



# PAMANTASAN NG LUNGSOD NG MUNTINLUPA

GRADUATE STUDIES  
N.B.P. RESERVATION POBLACION, MUNTINLUPA CITY

## EVALUATION INSTRUMENT (for IT Experts)

### “SAFESTREETS: A WEB APPLICATION FOR COMMUNITY-BASED CRIME REPORTING AND ANALYSIS”

**General Direction:** Please accomplish this questionnaire very carefully and honesty. Please rest assured that any information that you supply will be treated with the greatest confidentiality and anonymity.

**Name:** \_\_\_\_\_

**Position:** \_\_\_\_\_

**Sex:** \_\_\_\_\_ Male \_\_\_\_\_ Female

**Instruction:** Please evaluate the prototype by using the given scale and placing a checkmark (✓) under the corresponding numerical rating.

#### Numerical Rating

5  
4  
3  
2  
1

#### Equivalent

Excellent  
Very Good  
Good  
Fair  
Poor

INDICATORS	5	4	3	2	1
<b>A. Functional Suitability</b>					
1. <b>Functional Completeness</b> – the set of functions covers all the specified tasks and user objectives					
2. <b>Functional Correctness</b> – a product or system provides the correct results with the needed degree of precision					
3. <b>Functional Appropriateness</b> – the functions facilitate the accomplishment of specified tasks and objectives					
<b>B. Performance Efficiency</b>					
1. <b>Time Behavior</b> – the response and processing times and amount rates of a product or system, when performing its functions, meet requirements					
2. <b>Resource Utilization</b> - the amounts and types of resources used by a product or system, when performing its functions, meet requirements					
3. <b>Capacity</b> - the maximum limits of a product or system parameter meet requirements					
<b>C. Compatibility</b>					
1. <b>Co-existence</b> – product can perform its required functions efficiently while sharing a common environment and resources with other products, without detrimental impact on any other product					
2. <b>Interoperability</b> – two or more systems, products or components can exchange information and use the information that has been exchanged					
<b>D. Usability</b>					
1. <b>Appropriateness Recognizability</b> – users can recognize whether a product or system is appropriate for their needs					
2. <b>Learnability</b> – easy to learn to use the product or system					
3. <b>Operability</b> – product or system has attributes that make it easy to operate and control					
4. <b>User Error Protection</b> – system protects users against making errors					
5. <b>User Interface Aesthetics</b> – user interface enables pleasing and satisfying interaction for the user					
6. <b>Accessibility</b> – product or system can be used by people with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use					



# PAMANTASAN NG LUNGSOD NG MUNTINLUPA

## GRADUATE STUDIES

N.B.P. RESERVATION POBLACION, MUNTINLUPA CITY

<b>E. Reliability</b>					
1. <b>Maturity</b> – system, product or component meets needs for reliability under normal operation					
2. <b>Availability</b> – system, product or component is operational and accessible when required for use					
3. <b>Fault Tolerance</b> - system, product or component operates as intended despite the presence of hardware or software faults					
4. <b>Recoverability</b> - in the event of an interruption or a failure, a product or system can recover the data directly affected and re-establish the desired state of the system					
<b>F. Security</b>					
1. <b>Confidentiality</b> - a product or system ensures that data are accessible only to those authorized to have access					
2. <b>Integrity</b> - system, product or component prevents unauthorized access to, or modification of, computer programs or data					
3. <b>Non-Repudiation</b> - actions or events can be proven to have taken place, so that the events or actions cannot be repudiated later					
4. <b>Accountability</b> - the actions of an entity can be traced uniquely to the entity					
5. <b>Authenticity</b> - the identity of a subject or resource can be proved to be the one claimed					
<b>G. Maintainability</b>					
1. <b>Modularity</b> – system or computer program is composed of discrete components such that a change to one component has minimal impact on other components					
2. <b>Reusability</b> - an asset can be used in more than one system, or in building other assets					
3. <b>Analysability</b> - provide mechanisms for the product or system to analyze its own faults and provide reports prior to a failure or other event.					
4. <b>Modifiability</b> - product or system can be effectively and efficiently modified without introducing defects or degrading existing product quality					
5. <b>Testability</b> - effectiveness and efficiency with which test criteria can be established for a system, product or component and tests can be performed to determine whether those criteria have been met					
<b>H. Portability</b>					
1. <b>Adaptability</b> – a product or system can effectively and efficiently be adapted for different or evolving hardware, software or other operational or usage environments					
2. <b>Installability</b> - effectiveness and efficiency with which a product or system can be successfully installed and/or uninstalled in a specified environment					
3. <b>Replaceability</b> - product can replace another specified software product for the same purpose in the same environment					

Summary:

Sum

- a. Functional Suitability -----
- b. Performance Efficiency -----
- c. Compatibility -----
- d. Usability -----
- e. Reliability -----
- f. Security -----
- g. Maintainability -----
- h. Portability -----

---



---



---



---



---



---



---



---

Total Score -----

Action Taken:

---