**A Level computer Science**

Component 3

Physics Homework App

Perhaps a Logo / Picture

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# Chapter One: Analysis of the problem

## Introduction

## Problem Identification

While studying Physics at A-Level

## 1.3 Possible Computational Methods

## 1.4 Stakeholders analysis

### 1.4.1 who are Stakeholders ?

### 1.4.2 How they make use of the solution?

### 1.4.3 Why the solution is appropriate to them?

### 1.4.3 Stakeholders’ involvement (interview and conclusion)

## 1.5 Research of solutions for similar problems

*How they work?*

*Potential features/components/approaches that may be borrowed? why?*

## 1.6 Hardware and software requirements

Hardware

Software

## 1.8 The requirements of the solution

## 1.9 Features of the solution

## 1.10 Success Criteria

## 1.11 Limitations of the solution