# DESC 495: Information Systems Design and Implementation, Winter 2011

**Test 2 Study Guide**

## General notes

* The test is based primarily on the textbook, not on the PowerPoint slides, unless otherwise noted. You should cover everything in the pages mentioned in the chapters below, unless otherwise noted.
* You need to understand all definitions given in bold and repeated in the edges of the page (e.g. **internal output** on page 550).
* You don’t need to draw any figures (e.g. 15-13 or 16-6); however, you will need to thoroughly understand the use and application of the user interface elements represented in the figures, unless otherwise noted in this study guide.
* The best way to study is to read everything in the entire chapter, read the chapter review at the end, and then answer all the review questions, the “problems and exercises”. You wouldn’t need to do any of the projects, research, minicases, or “team and individual exercises” to help prepare for the test.

## Chapter 15: Output Design and Prototyping (pages 549 to 573)

* Page 551: From Figure 15-1, you should clearly understand the output delivery means, and you should clearly understand the three distribution types. You should be able to give or recognize examples like the one in the table.
* Page 557: You don’t need to memorize the names of the chart types in Figure 15-5; however, if shown a picture of such a chart, you need to recognize the appropriate types of data that such a chart could display.
* Page 562: You do need to understand the data structure syntax such as displayed on the example on this page. Full details of the syntax are given on pages 330 to 332.
* Pages 565 to 567: You do need to understand and know the report and screen output design principles in Figures 15-9 and 15-10. Although you do not need to memorize any numbers involved here (e.g. 8½” × 11 or 800 × 600), you do need to know the principles involved (e.g. use standard, common paper sizes and the lowest common denominator for screen sizes).

## Chapter 16: Input Design and Prototyping (pages 581 to 606)

* Page 583: From Figure 16-1, you should clearly understand the input process methods, and you should clearly understand the distinctions between data capture, entry and processing. You should be able to give or recognize examples like the one in the table.
* Pages 590 to 598: You need to understand what kind of data is appropriate for the different input controls described in this section.
* Page 599: You do need to understand the data structure syntax such as displayed on the example on this page. Full details of the syntax are given on pages 330 to 332.

## Chapter 17: User Interface Design (pages 613 to 639)

* You need to cover everything in this chapter.