

Group H, Hand-in 1 - Wednesday November 16, Week 4. Group H

• **[Lau:1]**

Problem 1 - Problems

Proposition: Even though requirements are implemented as intended there is no guarantee that the final product will be adequate. One solution is to use state goals.

Reason: Sometimes the user does not know what they want.

Correct answer: B

Motivation: It is important to know that requirements in themselves are not always enough, sometimes there are functions missing and the developers do not know enough about user tasks and business goals.

Reference: Lau: Chapter 1.4, pages 18-19.

Learning Objective: 1, 2, 7.

Problem 2 - Project models

Proposition: The two-step approach project model is more focused on design than the fast approach model.

Reason: The two-step approach in contrast to fast approach contains design-level requirements. Developers also design a prototype of the screens which are usability tested.

Correct answer: A

Motivation: It is important to know the differences between different approaches in projects.

Reference: Lau: Chapter 1.7.2-7.7.3, pages 34-36.

Learning Objective: 5

• **[Lau:8]**

Problem 3

Proposition: Focus groups shall be done late in a project

Reason: Focus groups are far more detailed and structured than brainstorming and therefore you need more information before doing this.

Correct answer: E

Motivation: Focus group shall be done early, since the main goal is to identify needs and existing problems in the current situation.

Reference: Lau chapter 8, page 352-354.

Learning Objective: 10, 14.

Problem 4

Proposition: Cost-benefit analysis is a technique that you use when you pair-wise prioritize requirements.

Reason: The result from cost-benefit shows the cost of doing something compared to the benefits you get out of it.

Correct answer: D

Motivation: Cost-benefit shows the cost compared to the benefits, but it's not a prioritization method. It is an elicitation technique

Reference: Lau chapter 8, page 360-363.

Learning Objective: 10, 14.

• **[Lau:2]**

Problem 5

Proposition: Virtual windows are simple screen pictures with all necessary data.

Reason: To give the user a sense of what the interface will look like.

Correct answer: C

Motivation: The proposition is true, a virtual window is a simple screen picture with data, but the purpose is to show which data goes where rather than how the interface will look.

Reference: Lau chapter 2, page 66-70.

Learning Objective: 3, 5.

• [Lau:3]

Problem 6 - Features

Proposition: Feature requirements are very easy for the customer to understand and are therefore easy to validate.

Reason: Features use the language of the customer and readily allows him to know if the business goals can be reached with the proposed features.

Correct answer: C

Motivation: Features are very easy for the customer to understand as they appear more or less as a statement describing what the system should be able to do. However, it's not at all as easy to figure out if the feature will allow the customer to reach the stated business goals which is the reason why the Reason is a false statement.

Reference: Lau: Chapter 3.4, pages 84-87.

Learning Objective: 1, 3.

Problem 7 - Scenarios

Proposition: Scenarios are informative and suitable for describing functional requirements.

Reason: Scenarios give a great amount of detail and works as a vivid description of use cases and tasks, which help the developer to understand the system.

Correct answer: D

Motivation: Scenarios are information with a great amount of detail that is easy for the user to understand but they are not suitable as requirements. They give a lot of information but do not cover all tasks and the verification process is made difficult with scenarios.

Reference: Chapter 3.9, pages 114-115.

Learning Objective: 3, 7.

• [MDRE1+MDRE2]

Problem 8 - Market Driven Requirements

Proposition: In a Cost-Value Diagram it is hard to define which requirements are alpha-requirements and which are beta-requirements.

Reason: Because of the long time to market it's difficult to know what the market wants.

Correct answer: C

Motivation: In MDRE it is usually a relatively short time to market. That is not the main reason that it's difficult.

Reference: MDRE2: 13.3.1

Learning objectives: 6.

• [PRIO1+PRIO2]

Problem 9 - Priorities

Proposition: In a Satisfaction Chart you should always strive to raise the satisfaction of the stakeholder that is least satisfied.

Reason: It is important to make all stakeholders equally satisfied in order to reach all target groups.

Correct answer: E

Motivation: It is usually a good idea to make a Priority Distributed Chart where the most important stakeholder has most influence and therefore usually is most satisfied. Small stakeholder's opinions are not as important.

Reference: PRIO1, 5.

Learning objectives: 1, 2.

- **[INTDEP]**

Problem 10 - Interdependencies

Proposition: The more interdependencies there are between requirements the easier it is to plan future product release.

Reason: Interdependencies makes it easier to prioritize between different requirements.

Correct answer: E

Motivation: Interdependency makes it harder to see and connect different requirements between each other. It's also much harder to rank each requirements when there's interdependency involved because it's hard to priorities when requirements are connected to each other.

Reference: INTDEP ch1 and ch4.

Learning objectives: 4, 5.