Identify 3 QAs for each system

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Availability | Security | Performance | Intergrability | Modifiability | Testability | Usability |
| Enterprise Inventory Control | / | / |  |  | / |  |  |
| Smartphone map app | / |  |  | / |  |  | / |
| Video game |  |  | / |  | / |  | / |
| Social network site |  | / | / |  |  |  | / |

Specify the most important QA for each system using scenario

1. Enterprise Inventory Control:

**QA:** Security

**Source of stimulus:** Another system outside the organization

**Stimulus:** An unauthorized attempt to reduce availability

**Environment:** Fully operational

**Artifact:** System services

**Response:** Notify manager

**Response Measure:** Manager is alerted within 5 minutes after an attack has been detected

1. Smartphone map app:

**QA:** Availability

**Source of stimulus:** hardware

**Stimulus:** hard drive crash

**Environment:** normal operation

**Artifact:** storage

**Response:** recover from the fault

**Response Measure:** The fault is recovered within 1 hour

1. Video game:

**QA:** Performance

**Source of stimulus:** User request

**Stimulus:** request for a particular action of a game character

**Environment:** Normal mode

**Artifact:** Component within the system

**Response:** System response according to user’s request

**Response Measure:** System respond correctly within 1 second

1. Social network site:

**QA:** Usabiltiy

**Source of stimulus:** User

**Stimulus:** wants to learn to use the system

**Environment:** at runtime

**Artifact:** A GUI

**Response:** Provide the user with tutorial video or interactive tutorial

**Response Measure:** Learning time of user within 2 hours