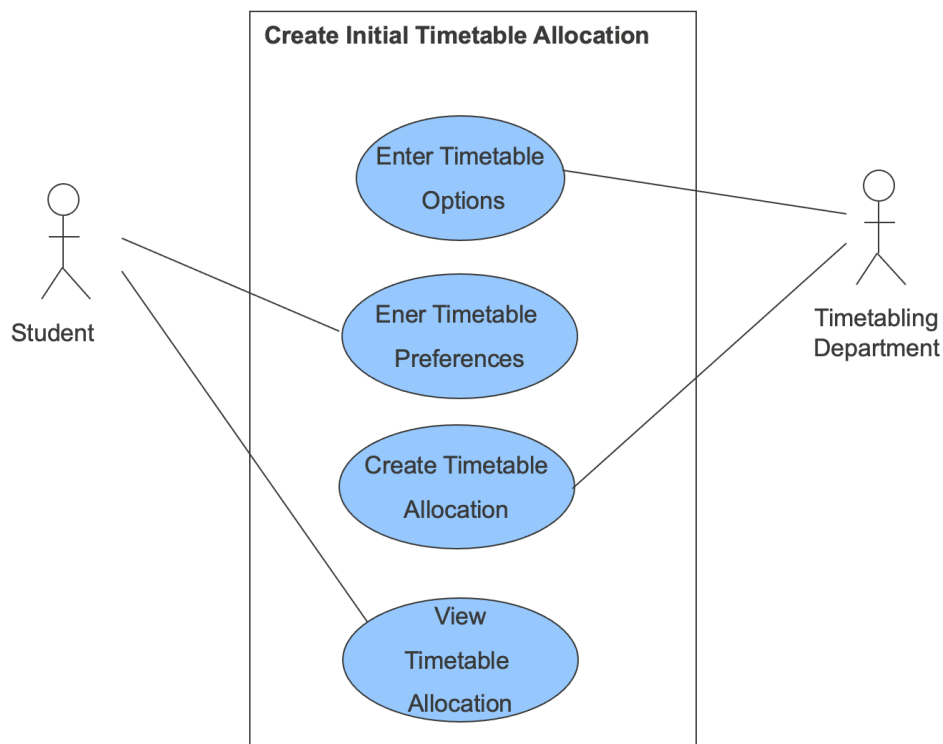# Week 4 Seminar & Pre-class activities

Q1. Modelling

Question A *Submitted Mar 26th 2022 at 1:27:53 am*

Provide 3 reasons as to why Developers use models such as the Use Case Diagram below, rather than narrative descriptions, in the requirements gathering process.

(list the 3 reasons in point form - not more that a sentence per requirement)

Value: 20%

1. Reducing complexity of systems to be built by abstraction, briefly summarizing the complex system in a few abstract phrases allows the team to better understand the requirements.

2. Documenting all the details of requirements。

3. You can better communicate with other development teams through these summarized requirements models.

Q2. User Stories (3 parts)

Question A *Submitted Mar 26th 2022 at 1:42:12 am*

A new graduate has joined your development team, and are participating in their first story mapping workshop. Briefly describe *(in point form)* the advice you would give them about writing good user stories.

Value: 20%

> 1. A short and simple list of product features.
>
> 2. Plans need to be simplified, turning big plans into small ones.
>
> 3. Avoid prematurely determining the design details of your product.
>
> 4. The story must be simple and easy to understand, don't write too long and complicated stories.

Question B *Submitted Mar 26th 2022 at 1:55:20 am*

Write a complete user story, in the right format, describing one feature that a customer of Uber Eats would want from the Uber Eats system.

Value: 10%

> As an Uber Eats customer, I want to order food from restaurants around me online so that I can eat food without cooking.

Question C *Submitted Mar 26th 2022 at 2:04:51 am*

Briefly discuss 3 possible issues *(in point form)* with this User Story.

Hint: Consider the format and the size of the user story

As a *prospective student*

I want to *enrol in a Monash course*

Value: 20%

> 1. so that I can learn a lot of professional knowledge
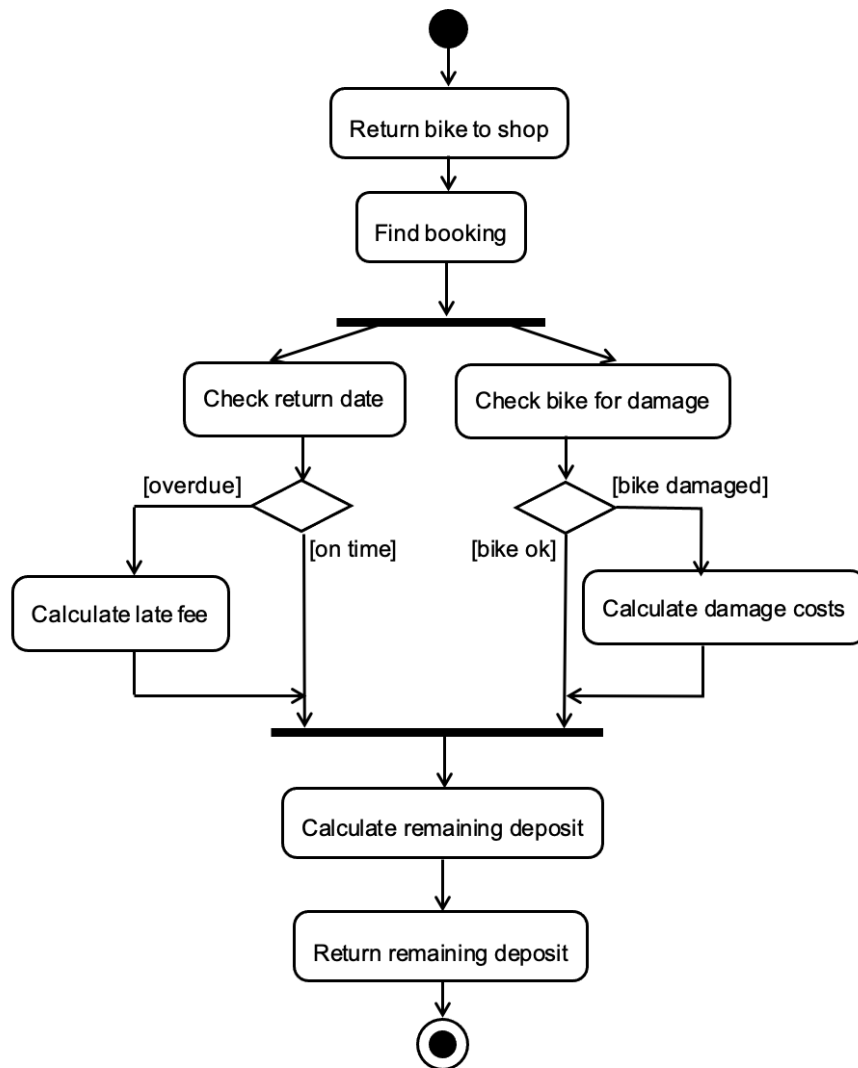
2. so that I can get a bachelor's degree

3. so that if i graduate i can get a better job

Q3. Activity Diagrams

Question A *Submitted Mar 26th 2022 at 2:25:30 am*

Describe the process (*in point form)* of 'returning a rented bike' documented in the following Activity diagram.

Value: 30%

1. Return bike to shop

2. Find booking

3. Actions carried out in parallel: Check return date ; Check bike for damage

4. Decision nodes: Check whether it is returned on time; Whether the returned bike is in good condition.

5. Overdue calculates the amount over the market, damage calculates the cost of loss. Returned on time with

no damage to the bike to proceed with settlement.

6. Calculate remaining deposit

7. Return remaining deposit