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Date: \_\_\_\_\_

## COMP 3111: Software Engineering

### Lecture 10 Exercises: Requirements

**Exercise 1:** When developing software, it might be tempting to include additional features because you think they are ingenious and/or possibly useful to someone now or in the future.

Do you think this is good idea?    ☐ Yes    ☐ No    Explain your answer.

**Exercise 2:** What, if anything, is wrong with the basic flow of the following use case?

<b>Use-case:</b>	Withdraw Cash from ATM
<b>Actor:</b>	Bank Customer
<b>Preconditions:</b>	Bank customer has a checking or savings account with the bank
<b>Postconditions:</b>	Bank customer has cash or the reason the withdraw request failed
<b>Basic Flow:</b>	<ol style="list-style-type: none"><li>1. The bank customer (BC) inserts his/her bank card into the ATM machine and enters his/her PIN number.</li><li>2. The BC requests a withdraw transaction from checking and enters the amount.</li><li>3. The BC indicates he/she is finished and takes the cash and bank card from the machine.</li></ol>

**Exercise 3:** Is the following a functional or non-functional requirement?

The system shall be responsive. No query should last longer than 3 seconds without some type of feedback or progress indication sent back to the user.

**Exercise 4:** There can be defects in requirements the same way there can be defects in code. What is the defect in the following requirements?

The system will inform the student whether he or she passed an assessment. The system shall take two inputs: score and possible points. The system shall report an error if either input is negative or if score is > (possible points). The system will return true if score / (possible points) is  $\geq 0.5$ ; else it returns false.