

Summative Assignment Feedback Form

Student Name/ID/Section	Abdallah Daradkeh/ 21110446/2							
HTU Course Title and No.	Software Development Lifecycles - 0040201220							
BTEC Unit Code, Title	K/618/7408 - Software Development Lifecycles							
Assignment Number	1	Assessor	Dr. Hamza Alkofahi					
Submission Date	Feb. 1,2023	Date Received 1st	Feb. 1, 2023					
Re-submission Date		Date Received 2nd						

Ongoing formative feedback from assessor:

• In-class formative feedback session for all students one week before deadline.

Assessor feedback for summative assessment:

General Feedback:

You have an Excellent level of understanding about the Software Development Life Cycle (SDLC), the needs to be considered when planning a project, different phases in the SDLC, and knowledge of types of documentation used in the SDLC

Strengths of Performance

You were able to:

- P1 Describe two iterative and two sequential software lifecycle models.
- P2 Explain how risk is managed in software lifecycle models.
- M1 Discuss using an example, why a particular lifecycle model is selected for a development environment.
- D1 Assess the merits of applying the Waterfall lifecycle model to a large software development project.
- P3 Explain the purpose of a feasibility report.
- P4 Describe how technical solutions can be compared.
- M2 Discuss the components of a feasibility report.
- D2 Assess the impact of different feasibility criteria on a software investigation.
- P5 Undertake a software investigation to meet a business need.
- P6 Use appropriate software analysis tools/techniques to carry out a software investigation and create supporting documentation.
- M3 Analyse how software requirements can be traced throughout the software lifecycle.
- M4 Discuss two approaches to improving software quality.
- D3 Evaluate the process of undertaking a systems investigation with regard to its effectiveness in improving a software quality.
- P7 Discuss, using examples, the suitability of software behavioral design techniques.
- M5 Analyse a range of software behavioral tools and techniques.
- M6 Differentiate between a finite state machine (FSM) and an extended FSM, providing an application of use for both.



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Grade: Distinction				A	Assessor Signature: Hamza Alkofahi					Date: Feb. 5, 2023			
Resubmission Feedback (if required):													
Grade:						ssessor Sią			Date:				
			CRIT	<u>reri</u>	<u>A</u> (T	o be filled	before res	submission	ı)				
<u>P1</u>	\boxtimes	<u>P2</u>	\boxtimes	<u>P3</u>	\boxtimes	<u>P4</u> 🗵	<u>P5</u> ⊠	P6 ⊠	P7 ⊠	M1 🗵	M2	\boxtimes	Final Grade
<u>M3</u>	\boxtimes	<u>M4</u>		<u>M5</u>	\boxtimes	<u>M6</u> ⊠	<u>D1</u> 🗵	<u>D2</u> ⊠	<u>D3</u> ⊠	<u>D4</u> ⊠			Distinction
STUDENT DECLARATION:													
I certify, that the formative and summative assessments for this assignment have been fully explained and understood by me, I also do understand that the grade above is simply a recommendation that could later be changed during any of the verification processes.													
Student Name: Student Signature:													
									Date:				