EXERCISE CHAPTER 2 - SLIDE 73

QUESTION 1

Identify the 3 Quality Attributes (QAs) for each system.

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| **System** | **Quality Attributes** |
| Enterprise Inventory Control | Security, Performance, Usability |
| Smart Phone Map Apps | Availability, Performance, Usability |
| Video Game | Performance, Testability, Integration |
| Social Network Site | Security, Performance, Usability |

QUESTION 2

Specify the most important Quality Attributes (QA) for each system using scenario.

1. Enterprise Inventory Control: Security

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| **Source of stimulus:** | Management Staff |
| **Stimulus:** | Attempting to modify information involves inventory in and out |
| **Artifact:** | Current Data System |
| **Environment:** | Normal Operations |
| **Response:** | System authenticates the identity of user’s account |
| **Response Measure:** | Inventory data is being modified |

1. Smart Phone Map Apps: Performance

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| **Source of stimulus:** | User |
| **Stimulus:** | Initiate to analyse locations |
| **Artifact:** | Map System |
| **Environment:** | Normal Operations |
| **Response:** | Searching the location is found |
| **Response Measure:** | Searching process is undergoes with average latency of 5 seconds |

1. Video Game: Performance

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| **Source of stimulus:** | Player |
| **Stimulus:** | Initiate and customize the game |
| **Artifact:** | Game System |
| **Environment:** | Normal Operation |
| **Response:** | The game is running |
| **Response Measure:** | Graphic and videos in the game are processed with average latency of 5 seconds |

1. Social Network Site: Security

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| **Source of stimulus:** | User |
| **Stimulus:** | Attempt to log in account |
| **Artifact:** | Social Network System |
| **Environment:** | Normal Operations |
| **Response:** | Account is being logging in |
| **Response Measure:** | Authentication is concerned during logging in |