

## Lau: 1

### Question 1. All-in-one contracts

**Problem:** In an all-in-one contract the supplier is responsible for all parts in the development process and the development is carried out using the waterfall model

**Reason:** An all-in-one contract includes analysis and development. This form is widely used in cases where the customer has little IT expertise, doesn't want an expensive consultant, and feels confident that a supplier can provide what he needs. The supplier will carry out the analysis, design the solution and develop the product.

**Correct answer:** D

**Motivation:** The problem is false because when an all-in-one contract is used the only requirements agreed upon during the startup is the development process to be used, it doesn't specify that waterfall has to be used. The reason is true because the supplier does indeed carry out analysis and development.

**Reference:** Lau: chapter 1 pages 38-39

**Learning objectives:** 6

### Question 2. The goal-design scale

**Problem:** Asking "why" and "how" is good for finding the right level for the requirements on the goal-design scale.

**Reason:** You should try to slide up and down the scale by asking "why" each requirement is necessary and "how" it can be achieved. Then you can select the requirement appropriate for the project.

**Correct answer:** A

**Motivation:** Both are correct. Asking "why" is widely used for finding the right level for the requirements on the goal-design scale.

**Reference:** Lau: chapter 1 page 28

**Learning objectives:** 1, 3

## Lau: 8

### Question 3. Focus Groups

**Proposition:** The basic procedure of a focus group consists of listing problems in the current way of doing things, and trying to find ideal solutions to these problems.

**Reason:** The goal of conducting a focus group is to outline the dream product for as many stakeholders as possible.

**Correct answer:** C

**Motivation:** The proposition is correct, but the goal of conducting a focus group is to outline the most important issues and make sure that every stakeholder get something on the top list.

**Reference:** Lau 8.4

**Learning objectives:** 2, 10

### Question 4. Cost/benefit analysis

**Proposition:** A cost/benefit analysis is seldom feasible, since it is difficult to assess most projects' qualities in money terms.

**Reason:** The objective of such an analysis is to compare expenses with benefits and thereby decide if the project is worth carrying out in its current form.

**Correct answer:** D

**Motivation:** The proposition is not correct, since one can make estimations on money factors or carry out the analysis in terms of quality changes. The reason is correct, however.

**Reference:** Lau 8.6

**Learning objectives:** 15

## Lau: 2

### Question 5.

**Proposition:** Data models are insensitive to the level we work on. The domain-level description and the product-level description are basically the same.

**Reason:** If we make an Entity/relationship model of the information occurring in the domain, the model will be similar to an E/R model of the data inside the final product. This means that an early analysis of the information in the domain will create a model that can survive to implementation with only minor modifications.

**Correct answer:** B

**Motivation:** Both the proposition and the reason are correct, but the reason doesn't really explain why the domain-level description and the product-level description are the same.

**Reference:** Lau chapter 2 page 54

**Learning objectives:** 1

## Lau: 3

### Question 6. Screens and prototypes

**Proposition:** Experience shows that a design of the user interface as part of requirements does not provide benefits to user acceptance of the product.

**Reason:** It is difficult to verify that the final user interface is as specified and to discover if problems have crept in during development.

**Correct answer:** E

**Motivation:** The proposition is false since user acceptance usually benefits from the design of screens as examples. The reason is also false since screens actually makes it much easier to discover differences between the final product and the original idea.

**Reference:** Lau 3.5

**Learning objective:** 9

### Question 7.

**Proposition:** A context diagram does not provide any information about the scope of the new product if it is introduced early on, but is useful when outlined late in the project.

**Reason:** The context diagram shows the different actors and how they interact with the system, and can reveal important differences in the understanding of what the product really comprises.

**Correct answer:** D

**Motivation:** The proposition is false since the context diagram is most useful early in the project. The reason is true for several reasons, partly because the context diagram is easy to understand for both customers and developers.

**Reference:** Lau 3.2

**Learning objective:** 10, 12, 18

## [MDRE]

**Question 8.** Difference between MDRE and bespoke RE

**Proposition:** The success of a MDRE project is determined by sales, market shares, product reviews etc. while in the customer-specific RE case the success is instead determined by customer satisfaction and user acceptance.

**Reason:** A MDRE project is geared toward the open market and therefore there is no single customer who needs to be satisfied. Instead it's about delivering the right product at the right time and thus satisfying the open market.

**Correct answer: A**

**Motivation:** Both are correct. The proposition points out one of the fundamental differences between MDRE and bespoke RE and the reason explains it.

**Reference:** MDRE:13.2.2

**Learning objectives:** 3

## [PRIO1+PRIO2]

**Question 9. Pairwise comparison methods**

**Proposition:** When prioritising requirements using a pairwise comparison method, one is likely to face less problems with inconsistencies in the grading of requirements.

**Reason:** It is easier to compare requirements two at a time than trying to sort a large list of requirements according to rank.

**Correct answer: B**

**Motivation:** Both statements are correct but the reason does not explain the proposition. The reason that pairwise comparisons are less sensitive to inconsistencies in rank is that redundant comparisons are made and that the consistency can be measured through calculations.

**Reference:** PRIO2, p. 69

**Learning objectives:** 13

## [CREA]

**Question 10.** Creativity in requirements engineering

**Proposition:** The complexity of some systems requires many stakeholders to work together to generate requirements in a creative process.

**Reason:** Stakeholders do not always have sufficient knowledge to already know their requirements.

**Correct answer: A**

**Motivation:** The proposition is obviously true because there exist complex systems which require different kinds of expertise. The reason is true since one single stakeholder can't possibly solve every problem.

**Reference:** [CREA], sid. 1  
**Learning objective:** 17