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Quiz 3

Section : D

1.

Importance of stakeholder’s “Win Condition” in requirements negotiation phase: win condition means in negation that every stakeholder was happy with the condition that was put in front of them. The Clint want a product product that is beneficial to the most of the customer’s needs and the developer wants a realistic and achievable budgets and deadlines. Initial use of WinWin uncovered several anomalous usage situations. These made it feasible and important to formally model these artifacts and operations to provide. Importance of stakeholder’s “Win Condition “in requirement negotiaton phase: Provides an understanding how to associate with important and with sensitive stakeholders. Conflicts can be avoided .Gives a planner a first overview about important stakeholder groups and possible problems one has to deal with Facilitates planning and future participatory decision-making. Successful completion of these initial steps achieves a win-win result, which becomes the key criterion for proceeding to software and system definition.

2.ans

Good software design should exhibit –firmness, commodity, and delight. I don’t think Microsoft Teams it ensure all these qualities .

Firmness : it means a program should not have any bugs to inhabit its functions . There are bugs in teams . So its Firmness is a question.

Commodity: A programs should do it suitable for the purpose its intended for. But in this area team has done improvement .our team app does its work like all the varsity work can be done by it .

Delight: its not that easy to use .so its expraince usability not that good .Like zoom is so easy to use.but most of us strugged at first to use it .

Teams meats the commodity part but fails at other two part.so its not a good Good software design.