Identify 3 QAs for each system

Enterprise inventory control – availability, security, performance

Smart phone map app – availability, performance, usability

Video game – performance, availability, modifiability

Social network site – availability, security, usability

Specify the most important QA for each system using scenario

Enterprise inventory control:

<mark>**Performance**</mark>

Source of stimulus   **:** Users

Stimulus   **:** Initiate transactions

Artifact   **:** system

Environment   **:** Under normal operations

Response   **:** Transactions are processed

Response measure   **:** Average latency of 1.5 seconds

Smart Phone Map App：

<mark>**Usability**</mark>

Source of stimulus   **:** Users

Stimulus   **:** Reduce the effect of the error

Artifact   **:** system

Environment   **:** at runtime

Response   **:** Cancel current operation

Response measure   **:** Cancellation takes less than 1 second

Video game:

<mark>**Modifiability**</mark>

Source of stimulus   **:** Developer

Stimulus   **:** Wish to reduce the capacity

Artifact   **:** system

Environment   **:** at design time

Response   **:** Modification with no side effects

Response measure   **:** New capacity is less than the original capacity

Social network site:

<mark>**Security**</mark>

Source of stimulus   **:** Not authorized with access to limited resources

Stimulus   **:** Tries to access data

Artifact   **:** Data within system

Environment   **:** Firewall

Response   **:** Block access to data

Response measure   **:** Probability of identifying individual responsible for access of data