DEPARTMENT OF COMPUTER SCIENCE

DCIT 208 - SOFTWARE ENGINEERING

ASSIGNMENT 1 (INDIVIDUAL)

20 MARKS

INSTRUCTIONS

Answer the following questions in a few sentences. It would be best to express yourself in your own words, based on the knowledge you gained from the Reading Assignment and Video Lecture. You must also construct good, correct sentences that are free of grammatical errors. Only answers should be typed and uploaded to the Sakai course site as instructed. There are always deadlines to meet**.**

***NB**: All submissions will be subjected to PLAGIARISM CHECKING. Students are therefore advised to desist from any such act as that will attract severe consequences.*

1. Baetjer [Bae98] notes: "The process provides interaction between users and designers, between users and evolving tools, and between designers and evolving tools [technology]." List five questions that (1) designers should ask users, (2) users should ask designers, (3) users should ask themselves about the software product that is to be built, and (4) designers should ask themselves about the software product that is to be built and the process that will be used to build it.
2. During communication, a common problem occurs when you encounter two stakeholders who have conflicting ideas about the software. That is, they have mutually contradictory requirements. Develop a process pattern that addresses this problem and suggest a practical approach to it.
3. Explain why the fundamental software engineering principles of process, dependability, requirements management, and reuse are relevant to all types of software systems.
4. Explain how electronic connectivity between various development teams can support software engineering activities.
5. Incremental software development could be very effectively used for customers who do not have a clear idea about the systems needed for their operations. Discuss.