

**CHAPTER 2 SLIDE 73**

- 1) Identify 3 QAs for each system
  - (a) **Enterprise Inventory Control**: Security, Availability, Modifiability
  - (b) **Smart Phone Map App**: Usability, Interoperability, Performance
  - (c) **Video Game**: Performance, Usability, Modifiability
  - (d) **Social Network Site**: Performance, Usability, Security
  
- 2) Specify the most important QA for each system using scenario
  - (a) **Enterprise Inventory Control**: Security
    - Source: Unknown individual
    - Stimulus: Tries to log in
    - Environment: Under Normal Operation
    - Artifact: System
    - Response: Account is locked
    - Response Measure: After 3 consecutive unsuccessful login attempts
  - (b) **Smart Phone Map App**: Performance
    - Source: User
    - Stimulus: Start a new route
    - Environment: Under Normal Operation
    - Artifact: System
    - Response: Distance is calculated
    - Response Measure: Within 5 seconds
  - (c) **Video Game**: Modifiability
    - Source: Game Developer
    - Stimulus: Update new game version
    - Environment: Build time
    - Artifact: Source code
    - Response: Game is updated
    - Response Measure: Within 6 hours
  - (d) **Social Network Site**: Usability
    - Source: New user
    - Stimulus: Learn app features
    - Environment: At runtime
    - Artifact: System
    - Response: User familiarise and know how to use the features
    - Response Measure: Learning time should not longer than 15 minutes