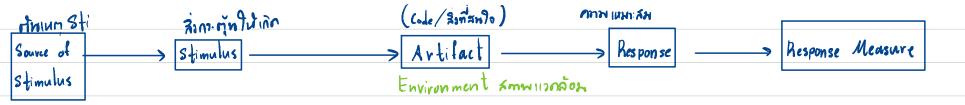


Quality Attribute Scenario







failure (ภาพจัพเผลว) ระบบ เบียงเบลให้งานไม่เกม spec



	Α	Availability General Scenario (2)	
Response Prevent the fault from becoming a failure Detect the fault: • Log the fault • Notify appropriate entities (people or systems) Recover from the fault: • Disable source of events causing the fault • Be temporarily unavailable while repair is being affected • Fix or mask the fault/failure or contain the damage it causes • Operate in a degraded mode while repair is being affected		Prevent the fault from becoming a failure Detect the fault: Log the fault: Notify appropriate entities (people or systems) Recover from the fault: Disable source of events causing the fault Be temporarily unavailable while repair is being affected Fix or mask the fault/failure or contain the damage it causes	

Availability General Scenario (3) Response measure | • Time or time interval when the system must be available Availability percentage (e.g., 99.999%) Time to detect the fault · Time to repair the fault • Time or time interval in which system can be in degraded mode • Proportion (e.g., 99%) or rate (e.g., up to 100 per second) of a certain class of faults that the system prevents, or handles without failing