BRYCE'S LAWS ON INFORMATION SYSTEMS

An information system is a product that can be engineered and manufactured like any other product.

All information systems have the same structure. In manufacturing terms, it is known as a “four-level bill of materials.”

Systems are designed by ‘explosion’ and implemented by ‘implosion.’

The only way that information systems communicate, both internally and externally to other systems, is through shared data.

Systems are logical, software is physical.

How a system is implemented is of little importance if it solves the problem effectively.

Systems will fail more for the lack of administrative procedures than well written computer procedures.

Systems are built by evolution; not by revolution.
The day when a system is installed, is the day it begins to undergo change.

No one has ever built a perfect system the first time, and no one ever will.

Good Systems Design + Good Programming = Great Systems
Good Systems Design + Bad Programming = Good Systems
Bad Systems Design + Good Programming = Bad Systems
Bad Systems Design + Bad Programming = Chaos

You simply cannot build anything of substance without a good set of blueprints.

No amount of elegant programming or technology will solve a problem if it is improperly specified or understood to begin with.

Information = Data + Processing

Data is stored, Information is produced.

Information is a perishable commodity; it only has value at a particular point in time.

Information is for people, not for the computer.

If an information requirement is stated improperly to begin with, then everything else that follows will be incorrect.

If we built bridges the same way we build systems in this country, this would be a nation run by ferryboats.

The first on-line, real-time, interactive, data base system was double-entry bookkeeping which was developed by the merchants of Venice in 1200 A.D.