Week 6 Essay Question

CSE-682 SOFTWARE ENGINEERING

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2/10/2023

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Question

Use the four common types of systems introduced this week to classify the following systems and explain your classification:

1. A point-of-sale system in a supermarket
2. A system that sends out reminders that magazine subscriptions are due to be paid
3. A system that reads web pages to visually disabled users
4. An interactive game in which characters move around, cross obstacles, and collect treasure

1. A point-of-sale system in a supermarket is an example of a transaction-processing system. The system processes user requests and updates information in a system database.
2. A system that sends out reminders that magazine subscriptions are due to be paid is an example of a transaction-processing system. The system is a data-driven application that processes data in batches without explicit user intervention during the processing.
3. A system that reads web pages to visually disabled users is an example of a language-processing system. It is an application where the user's intentions are specified in a formal language that is processed and interpreted by the system. The system will translate and process text from a webpage and read it to the user.
4. An interactive game in which characters move around, cross obstacles, and collect treasure is an example of an event-processing system. The actions of the system depend on interpreting events from the system's environment. The actions of the user (player) are interpreted as events in the system, and the game responds to these events to create an interactive experience with the user.