SE 2001: Software Requirements Engineering (B)

Quiz 5

Time: 25 minutes   Max Marks: 20   Roll No. _____

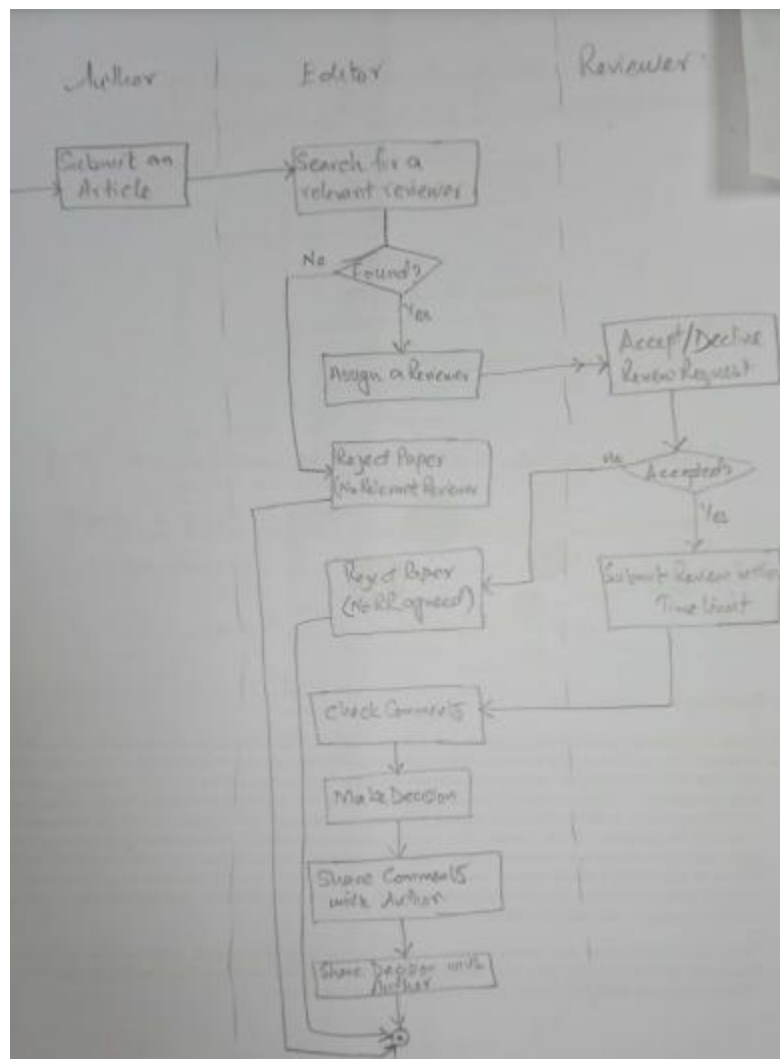**Q1.**   **10 Marks**

We are an academic journal which publishes research of researchers from different parts of the world after a review. We have editors running the process of reviewing research articles submitted by different authors. An Author submits an article to the journal for possible publication. Once an article is submitted, the Editor assigns a Reviewer to the article if a relevant Reviewer is available. Otherwise the Editor rejects the paper saying that 'No relevant reviewers found'. The assigned Reviewer can accept or decline the review request. If the request is accepted the Reviewer submits the review within 3 weeks of the acceptance of the request. If the request is declined the Editor is informed and the Editor rejects the paper saying that 'No relevant reviewers agreed'. When the Reviewer submits the review reports to the Editor within 3 weeks of accepting the review request, the editor checks the comments and marks the paper as either rejected or accepted for publication based on the Reviewer's comments. Then the Editor sends the Reviewer's comments and the acceptance/rejection decision to the Author.

To do: You have to model the complete review process. Express these requirements using the most appropriate elaboration technique. Justify the use of the technique in maximum two sentences. Consider the participation of different persons in different activities performed during the review process.

Author	Editor	Reviewer
Submit an Article	Search for a relevant reviewer	
	Found? → No / Yes	
	Assign a Reviewer	Accept/Decline Review Request
	Reject Paper (No Relevant Review)	Accepted? → No / Yes
	Reject Paper (No RR agreed)	Submit Review within Time Limit
	Check Comments	
	Make Decision	
	Share Comments with Author	
	Share Decision with Author	

Q2.   **10 Marks**

We need to develop a game scenario where there can be multiple buildings and roads on a map. There can be different vehicles (like rickshaw, car, van, truck etc.) running on the roads having different colours, number of doors, and number of wheels. Each of the vehicles can start, stop, and run in its own way. Each road has a different type (smooth, bumpy), width, and age (old, new). The stop and run of vehicles is affected by the road they are running on. There are different buildings on the map and the buildings have different colours, height, width, and type (glass, wooden, concrete). The map knows which buildings are situated along which roads and vice versa.

To do: Develop **CRC cards** for this game scenario. Do not develop a card for the game engine.