Software Engineering – 02GSP

Books or notes are not allowed. Write only on these sheets. Concise and readable answers please.				
Surname, name, matricola				
1 (2 points) -Explain briefly the goal and activities of requirement engineering				

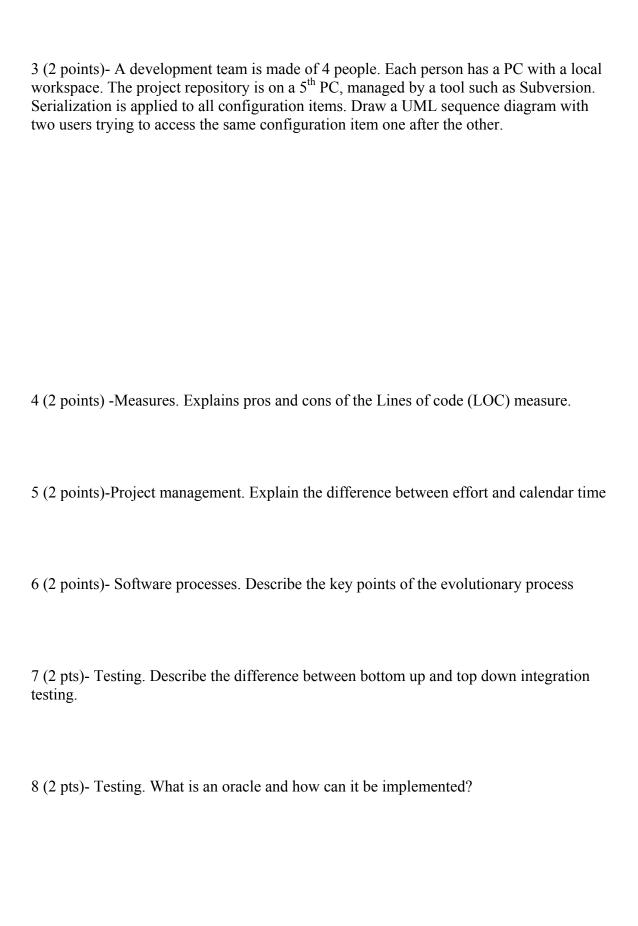
2 (10 points) – a. Model with a class diagram the following system: Vending Machine A vending machine sells small, packaged, ready to eat items (chocolate bars, cookies, candies, etc). Each item has a price and a name. A customer can buy an item, using a smart card (issued by the vending machine company) to pay for it. No other payment forms (i.e. cash, credit card) are allowed. The smart card records on it the amount of money available.

The functions supported by the system are:

- Sell an item (choose from a list of items, pay item, distribute item)
- Recharge the machine
- Set up the machine (define items sold, and price of items)
- Monitor the machine (number of items sold, number of items sold per type, total revenue)

The system can be used by a customer, a maintenance employee (who recharges items in the machine), an administrator (who sets up the machine).

2-b Enric	th the model of the vending machine with use case diagram.
	the model of the vending machine with one scenario describing a successful
sales pro	cedure
Scenario	nome:
Precondi	
Step	Description
1	
2	
Postcond	ition:
Postcond	ition:
2-d Enric	ch the model of the vending machine with one sequence diagram describing a
2-d Enric	
2-d Enric	ch the model of the vending machine with one sequence diagram describing a
2-d Enric	ch the model of the vending machine with one sequence diagram describing a
2-d Enric	ch the model of the vending machine with one sequence diagram describing a



9 (9 points) -Define black box tests for the following function

double movingAverage(int x)

receives an integer, returns the arithmetic average of the last 3 numbers received. An integer is considered only if > -100 and < 100. If outside these limits the value received is considered as a 0.

When less than 3 numbers have been received, the average is computed on the received ones.

To reset the status of the function, call void movingAverageReset();

```
Ex. movingAverage(1) \rightarrow 1
movingAverage(2) \rightarrow 1.5
movingAverage(3) \rightarrow 2
movingAverage(4) \rightarrow 3
movingAverage(110) \rightarrow 7/3 = 2.33
movingAverage(-110) \rightarrow 4/3 = 1.33
```

Criterion	Valid class	Invalid class	Boundary Condition