Question 2: 2 marks Briefly explain the importance of negotiation in Agile Software Development. How it is different to traditional software development methods?

Compare with traditional sdm which is developing like a line and stage by stage, the agile is looping from planning, design, develop, testing, deploy, review and goes planning again till the end of development. It is more flexible and more easy to satisfy stakeholder

Question 3: 3 marks Draw a use case diagram for a ticket distributor for a train system. The system includes two actors: a traveler who purchases different types of tickets, and a central computer system that maintains a reference database for the tariff. Use cases should include BuyOneWayTicket, BuyWeeklyCard, BuyMonthlyCard, and UpdateTariff. Also include the following exceptional cases: TimeOut (i.e., traveler took too long to insert the right amount), TransactionAborted (i.e., traveler selected the cancel button without completing the transaction), DistributorOutOfChange, and DistributorOutOfPaper.

Question 7: 2 marks Briefly explain Requirements Elicitation. Mention four different techniques of requirements elicitation.(you forgot Requirements Elicitation)

Question 8: 2 marks Describe the Layered System Software Architecture, and give one advantage and disadvantage of it.

Information goes through the system from one layer to the other one from top to the bottom, for example data access.

Advantage, security disadvantage performance problem if the layers is too much

Question 9:

5 marks

Write the name of the software design pattern in front of each of the following situations? You

need to mention the most optimal software design pattern which should be for each of the

following situations.

 Allowing for alternate implementation

 Encapsulating subsystems

Facade

 Encapsulating algorithms

Facade

 Encapsulation control flow

 Wrapping around legacy code

Facade