**SET08103 Software Engineering Methods**

**Tutorial 2 w/c 9/3/2015**

**Systems and Use Cases**

**Question 1:**

1. What is a system lifecycle?
2. What are the main stages of a traditional system lifecycle?
3. List two lifecycle models that are based on the traditional approach to developing software systems
4. What are the main phases of object-oriented systems development?
5. In object-oriented development, what is the relationship between phases and workflows?
6. List two ways in which object-oriented development differs from the traditional structured approach
7. What is the difference between a lifecycle and a development method?
8. What are a) USDP and b) UML?
9. What do we mean by a) abstraction and b) decomposition in the context of modelling software development?

**Question 2:**

**Scenario**

A University library offers the usual services to members. Members are either students or staff of the University. Members browse the shelves for books and journals on the shelves.

When a member finds the book(s) they want they take it/them to the library desk. When a librarian is free the borrower presents the book(s), the librarian stamps the item(s) and records the borrowing on the computer.

When returning items members go to the same desk. When a librarian is free they take the item(s), record the return on the computer and put the items back on the shelves.

**Task**

Identify the use case(s) associated with this scenario and draw Use Case Diagram(s) for these.