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- 1) After reading the first few chapters and also searching for summer internships, I came across three roles, which kind of do the same activities i.e. Requirements Analyst, Business Analyst and Systems Analyst. All these three roles perform similar tasks or is there any difference between them? If yes, then what are those differences?
- 2) Chapter 5 mentions working models under the section "The role of current situation". What do the authors mean by working models here? The prototype of the product should be performing the tasks, which the actual product will? If yes, then how can we create a working prototype without complete understanding of all requirements? And also isn't it time consuming?
- 3) Under section "Innovative Products", there is a statement in the textbook that says not to rely on stakeholders for the exact requirements. I think this is a big statement to make as it lowers the weightage of the Project Blast-Off meeting where we actually sit down with the stakeholders to understand the requirements of the product. If we can't rely on their inputs, then why spend so much time on the Project Blast-Off phase or do I understand that statement wrongly?
- 4) Chapter 5 insists on having a brainstorming session while trawling the requirements. But aren't we doing it while the project blast off phase? Isn't it repeating the process, which will increase the cost and also the time duration of the project?
- 5) What does the author mean when he refers to technology in Chapter 5? Does he mean the framework, programming languages or platforms, which we will use, or he means the involvement of humans or systems in the actual work? If he means latter, then I did not quiet understand what he means by saying "determine the work without presupposing any technology". Isn't it important to consider technology if he is referring to the second meaning?