EXPERIMENT 0: Mindmap on Evaluation of System Performance

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ABSTRACT

Evaluating system performance is a critical aspect of software engineering that ensures systems meet user expectations and technical standards. This document explores the subjective and objective methods for assessing system performance, including user utility, system issues, quality metrics, and refinement strategies. The evaluation provides insights into usability, reliability, maintainability, and the overall user experience.

1. INTRODUCTION

1.1 Definition

System performance evaluation refers to the process of assessing how effectively a system operates under specified conditions. It involves both **subjective factors** like user satisfaction and ease of use, and **objective factors** like system quality metrics, bugs, and performance benchmarks. A comprehensive evaluation helps identify gaps, improve reliability, and enhance user experience.

1.2 Features

a. Assesses usability and user satisfaction
b. Detects bugs, glitches, and UI/UX flaws
c. Evaluates system compatibility and security
d. Measures performance through throughput and response time
e. Supports system improvement through feedback and updates
f. Enables maintainability and scalability analysis

2. MINDMAP

The mind map categorizes *Evaluating System Performance* into two major aspects: **Subjective** and **Objective**. The subjective aspect emphasizes **User Utility**, which includes various factors such as ease of use, where users can quickly learn and interact with the system; efficiency, which ensures that tasks are completed with minimal time and effort; and learnability, which refers to how easily new users can understand the system. It also includes satisfaction, which reflects the overall positive experience of users, and accessibility, which ensures the system is inclusive and usable by people with different abilities.

On the other hand, the objective aspect is divided into three main categories. The first is **System Issues**, which covers areas such as configuration compatibility, the number of bugs or glitches, security vulnerabilities, and flaws in the user interface or user experience design. The second category is **System Quality**, which is evaluated using performance metrics, security standards, maintainability factors like code complexity, reliability indicators such as system uptime percentage, and the outcomes of usability testing. The third category, **Refining a Deployed System**, involves the continuous improvement of the system through tracking feature enhancements, gathering user feedback, fixing bugs, and updating documentation.

This structured and balanced approach to system performance evaluation supports ongoing refinement and ensures that both technical quality and user satisfaction are effectively addressed.

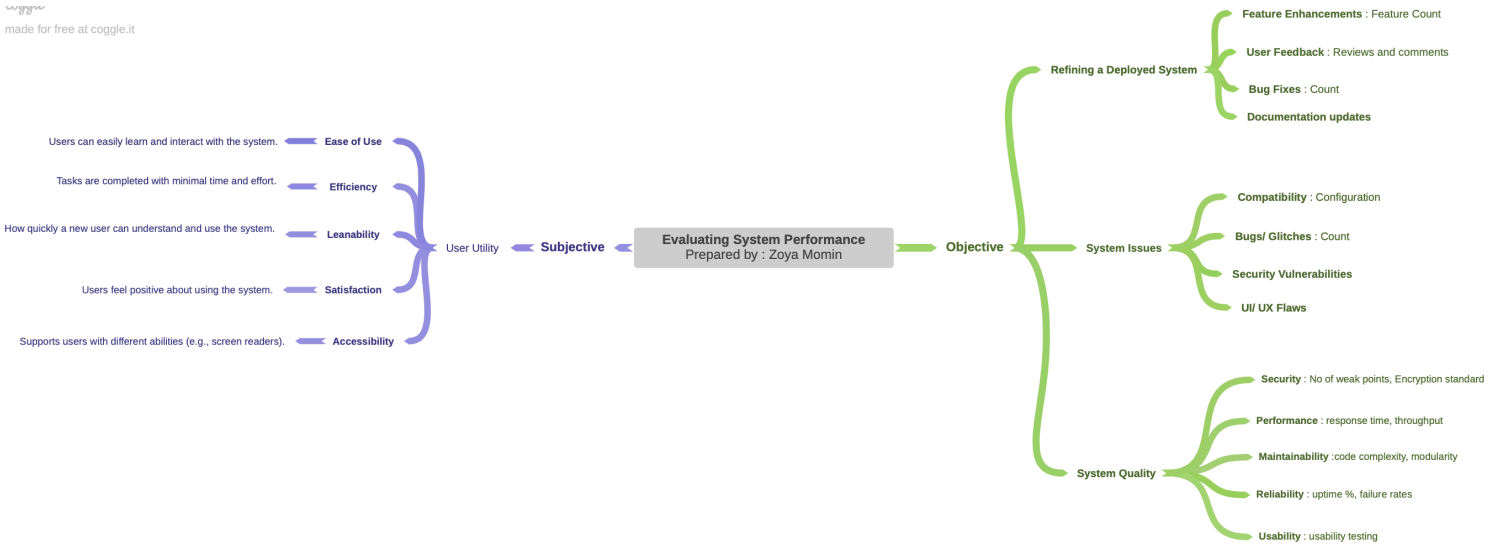

Fig 1. Mind Map on Evaluating System Performance

3. TOOLS USED FOR MIND-MAP

3.1 Tool Overview

Coggle is an online tool designed for creating mind maps and flowcharts collaboratively. It helps users visually organize ideas, concepts, and information in a structured, branching format. Ideal for brainstorming, planning, and presenting complex topics in an intuitive visual way.

3.2. Key Features:

Coggle is an online mind mapping tool that helps users visually organize ideas and concepts through an intuitive, drag-and-drop interface. It supports real-time collaboration, allowing multiple users to work together simultaneously, and offers features like unlimited image uploads, auto-saving with revision history, and easy sharing or export in various formats.

4. Conclusion

Evaluating system performance is vital for ensuring software quality and user satisfaction. By integrating both subjective feedback and objective metrics, developers can identify issues, improve functionality, and deliver robust, user-friendly systems. The use of mind maps and visualization tools like Coggle facilitates better understanding, planning, and communication throughout the software development lifecycle.

4. REFERENCES

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