SFWR ENG 3RA3 Summary

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*Math objects made using* [*MathType*](http://www.dessci.com/en/products/mathtype/)*; graphs made using* [*Winplot*](http://math.exeter.edu/rparris/winplot.html)*.*

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# Lecture 1

And so it begins…

# Lecture 5

Types of projects:

* Rabbit:
  + Agile
  + Short life
* Horse:
  + Fast, strong, dependable
  + Most common in corporate
  + Medium longevity
* Elephant:
  + Solid, strong, long life

Knowledge Acquisition:

**Stakeholders**: important to identify when determining who to customize the project towards

* Who is responsible for funding/using/managing the project?
* Caution: interactions with them must be done carefully

**Domain expertise**: domain refers to who the project is the set of people the system is directed towards. So what does the domain know / qualifications.

**Artifact-driven**: basing the requirements on data collection, questionnaires, etc.

You can often collect too much data. Only keep what you need to know. You need to *prune* the document space, so you only keep the useful data.

**Scenario**: similar to *storyboards*…

**Positive Scenario**: behaviour system should cover

* **Normal Scenario**: everything proceeds as expected
* **Abnormal Scenario**: a desired exception

**Negative Scenario**: behaviour system should exclude