PROBLEM 6.

For your persona, elicit, decide, and create a set of user stories for your ETERNITY: NUMBERS.

USER STORIES:

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| IDENTIFIER | PRIORITY | STATEMENT | QUALITY ATTRIBUTE | CONSTRAINTS | ACCEPTANCE CRITERIA |
| US-1 | HIGH | As a user I want to add two number so that I can see what the total is | Usability | A user must enter two number to perform the operation. | Given I have two number 2 and 3 when I add them then I should see the sum as 5 |
| US-2 | HIGH | As a user I want to subtract two number so that I can see what the total is | Usability | A user must enter two number to perform the operation. | Given I have two number 3 and 2 when I subtract them then I should see the difference as 1 |
| US-3 | HIGH | As a user I want to add multiply two number so that I can see what the total is | Usability | A user must enter two number to perform the operation. | Given I have two number 2 and 3 when I multiply them then I should see the product as 6 |
| US-4 | HIGH | As a user I want to divide two number so that I can see what the quotient is. | Usability | A user must enter two number to perform the operation. | 1. Given I have two number 2 and 3 when I divide them then I should see the quotient as 0.6666. 2. Given I have two number 2 and 0 when I divide them then I should see the sum as ‘infinity’ |
| US-5 | MEDIUM | As a user I want to toggle the sign of numbers so that I can reverse them at will. | Operability | A user | 1. Given I have a number 2 when I press the toggle key (+, -) then I should see -2 on the display. 2. Given I have a number -2 when I press the toggle key (+, -) then I should see 2 on the display. |
| US-6 | MEDIUM | As a user I want to delete wrongly entered digit so that I can correct the number input. | Reliability | A user must enter some digit. | 1. Given I have pressed keys 2, 3, 4 when I press the backspace key then I should see 2 ,3 on the display. 2. Given I have pressed keys 2 when I press the backspace key then I should see 0 on the display. |
| US-7 | MEDIUM | As a user I want to store the number in the memory so that I can use it later. | Reliability | A user must enter some number to store in the memory. | Given I pressed 2 on the keypad.  When I press M in key  Then the number 2 should be stored in the memory |
| US-8 | MEDIUM | As a user I want to reset the calculator so that I can start afresh. | Usability | A user must perform some calculation before clear the screen. | Given I am in the middle of an operation when I press the ‘CE’ key then the operation should be cancelled, and the calculator should show 0 to indicate the calculator is ready for the next operation. |
| US-9 | MEDIUM | As a user I want to store operation in the memory, so that I can recall them to see the steps resulted in the final answer. | Reliability | A user must perform some calculation. | Given in have performed two operation 2\*3 = 6 and 6+3 = 9  When I replay the operation by pressing the step key the following results should be shown to me step by step. |
| US-10 | HIGH | As a user I want to find the silver ratio between two number. | High | a > b, the value of ‘a’ is always greater than ‘b’. | Given I have two number I will be able to find the silver ratio between two number. |
| US-11 | MEDIUM | As a user I want to find the area of octagon using the silver ratio. | High | The value of ‘a’ should be given as an input by the user to find the area of the octagon. | Given the length of the side of the octagon I will be able to find its area. |