



Australia • Brazil • Canada • Mexico • Singapore • United Kingdom • United States

This is an electronic version of the print textbook. Due to electronic rights restrictions, some third party content may be suppressed. Editorial review has deemed that any suppressed content does not materially affect the overall learning experience. The publisher reserves the right to remove content from this title at any time if subsequent rights restrictions require it. For valuable information on pricing, previous editions, changes to current editions, and alternate formats, please visit www.cengage.com/highered to search by ISBN#, author, title, or keyword for materials in your areas of interest.

Important Notice: Media content referenced within the product description or the product text may not be available in the eBook version.



Principles of Business Information

Systems 4th Edition

US authors: Ralph M. Stair and

George W. Reynolds Adapter: Thomas Chesney

Publisher: Annabel Ainscow

List Manager: Abigail Coppin

Editorial Assistant: Yasmin Goosey

Marketing Manager: Anna Reading

Content Project Manager: Melissa Beavis

Manufacturing Manager: Elaine Bevan

Typesetter: Lumina Datamatics, Inc.

Text Design: Lumina Datamatics, Inc.

Cover Design: Jonathan Bargus

Cover Image(s): ©Yaroslav Kushta/Getty Images

© 2021, Cengage Learning EMEA

Adapted from Principles of Information Systems, 13th Edition, by Ralph M. Stair and George W. Reynolds. Copyright © Cengage Learning, Inc., 2018. All Rights Reserved.

WCN: 02-300

ALL RIGHTS RESERVED. No part of this work may be reproduced, transmitted, stored, distributed or used in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of Cengage Learning or under license in the U.K. from the Copyright Licensing Agency Ltd.

The Author(s) and the Adapter(s) have asserted the right under the Copyright Designs and Patents Act 1988 to be identified as Author(s) and Adapter(s) of this Work.

For product information and technology assistance, contact us at emea.info@cengage.com

For permission to use material from this text or product and for permission queries, email **emea.permissions@cengage.com**

British Library Cataloguing-in-Publication Data

A catalogue record for this book is available from the British Library.

ISBN: 978-1-4737-7460-5

Cengage Learning, EMEA

Cheriton House, North Way Andover, Hampshire, SP10 5BE United Kingdom

Cengage Learning is a leading provider of customized learning solutions with employees residing in nearly 40 different countries and sales in more than 125 countries around the world. Find your local representative at: www.cengage.co.uk.

To learn more about Cengage platforms and services, register or access your online learning solution, or purchase materials for your course, visit **www.cengage.co.uk**

Print d in China by RR Donnelley
Print Number: 01 Print Year: 2020

Brief Contents



Overview 1

- 1 An Introduction to Information Systems 3
- 2 Information Systems in Organizations 35

Information Technology Concepts 65

- 3 Hardware: Input, Processing, Output and Storage Devices 67
- 4 Software: Systems and Application Software 113
- 5 Organizing and Storing Data 155
- 6 Computer Networks 185

3 Business Information Systems 231

- 7 Operational Systems 233
- 8 Management Information and Decision Support Systems 265
- 9 Knowledge Management and Specialized Information Systems 305
- 10 Pervasive Computing 335

Systems Development 365

- 11 Systems Analysis 367
- 12 Systems Design and Implementation 411

Information Systems in Business and Society 449

13 Security, Privacy and Ethical Issues in Information Systems 451

Contents



Preface xiii

Approach of the Text xiii
Goals of this Text xiv
Changes to the Fourth Edition xvii
Structure of the Text xix
About the Authors xxi
Acknowledgements xxi
Digital Resources Page xxii

1 Overview



1 An Introduction to Information Systems 3

Principles 3 Learning Objectives 3 Why Learn About Information Systems? 4

What is an Information System? 4

What is a System? 4
What is Information? 6
What is an Information System? 6
The Characteristics of Valuable Information 7
Manual and Computerized Information
Systems 8

Business Information Systems 12
Information Systems @ Work: Translating

Shakespeare into Xhosa 12

Enterprise Systems: Transaction Processing Systems and Enterprise Resource Planning 13

MIS and DSS 16

Knowledge Management, Artificial Intelligence, Expert Systems and Virtual Reality 17

Systems Development 19

Systems Investigation and Analysis 20

Systems Design, Implementation, and Maintenance and Review 20

Information Systems in Society, Business and Industry 21

Ethical and Societal Issues: Ethical Robots 21

Security, Privacy and Ethical Issues in Information Systems and the Internet 22

Computer and Information Systems Literacy 23

Information Systems in the Functional Areas of Business 24

Information Systems in Industry 24

Global Challenges in Information Systems 24 Infographic 1: Increasing size of data 25

Summary 27

Self-Assessment Test 29

Review Questions 29

Discussion Questions 29

Web Exercises 29

Case One: Boaty McBoatface: The Online

Survey That Went Viral 30

Case Two: Health Information Systems in South

Africa 31

Case Three: Australian Drones Join The Postal

Service 32 Notes 33

2 Information Systems in Organizations 35

Principles 35 Learning Objectives 35 Why Learn About Information Systems in Organizations? 36

An Introduction to Organizations 36

Organizational Structures 38 Organizational Change 41

Ethical and Societal Issues: Customers Out of Pocket After Direct Transfer Error 43

Reengineering and Continuous Improvement 45 User Satisfaction and Technology Acceptance 46 Information Systems @ Work: Neto Helps Australian Small Businesses Get Online 47 The Applications Portfolio 48 Success Factors 49

Competitive Advantage 50

Factors That Lead Firms to Seek Competitive Advantage 50

Evaluating IS 51

Productivity 51 Return on Investment and the Value of Information Systems 52

Careers in Information Systems 53

Operations 53

Systems Development 53

Support 55

Information Service Units 55

Typical IS Titles and Functions 55

Summary 57

Self-Assessment Test 58

Review Questions 58

Discussion Questions 58

Web Exercises 58

Case One: Nailed it! Instagram and Cloud

Computing Ensure Success 59

Case Two: Crosswords and Cybersecurity 60 Case Three: Raining Wine from the Cloud 61

Notes 62

World Views Case: ABAZONG Training and Consulting (Pty) Ltd Helps Organizations and Users With Information Security Consultation and Training Awareness 63

Information 2 Technology Concepts 65



3 Hardware: Input, Processing, Output and Storage Devices 67

Principles 67 Learning Objectives 67 Why Learn About Hardware? 68

Computer Systems: Integrating the Power of Technology 68

Hardware Components 69

Hardware Components in Action 70

Processing and Memory Devices: Power,

Speed and Capacity 71

Processing Characteristics and Functions 71 Memory Characteristics and Functions 72 Multiprocessing 74

Parallel Computing 74

Secondary Storage 75

Access Methods 76 Secondary Storage Devices 76 Enterprise Storage Options 78

Input and Output Devices: The Gateway to Computer Systems 81

Characteristics and Functionality 82 Input Devices 83 Output Devices 87

Computer System Types 91

Portable Computers 93 Nonportable Single-User Computers 95 Multiple-User Computer Systems 96 Information Systems @ Work: 3D Printers Arrive in the Operating Theatre 97

Green Computing 100

Ethical and Societal Issues: Mobile

Technology Fighting Human Trafficking 102

Summary 103

Self-Assessment Test 105 Review Questions 105 Discussion Questions 105 Web Exercises 105

Case One: Moore's Law About to be

Overturned 106

Case Two: Sen.Se is Helping to Create the

Internet of Things 107

Case Three: The €30 computer 108

Notes 109

4 Software: Systems and Application Software 113

Principles 113 Learning Objectives 113 Why Learn About Systems and Application Software? 114

An Overview of Software 114

Systems Software 114 Application Software 115 Supporting Individual, Group and Organizational Goals 115

Systems Software 116

Operating Systems 116

Current Operating Systems 120

Information Systems @ Work: Privacy for

Everyone, Everywhere 122

Workgroup Operating Systems 123

Enterprise Operating Systems 124

Embedded Operating Systems 124

Utility Programs 125

Middleware 127

Application Software 127

Overview of Application Software 127

Personal Application Software 129

Mobile Application Software 133

Workgroup Application Software 134

Enterprise Application Software 135

Application Software for Information, Decision Support and Competitive Advantage 136

Programming Languages 136

Ethical and Societal Issues: Adblockers:

Salvation for Web Users Or a High-Tech

Protection Racket? 137

The Evolution of Programming Languages 138

Visual, Object-Oriented and Artificial Intelligence Languages 138

Software Issues and Trends 140

Software Bugs 140

Copyrights and Licences 141

Freeware and Open-Source Software 141

Software Upgrades 143

Global Software Support 144

Summary 144

Self-Assessment Test 146

Review Questions 147

Discussion Questions 147

Web Exercises 147

Case One: Software Cuts Legal Costs 147

Case Two: Ready. Steady. Go! 149

Case Three: Software Error Dooms Spacecraft 150

Notes 151

5 Organizing and Storing Data 155

Principles 155

Learning Objectives 155

Why Learn About Organizing Data? 156

Data Management and Data Modelling 156

Relationships Between Tables 158

Designing Relational Databases 159

Database Management Systems 163

Creating and Modifying the Database 163

Storing and Retrieving Data 164

Manipulating Data and Generating Reports 165

Database Administration 166

Selecting a Database Management System 167 Using Databases with Other Software 167

Database Applications 168

Linking Databases to the Internet 168

Big Data Applications 168

Data Warehouses 169

Ethical and Societal Issues: Three Words and a Few Symbols Cost a Business €40m 170

Data Mining 171

Business Intelligence 172

Information Systems @ Work: The IBM

Quantum Experience 173

Distributed Databases 175

Online Analytical Processing (OLAP) 176

Visual, Audio and Other Database Systems 177

Summary 178

Self-Assessment Test 179

Review Questions 180

Discussion Questions 180

Web Exercises 180

Case One: Click Here to Reset Your Password 180

Case Two: Machine Learning: How Many Books

Have You Read? 182

Case Three: Protect Your Data: Life is Valuable 183

Notes 184

6 Computer Networks 185

Principles 185

Learning Objectives 185

Why Learn About Computer Networks? 186

Telecommunications 186

Channel Bandwidth 187

Guided Transmission Media Types 187

Wireless Transmission Media Types 189

Telecommunications Hardware 193

Networks and Distributed Processing 195

Network Types 195

Ethical and Societal Issues: The Great British

Data Grab 197

Distributed Processing 200

Client/Server Systems 200

Communications Software 201

Software-Defined Networking 203

Securing Data Transmission 203

Virtual Private Network (VPN) 205

The Internet 205

How the Internet Works 206

Internet Applications 208

The World Wide Web 208

Information Systems @ Work: Tech Firms
Plan the Highest Capacity Atlantic Data

Link 211 Email 215

Telnet and FTP 215

Cloud Computing 215

Intranets and Extranets 218

The Internet of Things 219

Summary 221

Self-Assessment Test 223

Review Questions 223

Discussion Questions 224

Web Exercises 224

Case One: Instant Messaging is Easier to Secure

Than Email 224

Case Two: Anatomy of a Hack 225

Case Three: Digital Cartography Gets It Wrong 226

Notes 227

World Views Case: IT Purchase Decisions:

What Should You Buy? 229

3 Business Information Systems 231



7 Operational Systems 233

Principles 233 Learning Objectives 233 Why Learn About Operational Systems? 234

Introduction 234

Enterprise Resource Planning 235

Advantages of ERP Systems 235 Disadvantages of ERP Systems 236 ERP for Small- and Medium-Sized Enterprises (SMEs) 238

Transaction Processing Systems 238

Traditional Transaction Processing Methods and Objectives 239

Transaction Processing Activities 241
Information Systems @ Work: Fast Food
Chain Yonghe King Upgrades Their
POS 244

Traditional Transaction Processing

Applications 245

Order Processing Systems 245 Purchasing Systems 247 Accounting Systems 248

Electronic and Mobile Commerce 249

Electronic Commerce 249 Mobile Commerce 250

Ethical and Societal Issues: Controlling Transactions with Biometrics 251

Production and Supply Chain Management 252

Customer Relationship Management and Sales Ordering 254

Financial and Managerial Accounting 255

Hosted Software Model for Enterprise

Software 256

International Issues Associated with Operational Systems 256

Different Languages and Cultures 257 Disparities in Information System Infrastructure 257

Varying Laws and Customs Rules 257 Multiple Currencies 257

Summary 258

Self-Assessment Test 259 Review Questions 259 Discussion Questions 260

Web Exercises 260

Big Data 269

Case One: Non-Linear Presentations 260
Case Two: When Stock Becomes a Liability 262
Case Three: Netflix Analytics Creates Content
That We'll Watch 263

Notes 264

8 Management Information and Decision Support Systems 265

Principles 265 Learning Objectives 265 Why Learn About Management Information Systems and Decision Support Systems? 266

Decision Making and Problem Solving 266

Programmed versus Non-Programmed Decisions 267 Optimization, Satisficing and Heuristic Approaches 268 Sense and Respond 268

An Overview of Management Information Systems 269

Inputs to a Management Information System 269 Outputs of a Management Information System 270

Characteristics of a Management Information System 273

Functional MIS 274

Financial Management Information Systems 275
Manufacturing Management Information
Systems 277

Marketing Management Information Systems 280 Human Resource Management Information Systems 282

Geographic Information Systems 284

Decision Support Systems 285

Characteristics of a Decision Support System 285
Capabilities of a Decision Support System 286
A Comparison of a DSS and an MIS 287
Information Systems @ Work: Non-Linear
What-If Analysis in LibreOffice 288
Components of a Decision Support System 290

Group Support Systems 292

Ethical and Societal Issues: Online Divorce Form Error 'Could Have Led to Unfair Settlements' 292 Characteristics of a GSS that Enhance

Decision Making 293 Executive Support Systems 295

Capabilities of Executive Support Systems 295

Summary 297

Self-Assessment Test 298

Review Questions 299

Discussion Questions 299

Web Exercises 299

Case One: Smart Meters Capture Big Data For

Energy Decisions 299

Case Two: Taking Designs into the Next

Dimension 301

Case Three: Using Agent Modelling as a Decision

Support Tool 302

Notes 303

9 Knowledge Management and Specialized Information Systems 305

Principles 305

Learning Objectives 305

Why Learn About Knowledge Management and Specialized Information Systems? 306

Knowledge Management Systems 306

Overview of Knowledge Management Systems 306

Obtaining, Storing, Sharing and Using Knowledge 307

Technology to Support Knowledge Management 308

Artificial Intelligence 309

The Nature of Intelligence 310

The Difference Between Natural and Artificial Intelligence 311

Information Systems @ Work: Playing with Atoms 312

The Major Branches of Artificial Intelligence 313

Ethical and Societal Issues: Augmented

Reality's Killer App 318

Expert Systems 319

When to Use Expert Systems 319 Components of Expert Systems 320

Virtual Reality 326

Interface Devices 327
Forms of Virtual Reality 327
Virtual Reality Applications 327

Summary 328

Self-Assessment Test 329

Review Questions 329

Discussion Questions 330

Web Exercises 330

Case One: A 'Soft' Octopus Robot 330 Case Two: 360° Video Makes Virtual Reality

Accessible 331

Case Three: Game-Show-Winning Al Now Diagnoses Rare Diseases 333

Notes 334

10 Pervasive Computing 335

Principles 335

Learning Objectives 335

Why Learn About Pervasive Computing? 336

Introduction 336

Wireless Internet Access 337

Mobile Devices 337

Smartphone 338

Wearable Technology 339

Ethical and Societal Issues: Pay Up Or Your

Data Gets It! 340

Information Systems @ Work: The Blockchain Creates Tamper-Proof

Transactions 341

E-Money 343 Tangible Media 344 Personal Robotics 345 Virtual Pets 345

Computer Supported Cooperative Work 346

Videoconferencing 346

Messaging 346

Interactive Whiteboards 347

Wikis 348

MMOGs 348

Blogs, Podcasts and Live Streaming 348

Cloud Tools 349

More Applications of Electronic and Mobile Commerce 350

Retail and Wholesale 350

Manufacturing 350

Marketing 352

Investment and Finance 353

Auctions 353

Anywhere, Anytime Applications of Mobile

Commerce 353

Advantages of Electronic and Mobile

Commerce 354

Teleworking 355

Summary 355

Self-Assessment Test 356

Review Questions 357

Discussion Questions 357

Web Exercises 357

Case One: Someone to Share a Journey With 357

Case Two: Kids Finally Get a Real Magic Wand at

Disney 358

Case Three: Let's Play and Become Famous 359

Notes 361

World Views Case: Information Systems at

Damelin, South Africa 362

4 Systems Development 365



11 Systems Analysis 367

Principles 367 Learning Objectives 367 Why Learn About Systems Analysis? 368

An Overview of Systems Development 368

Participants in Systems Development 368 Information Systems Planning and Aligning Organization and IS Goals 370 Establishing Objectives for Systems Development 372

Systems Development Lifecycles 374

The Traditional Systems Development Lifecycle 374

Prototyping 376

Information Systems @ Work: Open-Source

Software Conquers Data Science 378

Rapid Application Development, Agile

Development, Joint Application

Development and Other Systems

Development Approaches 379

The End-User Systems Development

Lifecycle 380

Outsourcing and On-Demand Computing 380

Genetic Programming 381

Factors Affecting System Development

Success 382

Involvement 382

Degree of Change 382

Managing Change 383

Quality and Standards 383

Use of Project Management Tools 385

Use of Computer-Aided Software Engineering

(CASE) Tools 387

Systems Investigation 388

Initiating Systems Investigation 388

Participants in Systems Investigation 388

Feasibility Analysis 389

The Systems Investigation Report 389

Ethical and Societal Issues: The Very Last

Step in Systems Development 390

Systems Analysis 391

General Considerations 392

Participants in Systems Analysis 392

Data Collection and Analysis 392

Requirements Analysis 396

Critical Success Factors 398

The IS Plan 398

Screen and Report Layout 398

Requirements Analysis Tools 399

Object-Oriented Systems Analysis 399

The Systems Analysis Report 400

Understanding Software Bias 401

Summary 401

Self-Assessment Test 404

Review Questions 404 Discussion Questions 405

Web Exercises 405

Case One: Hackathon Culture 405 Case Two: Failover from Amazon 406

Case Three: The Internet of Bananas 1.0 407

Notes 409

12 Systems Design and Implementation 411

Principles 411 Learning Objectives 411 Why Learn About Systems Design and Implementation? 412

Systems Design 412

Interface Design and Controls 413
Design of System Security and Controls 414
Generating Systems Design Alternatives 417
Freezing Design Specifications 422
The Contract 422

The Contract 422
The Design Report 422

Information Systems @ Work: Creating Computer Games Without Needing to Program 423

Systems Implementation 424

Acquiring Hardware from an IS Vendor 425 Acquiring Software: Make or Buy? 425 Acquiring Database and Telecommunications Systems 428

User Preparation 428

IS Personnel: Hiring and Training 428

Site Preparation 429 Data Preparation 429 Installation 429

Testing 429

Ethical and Societal Issues: Modelling a

Mass Shooting 430

Start-Up 431

User Acceptance 432

Systems Operation and Maintenance 433

Reasons for Maintenance 433
Types of Maintenance 434
The Request for Maintenance Form 434
Performing Maintenance 435
The Financial Implications of Maintenance 435
The Relationship Between Maintenance and
Design 435

Systems Review 436

Types of Review Procedures 436

Factors to Consider During Systems
Review 437

System Performance Measurement 438

Summary 438

Self-Assessment Test 440 Review Questions 441 Discussion Questions 441

Web Exercises 441

Case One: Open-Source Project Aims to Create

Artificial Life 442

Case Two: Build Your Own Robot 443

Case Three: GitHub 444

Notes 445

World Views Case: Systems Development at

Damelin, South Africa 447

Information
Systems in
Business and
Society 449



13 Security, Privacy and Ethical Issues in Information Systems 451

Principles 451

Learning Objectives 451

Why Learn About Security, Privacy and Ethical Issues in Information Systems? 452

Computer Waste and Mistakes 452

Preventing Computer-Related Waste and Mistakes 453

Information Systems @ Work: Admiral to Price Car Insurance Based on Facebook Posts 455

Computer Crime 456

Preventing Computer-Related Crime 462

Crime Prevention by the State 463
Crime Prevention by Organizations 463
Crime Prevention by Individuals 465
Using Intrusion Detection Software 466
Using Managed Security Service Providers
(MSSPs) 466

Privacy 467

Privacy and the Government 467 Privacy at Work 468

Preventing Crime on the Internet 466

Email Privacy 468
Privacy and the Internet 468
Fairness in Information Use 469
Individual Efforts to Protect Privacy 470

Relevant Laws Governing Use of Technology 471

The Work Environment 472

Health Concerns 473 Avoiding Health and Environmental Problems 473

Ethical and Societal Issues: Kettle Botnet Heats Up 474

Ethical Issues in Information Systems 475 Summary 476 Self-Assessment Test 478 Review Questions 478 Discussion Questions 478

Web Exercises 478

Case One: Open-Access Pirates 478

Case Two: The Encryption Row Is Back 480
Case Three: On Patrol With the Love Police 481

Notes 482

World Views Case: Facebook: A Platform for Cyberbullying and Cyber Racism

or Not? 484

Answers to Self-Assessment Tests 487 Glossary 491 Index 503 Credits 519

Preface



As organizations continue to operate in an increasingly competitive and global marketplace, workers in all areas of business including accounting, finance, human resources, marketing, operations management and production must be well prepared to make the significant contributions required for success. Regardless of your future role, you will need to understand what information systems can and cannot do and be able to use them to help you accomplish your work. You will be expected to discover opportunities to use information systems and to participate in the design of solutions to business problems employing information systems. You will be challenged to identify and evaluate information systems options. To be successful, you must be able to view information systems from the perspective of business and organizational needs. For your solutions to be accepted, you must recognize and address their impact on fellow workers, customers, suppliers and other key business partners. For these reasons, a course in information systems is essential for students in today's high-tech world.

The primary objective of *Principles of Business Information Systems fourth edition* is to provide the best information systems text and accompanying materials for the first information technology course required of all business students. We want you to learn to use information technology to ensure your personal success in your current or future job and to improve the success of your organization. *Principles of Business Information Systems* stands proudly at the beginning of the information systems (IS) curriculum and remains unchallenged in its position as the only IS principles text offering the basic IS concepts that every business student must learn to be successful.

This text has been written specifically for the introductory course in the IS curriculum. *Principles of Business Information Systems* treats the appropriate computer and IS concepts together with a strong managerial emphasis on meeting business and organizational needs.

Approach of the Text

Principles of Business Information Systems offers the traditional coverage of computer concepts, but it places the material within the context of meeting business and organizational needs. Placing IS concepts in this context and taking a general management perspective sets the text apart from general computer books thus making it appealing not only to those studying for IS degrees but also to students from other fields of study. The text isn't overly technical, but rather deals with the role that information systems play in an organization and the key principles a manager needs to grasp to be successful. These principles of IS are brought together and presented in a way that is both understandable and relevant. In addition, this book offers an overview of the entire IS discipline, while giving students a solid foundation for further study in advanced IS courses such as programming, systems analysis and design, project management, database management, data communications, website and systems development, electronic commerce and mobile commerce applications, and decision support. As such, it serves the needs of both general business students and those who will become IS professionals.

IS Principles First, Where They Belong

Exposing students to fundamental IS principles is an advantage for students who do not later return to the discipline for advanced courses. Since most functional areas in business rely on information systems, an understanding of IS principles helps students in other course work. In addition, introducing students to the principles of IS helps future business function managers employ information systems successfully and avoid mishaps that often result in unfortunate consequences. Furthermore, presenting IS concepts at the introductory level creates interest among general business students who may later choose IS as a field of concentration.

Goals of this Text

Principles of Business Information Systems has four main goals:

- 1 To provide a core of IS principles with which every business student should be familiar.
- 2 To offer a survey of the IS discipline that will enable all business students to understand the relationship of IS courses to their curriculum as a whole.
- 3 To present the changing role of the IS professional.
- 4 To show the value of the discipline as an attractive field of specialization.

By achieving these goals, *Principles of Business Information Systems* will enable students to understand and use fundamental IS principles so that they can function more efficiently and effectively as workers, managers, decision makers and organizational leaders.

IS Principles

Principles of Business Information Systems, although comprehensive, cannot cover every aspect of the rapidly changing IS discipline. The authors, having recognized this, provide students with an essential core of guiding IS principles to use as they face career challenges ahead. Think of principles as basic truths or rules that remain constant regardless of the situation. As such, they provide strong guidance in the face of tough decisions. A set of IS principles is highlighted at the beginning of each chapter. The ultimate goal of Principles of Business Information Systems is to develop effective, thinking, action-oriented employees by instilling them with principles to help guide their decision making and actions.

Survey of the IS Discipline

This text not only offers the traditional coverage of computer concepts but also provides a broad framework to impart students with a solid grounding in the business uses of technology. In addition to serving general business students, this book offers an overview of the entire IS discipline and solidly prepares future IS professionals for advanced IS courses and their careers in the rapidly changing IS discipline.

Changing Role of the IS Professional

As business and the IS discipline have changed, so too has the role of the IS professional. Once considered a technical specialist, today the IS professional operates as an internal consultant to all functional areas of the organization, being knowledgeable about their needs and competent in bringing the power of IS to bear throughout the organization. The IS

professional views issues through a global perspective that encompasses the entire organization and the broader industry and business environment in which it operates.

The scope of responsibilities of an IS professional today is not confined to just his or her employer but encompasses the entire interconnected network of employees, suppliers, customers, competitors, regulatory agencies and other entities, no matter where they are located. This broad scope of responsibilities creates a new challenge: how to help an organization survive in a highly interconnected, highly competitive global environment. In accepting that challenge, the IS professional plays a pivotal role in shaping the business itself and ensuring its success. To survive, businesses must now strive for the highest level of customer satisfaction and loyalty through competitive prices and ever-improving product and service quality. The IS professional assumes the critical responsibility of determining the organization's approach to both overall cost and quality performance and therefore plays an important role in the ongoing survival of the organization. This new duality in the role of the IS employee – a professional who exercises a specialist's skills with a generalist's perspective – is reflected throughout the book.

IS as a Field for Further Study

Employment of computer and IS managers is expected to grow much faster than the average for all occupations. Technological advancements will boost the employment of computer-related workers; in turn, this will boost the demand for managers to direct these workers. In addition, job openings will result from the need to replace managers who retire or move into other occupations.

A career in IS can be exciting, challenging and rewarding! It is important to show the value of the discipline as an appealing field of study and that the IS graduate is no longer a technical recluse. Today, perhaps more than ever before, the IS professional must be able to align IS and organizational goals and ensure that IS investments are justified from a business perspective. The need to draw bright and interested students into the IS discipline is part of our ongoing responsibility. Upon graduation, IS graduates at many schools are among the highest paid of all business graduates. Throughout this text, the many challenges and opportunities available to IS professionals are highlighted and emphasized.

Changes to the Fourth Edition



Principles of Business Information Systems is an adaptation of the popular US textbook Principles of Information Systems, now in its fourteenth edition. With a more international outlook, this book is suitable for students in the UK, Europe, the Middle East and South Africa on introductory BIS or MIS courses. The new edition reflects the fact that this book has boosted its business emphasis but retained its technology focus.

Continuing to present IS concepts with a managerial emphasis, this edition retains the overall vision, framework and pedagogy that made the previous US editions so popular:

- Principles of Business Information Systems keeps the same five-part structure, is packed with new real world examples and business cases, and highlights ethical issues throughout.
- It is still an IS text aimed at those studying business and management.

However, in order to increase its international relevance, we have made a number of changes. The main improvements are:

- Cases are more international in flavour, including examples from South Africa, Australia and Europe, and have a broader sector spread reflecting a wider variety of business types (including SMEs).
- The book has been brought completely up to date in terms of innovations in IT.
- Legal and ethical issues in IT have been made more international.
- A chapter on pervasive computing reflects the move of the computer away from the desktop to enter almost every aspect of our lives.
- Separate information systems are still discussed in Chapters 7, 8, 9 and 10 (all of Part 3) but we recognize that many large and some small companies take a more integrated approach and this is covered at the start of Part 3.

We want to note that at the time of this fourth EMEA edition going to press, the global COVID-19 pandemic is still at large worldwide. For the past few months governments across the world have introduced a range of social distancing, isolation and quarantine methods to help control the pandemic which has impacted businesses and their information systems worldwide. It is too early to tell what the full effects of this pandemic will be on business information systems, but references to and examples of effects there have been to date, are included in the new edition.

Structure of the Text



Principles of Business Information Systems is organized into five parts – an overview of information systems, an introduction to information technology concepts, an examination of different classes of business information systems, a study of systems development and a focus on information systems in business and the wider society.

The content of each chapter is as follows:

Chapter 1 An Introduction to Information Systems

Chapter 1 creates a framework for the entire book. Major sections in this chapter become entire chapters in the text. This chapter describes the components of an information system and introduces major classes of business information systems. It offers an overview of systems development and outlines some major challenges that IS professionals face.

Chapter 2 Information Systems in Organizations

Chapter 2 gives an overview of business organizations and presents a foundation for the effective and efficient use of IS in a business environment. We have stressed that the traditional mission of IS is to deliver the right information to the right person at the right time. In the section on virtual organizational structure, we discuss that virtual organizational structures allow work to be separated from location and time. Work can be done anywhere, anytime. The concept of business process reengineering (BPR) is introduced and competitive advantage is examined – higher quality products, better customer service and lower costs.

Chapter 3 Hardware: Input, Processing, Output and Storage Devices

This chapter concentrates on the hardware component of a computer-based information system (CBIS) and reflects the latest equipment and computer capabilities. Computer memory is explained and a variety of hardware platforms are discussed including mobile technology.

Chapter 4 Software: Systems and Application Software

You cannot come into contact with a computer without coming into contact with software. This chapter examines a wide range of software and related issues including operating systems and application software, open-source and proprietary software, software for mobile devices and copyrights and licenses.

Chapter 5 Organizing and Storing Data

Databases are the heart of almost all IS. A huge amount of data is entered into computer systems every day. Chapter 5 examines database management systems and how they can help businesses. The chapter includes a brief overview of how to organize data in a database, a look at database administration and discusses how data can be used competitively by examining both data mining and business intelligence.

Chapter 6 Computer Networks

The power of information technology greatly increases when devices are linked or networked, which is the subject of this chapter. Today's decision makers need to access data wherever it resides. They must be able to establish fast, reliable connections to exchange messages, upload and download data and software, route business transactions to processors, connect to databases and network services, and send output to printers. This chapter examines the hardware involved and examines the world's biggest computer network, the Internet.

Chapter 7 Operational Systems

Operational systems, such as transaction processing systems, allow firms to buy and sell. Without systems to perform these functions, firms could not operate. Organizations today are moving from a collection of non-integrated transaction processing systems to highly integrated enterprise resource planning systems to perform routine business processes and maintain records about them. These systems support a wide range of business activities associated with supply chain management and customer relationship management. This chapter examines transaction processing systems and enterprise resource planning systems.

Chapter 8 Management Information and Decision Support Systems

This chapter begins with a discussion of decision making and examines the decision-making process. Both management information systems and decision support systems are examined in detail. Their ability to help managers make better decisions is emphasized.

Chapter 9 Knowledge Management and Specialized Information Systems

A discussion of knowledge management leads onto a discussion of some of the special-purpose systems discussed in the chapter, including expert and knowledge-based systems. The other topics discussed include robotics, vision systems, virtual reality and a variety of other special-purpose systems. We discuss embedded artificial intelligence, where artificial intelligence capabilities and applications are placed inside products and services.

Chapter 10 Pervasive Computing

The move of information systems to leave the office desktop and enter every aspect of our lives is well underway. Many businesses are exploiting this to their advantage, as are their customers. This chapter examines some of the technologies that are enabling all of this to happen. New ones are being introduced almost every month. It is important that businesses understand the potential benefits they can bring.

Chapter 11 Systems Analysis

This chapter and the next examine where information systems come from. Systems investigation and systems analysis, the first two steps of the systems development, are discussed. This chapter provides specific examples of how new or modified systems are initiated and analyzed in a number of industries. This chapter emphasizes how a project can be planned, aligned with corporate goals and rapidly developed.

Chapter 12 Systems Design and Implementation

This chapter looks at how the analysis discussed in Chapter 11 can be used to design and build IT solutions. The chapter mainly looks at developing a new system but also examines solving a problem by buying an existing IS that has already been developed.

Chapter 13 Security, Privacy and Ethical Issues in Information Systems

This last chapter looks at security, privacy and ethical issues, something that is in the background throughout the text. A wide range of non-technical issues associated with the use of IS provide both opportunities and threats to modern organizations. The issues span the full spectrum – from preventing computer waste and mistakes, to avoiding violations of privacy, to complying with laws on collecting data about customers, to monitoring employees.

About the Authors



Ralph Stair received a BS in Chemical Engineering from Purdue University, an MBA from Tulane University, and a PhD from the University of Oregon. He has taught information systems at many universities. He has published numerous articles and books, including Succeeding With Technology, Programming in BASIC and many more.

George Reynolds is an assistant professor in the Information Systems department of the College of Business at the University of Cincinnati. He received a BS in Aerospace Engineering from the University of Cincinnati and an MS in Systems Engineering from West Coast University. He taught part-time at Xavier University, the University of Cincinnati, Miami University and the College of Mount Saint Joseph while working full-time in the information systems industry, including positions at the Manned Spacecraft Center in Houston, Texas; the Jet Propulsion Lab in Pasadena, California; and Procter and Gamble in Cincinnati, Ohio.

Thomas Chesney is Professor of Computational Social Science at Nottingham University Business School where he studies the behaviour of networked individuals. His work has appeared in the *Information Systems Journal* and *Decision Support Systems*. Thomas has a PhD in Information Systems from Brunel University, an MSc in Informatics from Edinburgh University where his specialism was knowledge management and engineering, and a BSc in Information Management from the Queen's University of Belfast. He is a fellow of the Higher Education Academy and a member of the Association for Information Systems.

Acknowledgements

We are indebted to the following reviewers for their perceptive feedback and expert insight on early drafts of this text:

- Paul Abanda, Damelin (EDUCOR), South Africa
- Jyoti Bhardwaj, School of Computing, Edinburgh Napier University, UK
- Marié Hattingh, University of Pretoria, South Africa
- Jane Nash (retired), Rhodes University, South Africa
- Ildikó Reisch, International Business School Budapest, Hungary

We would also like to thank the many lecturers who reviewed or contributed to the 4th edition MindTap, including: Riana Crafford (Akademia, South Africa); Marie Hattingh (University of Pretoria, South Africa); Natasha Madhav (IIE, South Africa); Ramesh Sangaralingam (University of Oxford, UK); Shelley Usher (Portsmouth University, UK)

Sarel Viljoen (University of the Western Cape, South Africa); and Zijian Wang (Hogeschool van Amsterstam, The Netherlands).

For Tahseena



Fit your coursework into your hectic life.

Make the most of your time by learning your way. Access the resources you need to succeed whenever and wherever you like.



Study with interactive tools and resources designed to help you master key concepts and prepare you for class.



Review your current course grade and compare your progress with your peers.



Get the free Cengage Mobile App and learn wherever you are.

Break Limitations. Create your own potential, and be unstoppable with MindTap.

MINDTAP. POWERED BY YOU



cengage.co.uk/mindtap

Copying 2021 Capage Learning, An Rights Reserved, sady not ecopied, seaning, or unless the content and the support of the content and the content



Teaching & Learning Support Resources

Cengage's peer-reviewed content for higher and further education courses is accompanied by a range of digital teaching and learning support resources. The resources are carefully tailored to the specific needs of the instructor, student and the course. Examples of the kind of resources provided include:



A password-protected area for instructors with, for example, a test bank, PowerPoint slides and an instructor's manual.



An open-access area for students including, for example, useful weblinks and glossary terms.

Lecturers: to discover the dedicated teaching digital support resources accompanying this textbook please register here for access: cengage.com/dashboard/#login

Students: to discover the dedicated learning digital support resources accompanying this textbook, please search for *Principles of Business Information Systems* 4th Edition on: cengage.co.uk

BE UNSTOPPABLE!

Learn more at cengage.co.uk



PART 1

Overview



- 1 An Introduction to Information Systems
- 2 Information Systems in Organizations



An Introduction to Information Systems



Principles

The value of information is directly linked to how it helps decision makers achieve organizational goals.

Computers and information systems are constantly making it possible for organizations to improve the way they conduct business.

Knowing the potential impact of information systems and having the ability to put this knowledge to work can result in a successful personal career, organizations that reach their goals and a society with a higher quality of life.

System users, business managers and information systems professionals must work together to build a successful information system.

Information systems must be applied thoughtfully and carefully so that society, business and industry can reap their enormous benefits.

Learning Objectives

- Discuss why it is important to study and understand information systems.
- Describe the characteristics used to evaluate the quality of data.
- Name the components of an information system and describe several system characteristics.
- Identify the basic types of business information systems and discuss who uses them, how they are used and what kinds of benefits they deliver.
- Identify the major steps of the systems development process and state the goal of each.
- Describe some of the threats to security and privacy that information systems and the Internet can pose.
- Discuss the expanding role and benefits of information systems in business and industry.

Why Learn About Information Systems?

Information systems are used in almost every imaginable profession. Sales representatives use information systems to advertise products, communicate with customers and analyze sales trends. Managers use them to make major decisions, such as whether to build a

manufacturing plant or research a cancer drug. From a small music store to huge multinational companies, businesses of all sizes could not survive without information systems to perform accounting and finance operations. Regardless of your chosen career, you will use information systems to help you achieve goals.

This chapter presents an overview of information systems. The sections on hardware, software, databases, telecommunications, e-commerce and m-commerce, transaction processing and enterprise resource planning, information and decision support, special purpose systems, systems development, and ethical and societal issues are expanded to full chapters in the rest of the book. We will start by exploring the basics of information systems.

1.1 What is an Information System?

People and organizations use information every day. Many retail chains, for example, collect data from their shops to help them stock what customers want and to reduce costs. Businesses use information systems to increase revenues and reduce costs. We use automated teller machines outside banks and access information over the Internet. Information systems usually involve computers, and together they are constantly changing the way organizations conduct business. Today we live in an information economy. Information itself has value, and commerce often involves the exchange of information rather than tangible goods. Systems based on computers are increasingly being used to create, store and transfer information. Using information systems, investors make multimillion-euro decisions, financial institutions transfer billions of euros around the world electronically, and manufacturers order supplies and distribute goods faster than ever before. Computers and information systems will continue to change businesses and the way we live. To define an information system, we will start by examining what a system is.

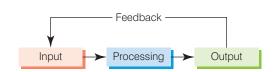
What is a System?

system A set of elements or components that interact to accomplish goals.

A central concept of this book is that of a **system**. A system is a set of elements or components that interact to accomplish goals. The elements themselves and the relationships between them determine how the system works. Systems have inputs, processing mechanisms, outputs and feedback

(see Figure 1.1). A system processes the input to create the output. For example, consider an automatic car wash. Tangible inputs for the process are a dirty car, water and various cleaning ingredients. Time, energy, skill and knowledge also serve as inputs to the system because they are needed to operate it.

Figure 1.1 Components of a System A system's four components consist of input, processing, output and feedback.



The processing mechanisms consist of first selecting which cleaning option you want (wash only, wash with wax, wash with wax and hand dry, etc.) and communicating that to the operator of the car wash. Liquid sprayers shoot clean water, liquid soap or car wax depending on where your car is in the process and which options you selected. The output is a clean car. As in all systems,

independent elements or components (the liquid sprayer, foaming brush and air dryer) interact to create a clean car. A feedback mechanism is your assessment of how clean the car is.

System performance can be measured in various ways. Efficiency is a measure of what is produced divided by what is consumed. For example, the efficiency of a motor is the energy produced (in terms of work done) divided by the energy consumed (in terms of electricity or fuel). Some motors have an efficiency of 50 per cent or less because of the energy lost to friction and heat generation.

Effectiveness is a measure of the extent to which a system achieves its goals. It can be computed by dividing the goals actually achieved by the total of the stated goals. For example, a company might want to achieve a net profit of €100 million for the year with a new information system. Actual profits, however, might only be €85 million for the year. In this case, the effectiveness is 85 per cent (85/100 = 85 per cent).

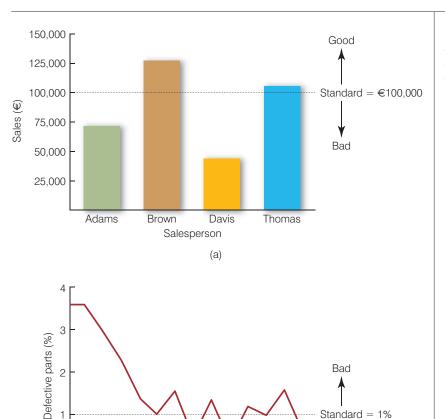
Evaluating system performance also calls for using performance standards. A system performance standard is a specific objective of the system. For example, a system performance standard for a marketing campaign might be to have each sales representative sell €100,000 of a certain type of product

each year (see Figure 1.2a). A system performance standard for a manufacturing process might be to produce no more than 1 per cent defective parts (see Figure 1.2b). After standards are established, system performance is measured and compared with the standard. Variances from the standard are determinants of system performance.

efficiency A measure of what is produced divided by what is consumed.

effectiveness A measure of the extent to which a system achieves its goals; it can be computed by dividing the goals actually achieved by the total of the stated

system performance standard A specific objective of the system.



8

(b)

Production day

2

4

Figure 1.2 System Performance Standards

- (a) Sales broken down by salesperson.
- (b) Percentage of defective parts.

Standard = 1%

Good

What is Information?

Information is one of those concepts that we all seem intuitively able to grasp but find tricky to define. In the 1940s, mathematician Claude Shannon defined it as: information is that which reduces uncertainty. Shannon was working on the technical problems involved in sending messages over communication networks, and his concept of information is actually quite different from what we in business information systems mean by 'information'. Nevertheless, we can use his definition as a starting point. Imagine you are unsure of what today's weather will be like. Getting out of bed you open the curtains to see that the sun is shining. You now know a bit more about what it's going to be like: your uncertainty about the weather has been reduced. Therefore looking out of the window gave you information. When you turn on your radio and hear a detailed weather report, your uncertainty has been reduced further. When you look at the temperature gauge in your car, again your uncertainty has gone down. According to Shannon's definition, each of these events has therefore given you information.

However, his definition does not really capture what we would think of when we consider the information in, say, a management report. Therefore we simply define information as a collection of facts. These facts can take many forms. The temperature gauge in the car gives information in the form of a number. The radio gives audio information. Looking out of the window gives visual information. Other forms of information include text, images and video clips.

Another term that is closely related to information is 'data'. It's not intuitive but a philosopher might define data as 'variation'. To explain this: a blank page contains no data, but as soon as there is a mark on the page, that is, as soon as there is variation in the blankness, then data exist. Again this doesn't really capture what we mean by data in the context of business information systems. The traditional information systems view is that the input to an information system is data, and the output from the system is information. This means therefore that the difference between them is to do with how much processing has been done: unprocessed facts are data; processed facts are information. Unfortunately, however, this distinction is of little practical use. Therefore we will simply use the terms 'information' and 'data' interchangeably and define them as a collection of facts which can come in a variety of formats. (Incidentally, strictly speaking, the term data is plural, so we would say 'data are used' rather than 'data is used'. However, this is often not adhered to and we won't worry too much about it here.)

What is an Information System?

information system (IS) A set of interrelated components that collect, manipulate, store and disseminate information and provide a feedback mechanism to meet an objective.

input The activity of gathering and capturing data.

processing Converting or transforming input into useful outputs.

Now that we have defined the terms 'system' and 'information', we can define an information system: an **information system** (IS) is a set of interrelated components that collect, manipulate, store and disseminate information and provide a feedback mechanism to meet an objective. It is the feedback mechanism that helps organizations achieve their goals, such as increasing profits or improving customer service.

In information systems, **input** is the activity of gathering and capturing data. In producing employment payment, for example, the number of hours every employee works must be collected before the cheques can be calculated or printed. In a university grading system, instructors must submit student grades before a summary of grades for the semester can be compiled and sent to the students.

Processing means converting or transforming this input into useful outputs. Processing can involve making calculations, comparing data and taking alternative actions, and storing data for future use. In a payroll application, the number of hours each employee worked must be converted into net, or take-home, pay. Other inputs often include employee ID number and department. The required processing can first involve multiplying the number of hours

worked by the employee's hourly pay rate to get gross pay. If weekly hours worked exceed basic hours, overtime pay might also be included. Then tax must be deducted along with contributions to health and life insurance or savings plans to get net pay.

After these calculations and comparisons are performed, the results are typically stored. Storage involves keeping data and information available for future use, including output.

Output involves producing useful information, usually in the form of documents and reports. Outputs can include paycheques for employees, reports for managers, and information supplied to stockholders, banks, government agencies and other groups. In addition, output from one system can become input for

output Production of useful information, often in the form of documents and reports.

another. For example, output from a system that processes sales orders can be used as input to a customer billing system. Computers typically produce output on printers and display screens. Output can also be handwritten or manually produced reports, although this is not common.

Lastly, **feedback** is information from the system that is used to make changes to input or processing activities. For example, errors or problems might make it necessary to correct input data or change a process. Consider a payroll example. Perhaps the number of hours an employee worked was entered as 400 instead

feedback Output that is used to make changes to input or processing activities.

of 40 hours. Fortunately, most information systems check to make sure that data falls within certain ranges. For number of hours worked, the range might be from 0 to 100 hours because it is unlikely that an employee would work more than 100 hours in a week. The information system would determine that 400 hours is out of range and provide feedback. The feedback is used to check and correct the input on the number of hours worked to 40.

Feedback is also important for managers and decision makers. For example, a furniture maker could use a computerized feedback system to link its suppliers and manufacturing plants. The output from an information system might indicate that inventory levels for mahogany and oak are getting low – a potential problem. A manager could use this feedback to decide to order more wood from a supplier. These new inventory orders then become input to the system. In addition to this reactive approach, a computer system can also be proactive – predicting future events to avoid problems. This concept, often called

forecasting, can be used to estimate future sales and order more inventory before a shortage occurs. Forecasting is also used to predict the strength of hurricanes and where they will reach land, future stock-market values and who will win a political election.

forecasting Predicting future events.

The Characteristics of Valuable Information

To be valuable to managers and decision makers, information should have some and possibly all of the characteristics described in Table 1.1. Many shipping companies, for example, can determine the exact location of inventory items and packages in their systems, and this information makes them responsive to their customers. In contrast, if an organization's information is not accurate or complete, people can make poor decisions costing thousands, or even millions, of euros. Many claim, for example, that the collapse and bankruptcy of some companies, such as drug companies and energy-trading firms, was a result of inaccurate accounting and reporting information, which led investors and employees alike to misjudge the actual state of these companies' finances and suffer huge personal losses. As another example, if an inaccurate forecast of future demand indicates that sales will be very high when the opposite is true, an organization can invest millions of euros in a new plant that is not needed. Furthermore, if information is not relevant, not delivered to decision makers in a timely fashion, or too complex to understand, it can be of little value to the organization.

The value of information is directly linked to how it helps decision makers achieve their organization's goals. For example, the value of information might be measured in the time required to make a decision or in increased profits to the company. Consider a market forecast

ď

that predicts a high demand for a new product. If you use this information to develop the new product and your company makes an additional profit of \leq 10,000, the value of this information to the company is \leq 10,000 minus the cost of the information.

Table 1.1 Characteristics of Valuable Information

Characteristics	Definitions
Accessible	Information should be easily accessible by authorized users so they can obtain it in the right format and at the right time to meet their needs
Accurate	Accurate information is error free. In some cases, inaccurate information is generated because inaccurate data is fed into the transformation process
Complete	Complete information contains all the important facts, but not more facts than are necessary (see the Simple characteristic below)
Economical	Information should also be relatively economical to produce. Decision makers must always balance the value of information with the cost of producing it
Flexible	Flexible information can be used for a variety of purposes. For example, information on how much inventory is on hand for a particular part can be used by a sales representative in closing a sale, by a production manager to determine whether more inventory is needed, and by a financial executive to determine the total value the company has invested in inventory
Relevant	Relevant information is important to the decision maker
Reliable	Reliable information can be depended on. In many cases, the reliability of the information depends on the reliability of the data-collection method. In other instances, reliability depends on the source of the information. A rumour from an unknown source that oil prices might go up soon may not be reliable (even though it might be useful)
Secure	Information should be secure from access by unauthorized users
Simple	Information should be simple, not overly complex. Sophisticated and detailed information might not be needed. In fact, too much information can cause information overload, whereby a decision maker is unable to determine what is really important
Timely	Timely information is delivered when it is needed. Knowing last week's weather conditions will not help when trying to decide what coat to wear today
Verifiable	Information should be verifiable. This means that you can check it to make sure it is correct, perhaps by checking many sources for the same information

Manual and Computerized Information Systems

An information system can be manual or computerized. For example, some investment analysts manually draw charts and trend lines to assist them in making investment decisions. Tracking data on stock prices (input) over the last few months or years, these analysts develop patterns in graphical form (processing) that help them determine what stock prices are likely to do in the next few days or weeks (output). Some investors have made millions of euros using manual stock analysis information systems. Of course, today, many excellent computerized information systems

follow stock indexes and markets and suggest when large blocks of stocks should be purchased or sold to take advantage of market discrepancies.

The components of a **computer-based information system (CBIS)** are illustrated in Figure 1.3. Information technology (IT) refers to hardware, software, databases and telecommunications. A business's **technology infrastructure** includes all the hardware, software, databases, telecommunications, people and procedures that are configured to collect, manipulate, store and process data into information. The technology infrastructure is a set of shared IS resources that form the foundation of each computer-based information system.

computer-based information system (CBIS) A single set of hardware, software, databases, telecommunications, people and procedures that is configured to collect, manipulate, store and process data into information.

technology infrastructure All the hardware, software, databases, telecommunications, people and procedures that are configured to collect, manipulate, store and process data into information.

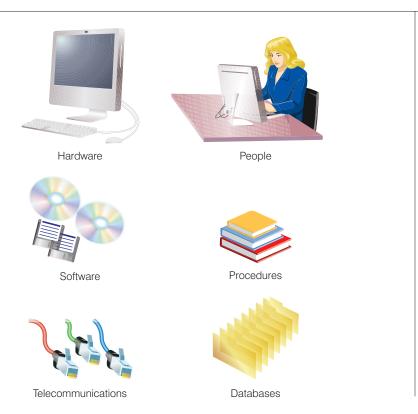


Figure 1.3 The Components of a Computer-Based Information System

Hardware

Hardware consists of computer equipment used to perform input, processing and output activities. Input devices include keyboards, mice and other pointing devices, automatic scanning devices and equipment that can read magnetic ink characters. Investment firms often use voice-response technology to allow customers to access their balances and other information with spoken commands. Processing devices include computer chips that contain the central processing unit and main memory. One processor chip, called the 'Bunny Chip'

hardware Any machinery (most of which uses digital circuits) that assists in the input, processing, storage and output activities of an information system.

by some, mimics living organisms and can be used by the drug industry to test drugs instead of using animals, such as rats or bunnies. The experimental chip could save millions of euros and months of time in drug research costs, as well as having a positive impact by reducing animal testing. Speed is an important part of assessing hardware. The TOP500 project (www.top500.org) has collected statistics on the world's fastest computers since 1993. Currently the fastest is the Summit computer at the Oak Ridge National Laboratory in Tennessee, USA. Summit is providing