Congratulations! You passed!

Grade received 100%

Latest Submission Grade 100% **To pass** 70% or higher

Go to next item

1/1 point

1.	End users are users, since they use the product. Their supervisors are users, if they use the product only occasionally or indirectly. Instances of both types of users are, since they are affected by the product.	1/1 point
	primary / secondary / stakeholders	
	O direct / indirect / customers	
	O direct / tertiary / customers	
	O primary / intermediary / stakeholders	
	 Correct Correct answer. End users are primary users. Their supervisors are secondary users. Instances of both types are stakeholders of the product. 	
2.	When forming the requirements for a software product to monitor a person's physical health, what background characteristics of users should be considered? Choose two that are correct.	1 / 1 point
	Background knowledge (e.g., computer skills)	
	✓ Correct This is a correct answer because background knowledge of users is a characteristic to be considered.	
	Personality traits	
	Sensory abilities (e.g., sight)	
	○ Correct This is a correct answer because sensory abilities of users is a characteristic to be considered.	
	☐ Income level	
3.	Ways to elicit requirements from end-users include Choose three that are correct.	1/1 point
	end user interviews	2/252
	○ Correct This is a correct answer because interviewing potential end users is a good way to elicit requirements.	
	ocus group discussions	
	✓ Correct This is a correct answer because discussing product ideas in a focus group is a way to elicit requirements.	
	watching the tasks end users do	
	Correct This is a correct answer because watching the tasks that end users do is a good way to elicit requirements for a software product to assist them.	
	sequestering the users until they decide	
4.	Requirements elicitation is an activity with stakeholders involving interactions that are Choose two that are correct.	1/1 point
	☑ exploratory	
	✓ Correct This is a correct answer because the interactions should be exploratory.	
	□ passive☑ balanced	
	 Correct This is a correct answer because the interactions should be assertive yet helpful. 	
	interrogative	

5. A use case description defines a task supported by the software product, including the task goal, participating ____

involved in the task, the $__$ that must be met once the task is completed normally, and the main steps of the task

	in the	
	O actors / effects / basic flow	
	actors / post-conditions / basic flow	
	users / effects / normal flow	
	users / post-conditions / normal flow	
	 Correct Correct answer. A use case defines participating actors, post-conditions, and basic flow. 	
6.	Within a use case description, what is the difference between a precondition and a trigger?	1/1 point
	When a trigger occurs, the preconditions for the use case become true for the use case.	
	When a precondition for the use case become true, the trigger occurs to start the use case.	
	A precondition is a state that is met beforehand, while a trigger is an event that causes the use case to start.	
	O The actors cause triggers to occur, while the product causes preconditions to be true.	
	Correct Correct answer. A precondition is a state that is met beforehand, and a trigger is an event that causes the use case to start.	
7.		
7.	A wireframe used during requirements elicitation is a good way to specify	1 / 1 point
7.	A wireframe used during requirements elicitation is a good way to specify O the relationships between states of the product user interface	1/1 point
7.	-	1/1 point
7.	the relationships between states of the product user interface	1/1 point
7.	the relationships between states of the product user interface the important information to be displayed	1/1 point
7.	 the relationships between states of the product user interface the important information to be displayed the actors involved in using the product 	1/1 point
7.	 the relationships between states of the product user interface the important information to be displayed the actors involved in using the product the quality of graphics to be displayed Correct 	1/1 point
	 the relationships between states of the product user interface the important information to be displayed the actors involved in using the product the quality of graphics to be displayed Correct 	1/1 point
	 the relationships between states of the product user interface the important information to be displayed the actors involved in using the product the quality of graphics to be displayed ✓ correct Correct answer. A wireframe identifies the important information to be displayed. Movie-style storyboards can use fictional characters with specific to depict the different types of users, and	
	 the relationships between states of the product user interface the important information to be displayed the actors involved in using the product the quality of graphics to be displayed Correct Correct answer. A wireframe identifies the important information to be displayed. Movie-style storyboards can use fictional characters with specific to depict the different types of users, and their goals, behaviors, and characteristics, in the markets to be addressed by the software product.	
	 ○ the relationships between states of the product user interface ⑥ the important information to be displayed ○ the actors involved in using the product ○ the quality of graphics to be displayed ○ correct Correct answer. A wireframe identifies the important information to be displayed. Movie-style storyboards can use fictional characters with specific to depict the different types of users, and their goals, behaviors, and characteristics, in the markets to be addressed by the software product. ○ clothes	
	 ○ the relationships between states of the product user interface ⑥ the important information to be displayed ○ the actors involved in using the product ○ the quality of graphics to be displayed ○ Correct Correct answer. A wireframe identifies the important information to be displayed. Movie-style storyboards can use fictional characters with specific to depict the different types of users, and their goals, behaviors, and characteristics, in the markets to be addressed by the software product. ○ clothes ○ names 	
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