast liquidity of the product in the market. This will help the company to have a fast track of the stock in the ware house, thru the network connection that will be implemented for this kind of system. For this kind of system the company will minimize the error cut back of the report, and also the company will save much for the overtime for the production by means of having an updating of the production each and every time the coder have encode the new production, and the stock that have been sell to the market, it will have an automated updating. Also will help lessen the space of the ware house because the main office will sell the old product first before they will request another production for the product.

1.5. Scope Limitation:

The boundary that we chose to study is the production team with Quality Assurance Team. To track the system of the production carefully how is the step is being process and what are the things in the production that they do why don't have time to encode the production in the system. We did not include the finance department, marketing department and the administrative department because if we include all this in the study it will be hard for us. We will simplify the existing version of the production system, to an easier version. This specifies the production of per shifting and monitoring of the stock via updating it thru network connection, and to avoid the errors, miss productions of the product, and to help lessen the space in the factory/ware house.

II. Chapter 2 – System Analysis

2.1 Use Case Diagram:

Production System Cycle

Use Case Narrative

Identification Summary

Title: Check raw material availability

Summary: This Use Case shows the checking of the availability of the raw materials in the provision room.

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The provision room is not locked

The Ware House Head is not absent

Main Success Scenario:

1.) Go to provisions room
2.) Check if desired raw mat is available
3.) Give raw mat to Lead operator

Alternative Sequences:

A1: Raw mat not available

A1 starts at point 1 of Main Success Scenario

2.) Give raw mat request form to Production manager

3.) Wait for raw mat arrival

4.) Receive raw mat

5.) Give raw mat to Lead operator

A2: Raw mat requested incorrect

A2 starts at point 3 of A1

4.) Return delivered raw mat to main office

Scenario goes back at point 2 of A1

Error Sequence

E1: Warehouse head didn't create raw mat request form

- Use Case fails

Post Conditions:

1.) New raw mat

Identification Summary

Title: Request raw material from main office

Summary: This Use Case shows how to request raw material from main office

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

It must have a requisition form of raw materials

It must be approved by the Production Manager

Main Success Scenario**:**

1.) Receive raw mat request form from Warehouse Head

2.) Send request form to main office

Error Sequence

E1: Warehouse head didn't create request form

- Use Case fail

Post Conditions

- Raw mat request form sent to main office

Identification Summary

Title: Receive high quality product report

Summary: This Use Case shows how high quality product report is received

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The lead operator must have a production order to be slited

The machine is no broken

Main Success Scenario

1.) Lead Operator creates prod. report
2.) Receive draft report from lead operator

Error Sequence (Paki check kung tama)

E1: Lead Operator didn't create prod. Report

- Use Case fail

Post Conditions

- High quality report created

Identification Summary

Title: Receive rejected production report

Summary: This Use Case shows how rejected production report is received

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The rewinder has crated a report

The rewinder rewind the rejected goods.

Main Success Scenario

1.) Rewinder creates rejected prod report
2.) Receive rejected prod report

Alternative Sequence

A1: Rewinder has no documents of rejected prod

A1 starts at the very beginning of MSS

1.) Q&A Team creates rejected prod report
2.) Receive rejected prod report

Error Sequence

E1: Both Q&A Team and Rewinder has no documents of rejected prod

- Use case fails

Post Conditions

- Rejected report created

Identification Summary

Title: Create final production report

Summary: This Use Case shows how the final production report is created

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The ware house head must have the high-quality and rejected goods report.

The goods must be inspected by the Q&A team.

Main Success Scenario

1.) Receive high quality prod report from Lead operator
2.) Receive rejected prod report from Rewinder
3.) Update draft report (create final report)

Alternative Sequence

A1: Rewinder didn't not give rejected prod report

A1 starts at point 1 of MSS

2.) Receive rejected prod report from Q&A Team

3.) Update high quality report (create final report)

Error Sequence

E1: Didn't receive any report from Lead operator and rewinder

- Use Case fails

Post Conditions

- Final Production report made

Identification Summary

Title: Verify production report

Summary: This Use Case shows how the final production report is verified

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The ware house head has made the final production report

The Q&A team has finished the random testing of the product

The ware house head is not absent.

Main Success Scenario

1.) Warehouse head creates final prod report
2.) Receive final report
3.) Verify passed and rejected products

Error Sequence

E1: No final report was created

- Use Case fail

Post Conditions

- Products ready to release

Identification Summary

Title: Slit according to production

Summary: This Use Case shows how to slit an OBPP Jumbo according to production order.

Actors: Lead Operator

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

There must be an Production Order from main office

The must be a stock in the provision room

The lead operator for the assign machine is not absent

Main Success Scenario

1.) Receive raw mat from Warehouse head
2.) Create desired product
3.) Pass product to Q&A Team for random testing

Alternative Sequence

A1: No available raw mat

A1 starts from the beginning of MSS

1.) Wait for raw mat arrival
2.) Receive raw mat from Warehouse Head
3.) Create desired product
4.) Pass product to Q&A Team for random testing

Post Conditions

- Desired products produced

Identification Summary

Title: Random Testing

Summary: This Use Case shows how to have a random testing a product.

Actors: Q&A Team

Creation Date: June 28,2007

Version 1.1

Flow of Events

Pre Condition

The product must be done

The Q&A Team has complete tools for checking

The Q&A team must receive a copy of the production for checking

Main Success Scenario

1.) Receive product from Lead operator
2.) Test product
3.) Wait for verification from production manager
4.) Release product

Alternative Sequence

A1: Product didn't passed on testing (rejected)

A1 starts at point 2 of MSS

3.) Pass rejected product to Rewinder

4.) Rewinder rewinds the product

Scenario goes back at point 2 of Main Success Scenario

Error Sequence

E1: No product was received from Lead operator

- Use case fails

Post Conditions

- Passed and Rejected product produced

Identification Summary

Title: Release Product

Summary: This Use Case shows how to release a product from the ware house.

Actors: Q&A Team

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Pre Condition

The Q&A Team has done the random testing for the product.

The ware house head had finish creating the final production report for the final approval of the production manager.

Main Success Scenario

1.) Receive passed product from Q&A Team
2.) Wait for verification of production manager
3.) Release product

Error Sequence

E1: Prod manager didn't verify prod report

- Use case fails

Post Conditions

- Products Released

Identification Summary

Title: Rewind rejected Product

Summary: This Use Case shows the process of the rejected product that is being rewind back to form a new high-quality product out of the rejected goods.

Actors: Rewinder

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Pre Condition:

The rewinder is not absent.

There must be a production for the present shifting.

The Q&A Team is not absent for the present shifting.

The Q&A Team had received the rewinded rejected report for random testing.

Main Success Scenario

1.) Receive rejected products from Q&A Team
2.) Rewind product
3.) Give rewinded products to Q&A Team for testing

Alternative Sequence

A1: If the product is being rejected by the Q&A Team for the second time

A1: Alternative Sequence Start at point 2

3.) Evaluate the product what is wrong

4.) Fix the problem if it is applicable.

Error Sequence

E1: If the product problem is not fixable.

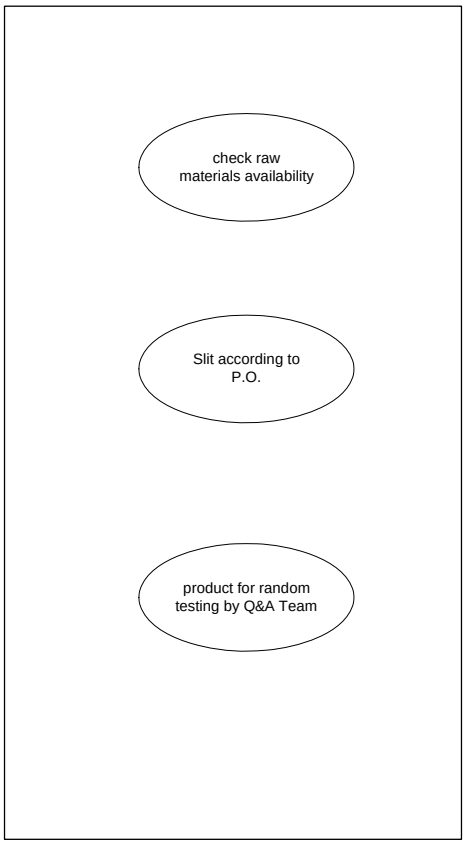
E1: Error Sequence starts at point 1

1.) The product will consider as a scrap good.
2.) Use Case Failed.

Post Conditions

- rewinded product

2.2 Process Walkthrough

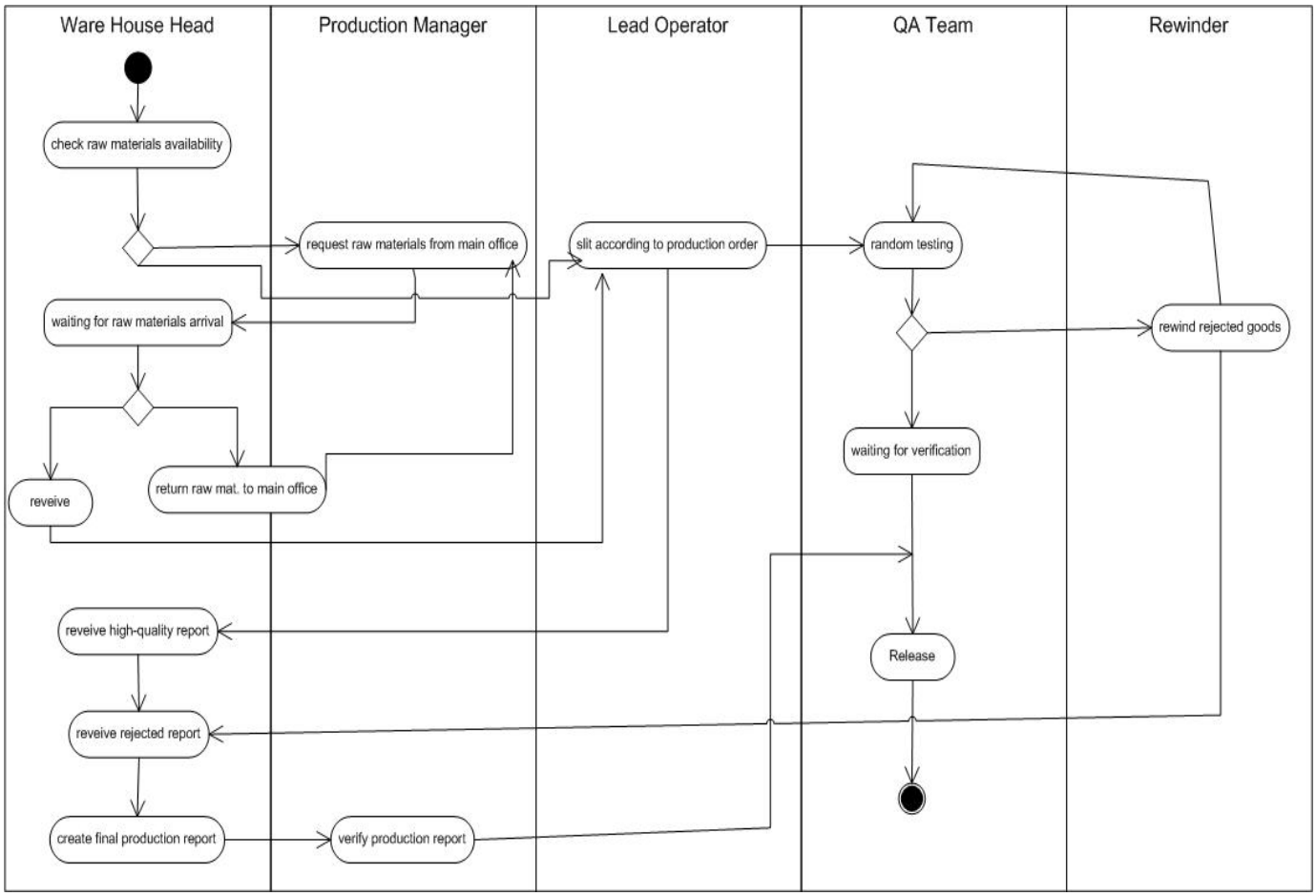


1.) Check raw materials availability

2.) Slit according to P.O.

3.) product for random testing by the Q&A Team

2.3. Activity Diagram:



Activity Diagram Narrative

Identification Summary

Title: Check raw material availability

Summary: This Use Case shows the checking of the availability of the raw materials in the provision room.

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario:

5.) Go to provisions room

6.) Check if desired raw mat is available

7.) Give raw mat to Lead operator

Alternative Sequences:

A1: Raw mat not available

A1 starts at point 1 of Main Success Scenario

2.) Give raw mat request form to Production manager

3.) Wait for raw mat arrival

4.) Receive raw mat

5.) Give raw mat to Lead operator

A2: Raw mat requested incorrect

A2 starts at point 3 of A1

8.) Return delivered raw mat to main office

Scenario goes back at point 2 of A1

Error Sequence

E1: Warehouse head didn't create raw mat request form

- Use Case fails

Post Conditions:

2.) New raw mat

Identification Summary

Title: Request raw material from main office

Summary: This Use Case shows how to request raw material from main office

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario**:**

3.) Receive raw mat request form from Warehouse Head

4.) Send request form to main office

Error Sequence

E1: Warehouse head didn't create request form

- Use Case fail

Post Conditions

- Raw mat request form sent to main office

Identification Summary

Title: Receive high quality product report

Summary: This Use Case shows how high quality product report is received

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario

3.) Lead Operator creates prod. report
4.) Receive draft report from lead operator

Error Sequence (Paki check kung tama)

E1: Lead Operator didn't create prod. Report

- Use Case fail

Post Conditions

- High quality report created

Identification Summary

Title: Receive rejected production report

Summary: This Use Case shows how rejected production report is received

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Rewinder creates rejected prod report

2.) Receive rejected prod report

Alternative Sequence

A1: Rewinder has no documents of rejected prod

A1 starts at the very beginning of Main Success Scenario

1.) Q&A Team creates rejected prod report

2.) Receive rejected prod report

Error Sequence

E1: Both Q&A Team and Rewinder has no documents of rejected prod

- Use case fails

Post Conditions

- Rejected report created

Identification Summary

Title: Create final production report

Summary: This Use Case shows how the final production report is created

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Receive high quality prod report from Lead operator
2.) Receive rejected prod report from Rewinder
3.) Update draft report (create final report)

Alternative Sequence

A1: Rewinder didn't give rejected production report

A1 starts at point 1 of MSS

1.) Receive rejected prod report from Q&A Team

2.) Update high quality report (create final report)

Error Sequence

E1: Didn't receive any report from Lead operator and rewinder

- Use Case fails

Post Conditions

- Final Production report made

Identification Summary

Title: Verify production report

Summary: This Use Case shows how the final production report is verified

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Warehouse head creates final prod report

2.) Receive final report

Verify passed and rejected products

Error Sequence

E1: No final report was created

- Use Case fail

Post Conditions

- Products ready to release

Identification Summary

Title: Slit according to production

Summary: This Use Case shows how to slit an OBPP Jumbo according to production order.

Actors: Lead Operator

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Receive raw mat from Warehouse head
2.) Create desired product
3.) Pass product to Q&A Team for random testing

Alternative Sequence

A1: No available raw mat

A1 starts from the beginning of Main Success Scenario

1.) Wait for raw mat arrival
2.) Receive raw mat from Warehouse Head
3.) Create desired product
4.) Pass product to Q&A Team for random testing

Post Conditions

- Desired products produced

Identification Summary

Title: Random Testing

Summary: This Use Case shows how to have a random testing a product.

Actors: Q&A Team

Creation Date: June 28,2007

Version 1.1

Flow of Events

Main Success Scenario

1.) Receive product from Lead operator
2.) Test product
3.) Wait for verification from prod manager
4.) Release product

Alternative Sequence

A1: Product didn't passed on testing (rejected)

A1 starts at point 2 of Main Success Scenario

3.) Pass rejected product to Rewinder

4.) Rewinder rewinds the product

Scenario goes back at point 2 of Main Success Scenario

Error Sequence

E1: No product was received from Lead operator

- Use case fails

Post Conditions

- Passed and Rejected product produced

Identification Summary

Title: Release Product

Summary: This Use Case shows how to release a product from the ware house.

Actors: Q&A Team

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Receive passed product from Q&A Team
2.) Wait for verification of production manager
3.) Release product

Error Sequence

E1: Prod manager didn't verify prod report

- Use case fails

Post Conditions

- Products Released

Identification Summary

Title: Rewind rejected Product

Summary: This Use Case shows the process of the rejected product that is being rewind back to form a new high-quality product out of the rejected goods.

Actors: Rewinder

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Main Success Scenario

1.) Receive rejected products from Q&A Team

2.) Rewind product

3.) Give rewinded products to Q&A Team for testing

Alternative Sequence

A1: If the product is being rejected by the Q&A Team for the second time

A1: Alternative Sequence Start at point 2

3.) Evaluate the product what is wrong

4.) Fix the problem if it is applicable.

Error Sequence

E1: If the product problem is not fixable.

E1: Error Sequence starts at point 1

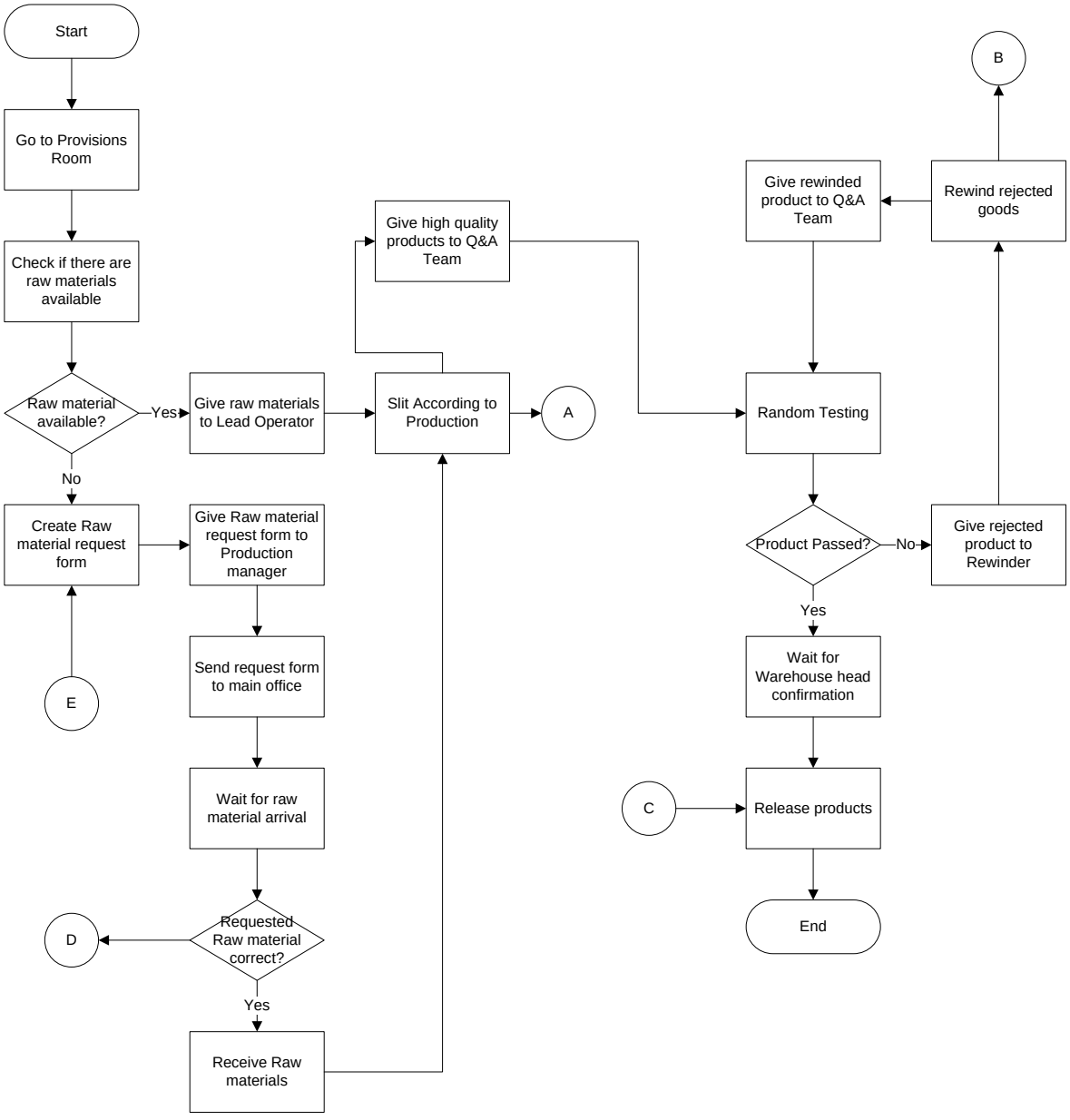
1.) The product will consider as a scrap good.

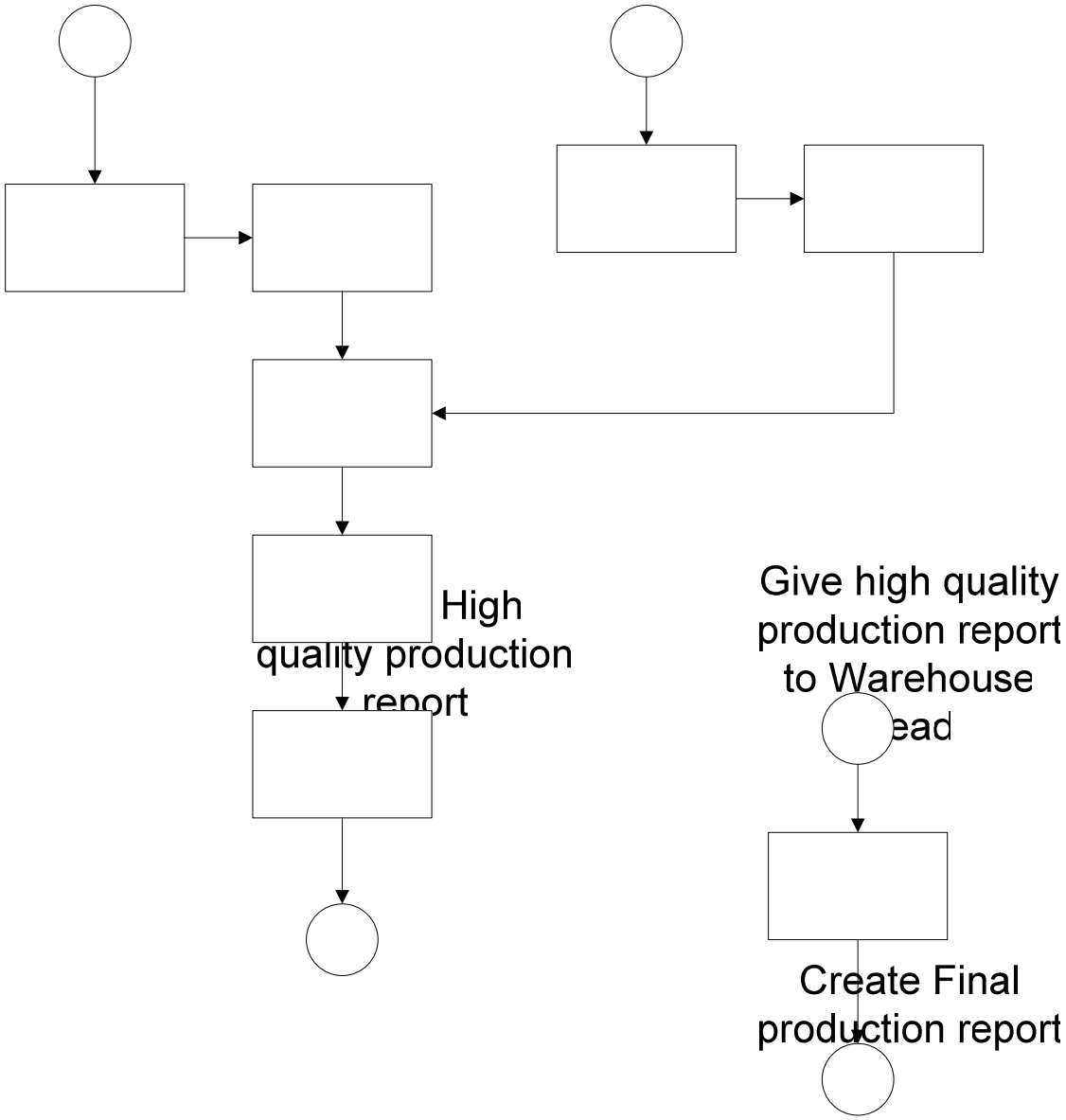
2.) Use Case Failed.

Post Conditions

- rewinded product

2.3 Geographic flowchart





Production System Cycle

III. Chapter **3 – System Design**

3.1 Table of Recommendations

1st Column	2nd Column	3rd Column
Problem:	Recommendation:	Affected System:
• Manual Coding	There must be people knowledge in computer, to input in the computer. Hire a I.T. officer , to ne in charge in the new system Encourage to update the production system every day. Change manual coding to automated coding.	None, the system will be updated and there will be additions

3.2 Bench Marking

Crocodile Tapes & Co., Inc., 1321 Soler St., Sta. Cruz, Manila was established in 1992. We manufacture and convert a wide range of quality paper masking, polypropylene, coated vinyl, metalized cloth and duct tapes. These products service a variety of adhesive tape applications in many markets, including: the automotive industry, the paint and sundries market, the construction industries, the power and utility industry, as well as the military industries. Crocodile Tapes continues to leverage the knowledge gained from our 10-year commitment to the adhesive tape distributor to build a broader family of products supported by knowledgeable salespeople and a sophisticated manufacturing and distribution infrastructure.

7other Competitors:

1.) Crocodile Tapes

2.) Hi-Tech Corp.

3.) Armak Corp.

4.) 3M Int'l

5.) Good Hope

6.) Advance Paper Corporation

7.) Agility Corp.

	Tuff Chemical	Crocodile Tape
Number of customer:	4358 customer	3521 estimated customer
Number of transaction per month:	2843 transaction/month	2054 transaction/month
Number of branches:	1 main	3 (Manila, Davao, Cebu)
Type of Information System:	CBIS	CBIS

Production System Cycle

Metrics of Bench marking

1.) The quality of product is not good.

2.) To be the market leading manufacturer of Adhesive Tapes.

3.) To have a competitive market.

4.) Larger and faster machinery

5.) Modern marketing tools

6.) Popular and Commercialized

7.) Presentable Facilities

8.) Higher Capital and more Liqudity.

9.) With Hundreds of dealers.

10.) Efficient documentation.

3.3 Streamlining

1.) Simplification – we simplified the existing system of the company.

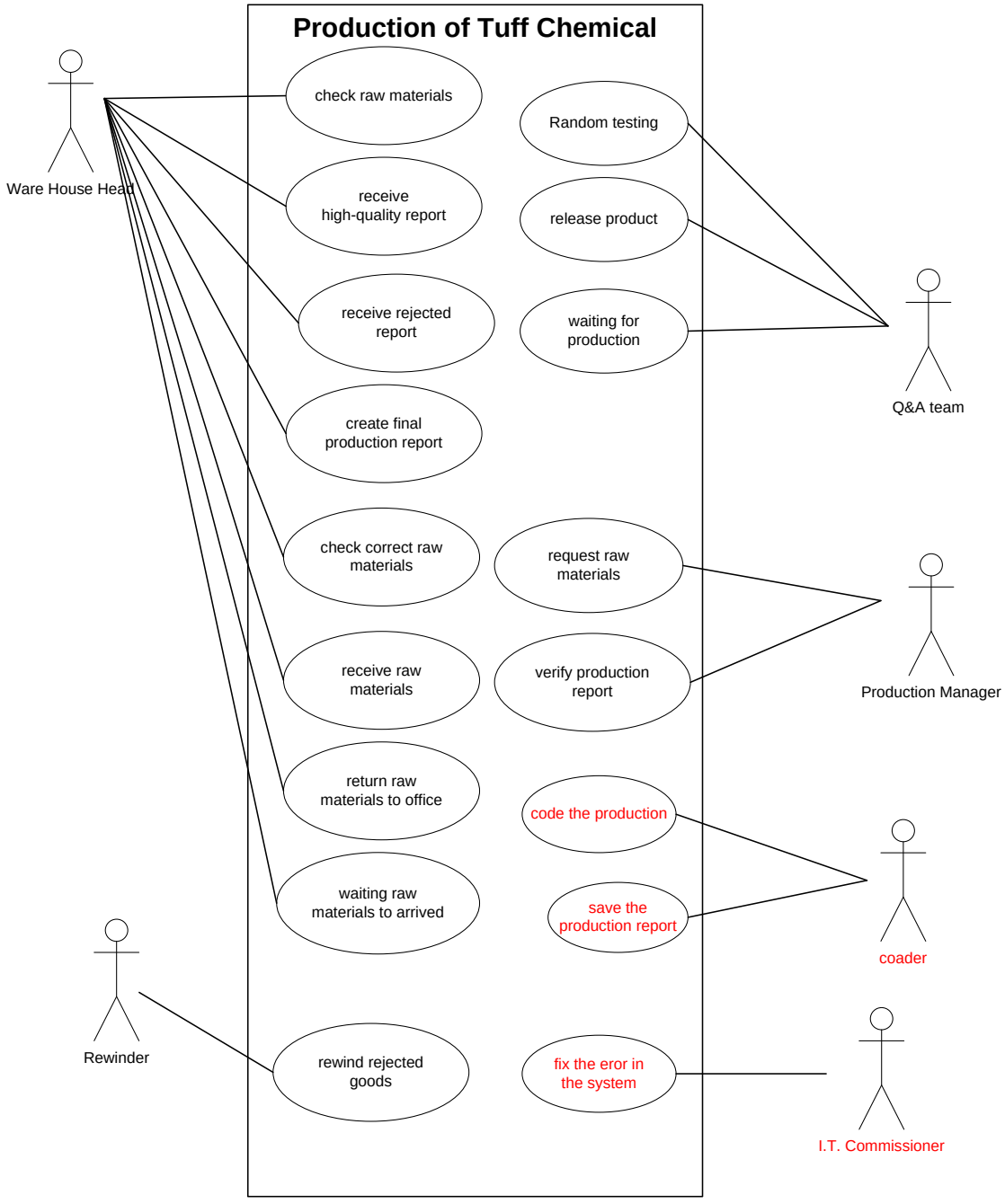
2.) Automation – from manual coding, we leveled up the automation coding to make the process fast.

3.) Simple Language – we simplified the language of the system to make it user friendly.

4.) Process Cycle Time Reduction – instead using manual coding that make the whole process slow, we make it computerized so the process of the whole event will be fast and efficient.

5.) Upgrading – we level up the system to make it simpler.

3.2 Use Case Diagram of proposed



Use Case Narrative (Proposed)

Identification Summary

Title: Check raw material availability

Summary: This Use Case shows the checking of the availability of the raw materials in the provision room.

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The provision room is not locked

The Ware House Head is not absent

Main Success Scenario:

9.) Go to provisions room
10.) Check if desired raw mat is available
11.) Give raw mat to Lead operator

Alternative Sequences:

A1: Raw mat not available

A1 starts at point 1 of Main Success Scenario

2.) Give raw mat request form to Production manager

3.) Wait for raw mat arrival

4.) Receive raw mat

5.) Give raw mat to Lead operator

A2: Raw mat requested incorrect

A2 starts at point 3 of A1

12.) Return delivered raw mat to main office

Scenario goes back at point 2 of A1

Error Sequence

E1: Warehouse head didn't create raw mat request form

- Use Case fails

Post Conditions:

4.) New raw mat

Identification Summary

Title: Request raw material from main office

Summary: This Use Case shows how to request raw material from main office

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

It must have a requisition form of raw materials

It must be approved by the Production Manager

Main Success Scenario**:**

5.) Receive raw mat request form from Warehouse Head

6.) Send request form to main office

Error Sequence

E1: Warehouse head didn't create request form

- Use Case fail

Post Conditions

- Raw mat request form sent to main office

Identification Summary

Title: Receive high quality product report

Summary: This Use Case shows how high quality product report is received

Actors: Warehouse Head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The lead operator must have a production order to be slited

The machine is no broken

Main Success Scenario

5.) Lead Operator creates prod. report
6.) Receive draft report from lead operator

Error Sequence (Paki check kung tama)

E1: Lead Operator didn't create prod. Report

- Use Case fail

Post Conditions

- High quality report created

Identification Summary

Title: Receive rejected production report

Summary: This Use Case shows how rejected production report is received

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The rewinder has crated a report

The rewinder rewind the rejected goods.

Main Success Scenario

3.) Rewinder creates rejected prod report
4.) Receive rejected prod report

Alternative Sequence

A1: Rewinder has no documents of rejected prod

A1 starts at the very beginning of MSS

4.) Q&A Team creates rejected prod report
5.) Receive rejected prod report

Error Sequence

E1: Both Q&A Team and Rewinder has no documents of rejected prod

- Use case fails

Post Conditions

- Rejected report created

Identification Summary

Title: Create final production report

Summary: This Use Case shows how the final production report is created

Actors: Warehouse head

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The ware house head must have the high-quality and rejected goods report.

The goods must be inspected by the Q&A team.

Main Success Scenario

4.) Receive high quality prod report from Lead operator
5.) Receive rejected prod report from Rewinder
6.) Update draft report (create final report)

Alternative Sequence

A1: Rewinder didn't not give rejected prod report

A1 starts at point 1 of MSS

2.) Receive rejected prod report from Q&A Team

6.) Update high quality report (create final report)

Error Sequence

E1: Didn't receive any report from Lead operator and rewinder

- Use Case fails

Post Conditions

- Final Production report made

Identification Summary

Title: Verify production report

Summary: This Use Case shows how the final production report is verified

Actors: Production Manager

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

The ware house head has made the final production report

The Q&A team has finished the random testing of the product

The ware house head is not absent.

Main Success Scenario

4.) Warehouse head creates final prod report
5.) Receive final report
6.) Verify passed and rejected products

Error Sequence

E1: No final report was created

- Use Case fail

Post Conditions

- Products ready to release

Identification Summary

Title: Slit according to production

Summary: This Use Case shows how to slit an OBPP Jumbo according to production order.

Actors: Lead Operator

Creation Date: June 28 2007

Version: 1.1

Flow of Events

Pre Condition:

There must be an Production Order from main office

The must be a stock in the provision room

The lead operator for the assign machine is not absent

Main Success Scenario

4.) Receive raw mat from Warehouse head
5.) Create desired product
6.) Pass product to Q&A Team for random testing

Alternative Sequence

A1: No available raw mat

A1 starts from the beginning of MSS

5.) Wait for raw mat arrival
6.) Receive raw mat from Warehouse Head
7.) Create desired product
8.) Pass product to Q&A Team for random testing

Post Conditions

- Desired products produced

Identification Summary

Title: Random Testing

Summary: This Use Case shows how to have a random testing a product.

Actors: Q&A Team

Creation Date: June 28,2007

Version 1.1

Flow of Events

Pre Condition

The product must be done

The Q&A Team has complete tools for checking

The Q&A team must receive a copy of the production for checking

Main Success Scenario

5.) Receive product from Lead operator
6.) Test product
7.) Wait for verification from production manager
8.) Release product

Alternative Sequence

A1: Product didn't passed on testing (rejected)

A1 starts at point 2 of MSS

3.) Pass rejected product to Rewinder

4.) Rewinder rewinds the product

Scenario goes back at point 2 of Main Success Scenario

Error Sequence

E1: No product was received from Lead operator

- Use case fails

Post Conditions

- Passed and Rejected product produced

Identification Summary

Title: Release Product

Summary: This Use Case shows how to release a product from the ware house.

Actors: Q&A Team

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Pre Condition

The Q&A Team has done the random testing for the product.

The ware house head had finish creating the final production report for the final approval of the production manager.

Main Success Scenario

4.) Receive passed product from Q&A Team
5.) Wait for verification of production manager
6.) Release product

Error Sequence

E1: Prod manager didn't verify prod report

- Use case fails

Post Conditions

- Products Released

Identification Summary

Title: Rewind rejected Product

Summary: This Use Case shows the process of the rejected product that is being rewind back to form a new high-quality product out of the rejected goods.

Actors: Rewinder

Creation Date: June 28,2007

Version: 1.1

Flow of Events

Pre Condition:

The rewinder is not absent.

There must be a production for the present shifting.

The Q&A Team is not absent for the present shifting.

The Q&A Team had received the rewinded rejected report for random testing.

Main Success Scenario

4.) Receive rejected products from Q&A Team
5.) Rewind product
6.) Give rewinded products to Q&A Team for testing

Alternative Sequence

A1: If the product is being rejected by the Q&A Team for the second time

A1: Alternative Sequence Start at point 2

3.) Evaluate the product what is wrong

4.) Fix the problem if it is applicable.

Error Sequence

E1: If the product problem is not fixable.

E1: Error Sequence starts at point 1

4.) The product will consider as a scrap good.

5.) Use Case Failed.

Post Conditions

- rewinded product

Identification Summary

Title: Code the production

Summary: This Use Case shows the basic steps in encoding the production.

Actor: Coder

Creation Date: July 15 2007

Version: 1.2

Flow of Events

Main Success Scenario

1.) Receive final production report from Production Manager
2.) Check if system is working
3.) Code the production

Alternative Scenario

A1: System is not working

A1 starts at point 2 of Main Success Scenario

1.) I.T. commissioner will fix the system

Scenario goes back at point 2 of Main Success Scenario

Error Sequence

E1: I.T. commissioner is not able to fix the system

- Use Case fails

Post Conditions

- Production encoded

Identification Summary

Title: Save Production report

Summary: This Use Case shows how the coder will save the production after encoding

Actors: Coder

Creation Date: July 15 2007

Version: 1.2

Flow of Events

Main Success Scenario

1.) Receive final production report from Production Manager
2.) Check if the system is working
3.) Code the production
4.) Save encoding

Alternative Sequence

A1: System is not working

A1 starts at point 2 of Main Success Scenario

3.) I.T. commissioner fixes the system

Scenario goes back at point 2 of Main Success Scenario

Error Sequence

E1: I.T commissioner is not able to fix the system

- Use Case fails

Post Conditions

- Production encoded
- Saved encoded production

Identification Summary

Title: Fix error in the system

Summary: This Use Case shows how the I.T. commissioner fixes the error being encountered

Actors: I.T. commissioner

Creation Date: July 15 2007

Version: 1.2

Flow of Events

Main Success Scenario

1.) Coder informs I.T. commissioner that the system is not working
2.) I.T. commissioner fixes the system

Error Sequence

E1: Unable to fix the system

- Use Case fails

Post Conditions

- System fixed and ready for encoding

3.4 Streamlining

1.) Simplification – we simplified the existing system of the company.

2.) Automation – from manual coding, we leveled up the automation coding to make the process fast.

3.) Simple Language – we simplified the language of the system to make it user friendly.

4.) Process Cycle Time Reduction – instead using manual coding that make the whole process slow, we make it computerized so the process of the whole event will be fast and efficient.

5.) Upgrading – we level up the system to make it simpler.

References

Book References

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