Hand-in 2 for group created exam question

ETS170: Requirements Engineering

Group E

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1 Checking and validating

Proposition	Reason	Answer
Checking and validating a requirements specification is very time consuming and expensive.	It's less expensive to detect and correct defects early than late in the development phase.	D

Motivation

Checking and validation is time consuming if the requirements specification is large and complex, but the cost of correcting an error grows exponentially during the project lifetime. Validation costs money, but in the long run it also tends to save more money.

Reference

Lau: chapter 9 page 374

Learning objectives

1,12,15,18

2 The CRUD matrix

Proposition	Reason	Answer
In the CRUD matrix the R stands for Read + Overview	In the CRUD matrix, If an entity isn't Created, Read, Overviewed, Updated or Deleted requirements might be missing	D

Motivation

In the CRUD matrix the R does not stand for Read + Overview as the correct matrix is Create, Read, Update, Delete + Overview. The matrix checks whether or not these basic functionality is used by any tasks defined in the requirements document, if they lack for instance Delete there might be a requirement missing, but that is not certain.

Reference

Lau chapter 9, pages 386-388

Learning objectives

3,4,12

3 QUPER

Proposition	Reason	Answer
The QUPER model aims to support and help companies to plan and prioritize quality requirements early in the development process.	The QUPER model clearly states that there is a competitive advantage beyond the differentiation breakpoint.	B

Motivation

The QUPER model aims to support the ability to make early estimates with quality requirements, the model also defines three distinct cost barriers; the utility breakpoint which marks when the product has an actual market value, the differentiation breakpoint beyond which there is a competitive market advantage and the saturation breakpoint beyond which the benefits are questionable.

Reference

QUPER: secions 2.1, 6.1

Learning objectives

1,9,16,17 21

4 Prototyping

Proposition	Reason	Answer
Prototyping is used in agile development to reduce the duration of development cycles	Instead of writing lots of formal documents a prototype is used to validate and improve requirements	D

Motivation

Prototyping is used in the agile methodology to communicate with customers and get feedback on the requirements. The reason is a correct statement since it is used in that way in parts of the industry, however the proposition is wrong since is is not used to reduce the duration of development cycles, but may in fact result in larger expectations about the duration of development by the customers, resulting in the developers not getting the time they need to produce a robust and scalable implementation.

Reference

AGRE: pages 65,66

Learning objectives

2,10,21

5 Stakeholder satisfaction in RP

Proposition	Reason	Answer
In release planning it's important that the most important stakeholder is more satisfied than the other stakeholders	A good release plan strives to satisify the most important stakeholder	D

Motivation

If the most important stakeholder is more or less satisified than the other stakeholders is somewhat irrelevant as release planning balances many different and important factors. One important factor is to improve the stakeholder's satisifaction, for the most important stakeholder as well as all the other stakeholders (there is no benefit in striving for their dissatisfaction after all).

Reference

RP, pages 47-48

Learning objectives

1,2,13

6 Platform requirement

Proposition	Reason	Answer
A platform requirement is a requirement which defines which kinds of platforms are supported.	These kind of requirements are only important to limit how long the system is supported.	C

Motivation

Platform requirements are important to limit how long a asystem is supported, but also to specify in which environments the system is supposed to work.

Reference

Lau chapter 5, pages 200-201

Learning objectives

3,6,15

7 MTBF

Proposition	Reason	Answer
Maximum Time Between Failures is a reliability measurement.	Reliability shows the percentage of time a system is available.	D

Motivation

Measuring the maximum time between failures is a subideal measurement as failure frequency might spike. Mean Time Between Failures, which is frequently used to measure reliability is better (and is the actual acronym, e.g. MTBF), in which case it would've been a true statement.

Reference

Lau, chapter 6 page 220

Learning objectives

9,15,21

8 Usability problems

Proposition	Reason	Answer
A usability problem does not describe faulty functionality per se, but rather when a user can't immediately figure out a function.	A usability problem only describes a situation where the user finds a solution after lengthy attempts.	B

Motivation

The reason describes a part of a usability problem, The reason is correct as a usability problem relates to when the user does not act as intended by the developer, either because of a lack of instruction or non-self-explanatory functionality. One solution, given enough time and effort by the user, is to find a solution after many attempts, but this is far from the only solution to a usability problem.

Reference

Lau, chapter 6 page 250

Learning objectives

1,20

9 Prototype-based usability tests

Proposition	Reason	Answer
The use of Opinion Polls implies high risk for the supplier, but a low risk for the consumer.	The low risk for consumers is due to the fact that people tends to not change their opinions in the time between a prototype-based usability test and deployment.	E

Motivation

It's actually high risk for both parties as the prototype-based usability test tends to differ from the deployed product, thus changing peoples' minds.

Reference

Lau, chapter 6 page 281

Learning objectives

2,6,10,12

10 Acceptance testing

Proposition	Reason	Answer
A system test is usually the first step when doing acceptance testing.	The purpose of a system test is to check that a product fulfills all business goals.	E

Motivation

The first step is usually an installation test, the system test is unrelated to do with business goals.

Reference

Lau, chapter 7 page 318

Learning objectives

1,9,15