

6 frågor

+ många bra frågor

- något svag täckning (2 på Lau:6, ingen på QUPER). (5) Möjlig relevant tilläggs info

Problem 1: Rating Requirements vore att det kostar mer att få in "mer info,

Proposition: Analysts claim that functional requirement is always mandatory for the supplier to fulfill **Betyg: 4**

Reason: Functional requirements have been defined by the customer as what they need for the product to have a use for it.

Correct answer: B (Proposition is true but reason is false)

Motivation: In theory this is all good, but in practice a product can fulfill a requirement to varying degrees, and it's up to the customer to evaluate if they are willing to make trade-offs for better support in other areas.

so is the
theoretical
answer A?

Reference: [Lau:7] page 304

Learning objective: 7

Main responsible: Fredrik Palmquist

Problem 2: Usability Testing

Proposition: Usability testing should only be done with a fully functioning system, as it would otherwise be pointless.

Reason: Usability testing is only used to prove how user-friendly a system is.

Good

Correct answer: E (Both proposition and reason are false)

Motivation: Usability testing is used at different phases of product development and is used for several reasons, it can, for example, be used to evaluate the preliminary design at the early stages of the design phase. While usability testing is an excellent technique to prove user-friendliness it can also be used for other means, such as measuring the usability. Hence, both the proposition and the reason are false.

Reference: Lau: Chapter 6 pages 252-253

Learning objective: 5

Main responsible: Rikard Lundberg

Problem 3: Performance Requirement Limits

Proposition: When making performance requirements it is always important to set an upper limit that is valid in all cases.

Reason: The most important part of a system should always be user satisfaction and therefore bad performance should be limited in all cases.

Good "false"
reason

Correct answer: E

Motivation: The proposition and the reason are both false because when making limits to the performance of the system one has to take into account the unfortunate coincidences that can happen that lead to abnormally bad performance. Such as unusually long response times for an unusually overloaded system. Therefore if the system was to cover even these rare occurrences with better hardware the cost would increase substantially to cover a small fraction of usually negligible situations. A much better solution is to use averages and expert assumptions to set a more reasonable limit.

Reference: [Lau: Chapter 6 pages 240-241]

Learning objective: 1, 3

Main responsible: Alen Lulic

Problem 4: CRUD Check

Proposition: A CRUD check is a good way to check that a requirement can be verified.

Reason: A CRUD check checks that each entity class or field in the data model can be created, read, updated and deleted.

Correct answer: D

Motivation: A CRUD check is not a good way to check that a requirement can be verified. To verify a requirement means to check that the requirement meets the imposed condition. A CRUD check however looks for missing parts of the requirements specification and is good for consistency checking. A CRUD check can be done by constructing a CRUD matrix where the relationship between the tasks and entities in the system is shown. In each cell in the matrix it is stated which CRUD operations can be performed for the task on the entity. After the matrix has been filled an analyst can check which CRUD operations are missing where and fill in missing requirements.

Reference: Lau: Chapter 9 page 386-388

Learning objective: 1, 3

Main responsible: Philip Burenstam Linder

Problem 5: Prioritization Techniques

Proposition: When prioritizing requirements you want to find which requirements are more important than others and also, how much more important.

Reason: Therefore, prioritization techniques that place requirements on a ratio scale are considered more powerful than those who place requirements on an ordinal scale.

Correct answer: A

Motivation: What you seek when you prioritize requirements is to get some sort of order in which to implement the requirements or at least have as basis for decisions regarding implementation. So the more information you can gather from your prioritization the better. If you could know that requirement A is 10 times more important than requirement B instead of just A is more important than B, it would be better.

Reference: PRIO: 75-79

Learning objective: 1, 3, 6

Main responsible: Marcus Lacerda

However, getting this "more" information is done at a cost! A factor that also needs to be considered, especially when dealing with many requirements.

Problem 6: Interdependencies

Proposition: It is possible to extract a release plan from a graph that shows interdependencies between requirements.

Reason: It is easy to distinguish requirements that are singular, highly interdependent or are in a free cluster by visualizing requirements and their interdependencies.

Correct answer: D (Proposition is false but the statement is true).

Motivation: You get a good overview over requirement interdependencies when you visualize it in a graph. You can with a quick glance find out which requirements that are singular (no interdependencies with other requirements), highly interdependent (they have a lot of interdependencies to other requirements) or in a free cluster (requirements that have interdependencies between each other but are grouped up). This is a good way to draw important conclusions about a release plan, but no way to create one. For that you need more information.

Reference: INTDEP

Learning objective: 1, 3, 4

Main responsible: Oscar Gunnesson