Varun Khadayate   A016

UML

Assignment-IV

Q1.	Scenario Name	Set-watch-2-min-ahead
	Participating Actor Instances	VK: Watch Owner.
	Flow Of Events	1. The Watch Owner presses both Watch buttons simultaneously.
		2. The Watch enters "Set time" mode & indicates this by blinking the hours digit.
		3. The Watch Owner presses the left button once.
		4. The Watch stops blinking the hours digit & starts blinking the minutes.
		5. The Watch Owner presses the right button twice.
		6. The Watch increments the minutes by 2.
		7. The Watch Owner presses ~~the both buttons simultaneously~~ both buttons simultaneously.
		8. The Watch stops blinking.

Q2. Multiple Choice Questions are the ways of getting the requirement from the user. In this, the user is given a set of questions with each ~~other~~ one of them having several choices. The user must select one choice out of the given ones to specify his requirements.

DRAWBACKS

1. Domain Of The Answers : The analyst is required to be enough familiar with the application domain to offer the best set of answers for each question.

2. Bounded Choices : Sometimes it does not matter how efficiently the analyst has selected the choices of questions. There remains the chance for something that user would like to have opened for any answer.

Hence, for certain cases the MCQ's cannot be a good choice to get the user requirement.

Q3. STRENGTHS OF USERS :
- They usually have detailed knowledge of the problem that needs to be solved.
- They have detailed knowledge of constraints imposed by the environment on the possible solutions.
- They have detailed knowledge of the application domain.

WEAKNESSES OF USERS :
- They usually have poor knowledge of the possible solution.
- They usually have poor knowledge of the formal language for describing the problem or solution.

STRENGTHS OF DEVELOPERS:
- They have detailed knowledge of different possible solutions.
- They have detailed knowledge of formal language to be described the problem or the possible solution.

WEAKNESS OF DEVELOPERS:
- They have poor knowledge of the problem to be solved.
- They can make incorrect assumptions about the problem based on their prior knowledge of different problems.

Q4. CLIENT	END USER
1. Client is the customer for whom the software is developed by the development team.	The end user is the one for whom the client gets the software prepared.
2. A client can be a person or a co-operative group.	The end users are the person that use the software once it is released.
3. The client needs to specify their software requirements & specification to the development team.	On behalf of end user, client tells the need of end user to the development team.
4. The client is the one who pays for the development of the software to the company.	End users do not pay money to the company.

Q5. A role is assigned to participant according to their skill & expertise.

a. System Architecture is the role assigned for change of a subsystem interface to accommodate a new requirement.

b. API Engineer is the role assigned to communicate the sub-system interface change to other teams.

c. Editor is the role assigned to change the documentation because of the interface change.

d. Tester is the role assigned to design a test suite to find defects introduced by the change.

e. A project manager or team leader is the role assigned to ensure that the change is completed on schedule.