

INFO101 Assignment 4

1.

Two weaknesses of the SDLC approach are:

- a) Lack of overall user feedback.
- b) All the requirements need to be known at the start, and these requirements can't be changed easily, once started.

2.

Prototyping

- a) With prototyping the user is kept much closer with the project. This means that any changes that need to be made are found much faster. If the customer and the developers have the same vision about the system will look like and what it will do, it it inevitably lead to a better product. The customer has greater 'ownership' of end product if they are heavily involved in the development.
- b) The system requirements don't need to be known at the start. As it is iterative, the requirements can be built up over time. However, this can lead to scope-creep.

End User Development

- a) There is no user feedback, as you are the user and developer.
- b) As you know what needs to be done and how, there doesn't have to be a requirements gathering phase. The requirements can be changed at anytime, but again scope creep can be an issue because there may be no formal specification.

Outsourcing

- a) Doesn't effect quantity or quality or user feedback.
- b) Doesn't effect the requirements gathering.

Offshoring

- a) Doesn't effect quantity or quality or user feedback.
- b) Doesn't effect the requirements gathering.

Purchasing software packages

- a) There is no user feedback as the solution has already been made. The supplier may make small changes to the package to suit the customer's needs.
- b) Again, there is not a requirements gathering process, so these problems can't occur.

Application Service Providers

- a) Doesn't effect quantity or quality or user feedback.
- b) Doesn't effect the requirements gathering.