Experiment No.
Name of the Experiment **Software Architecture;**
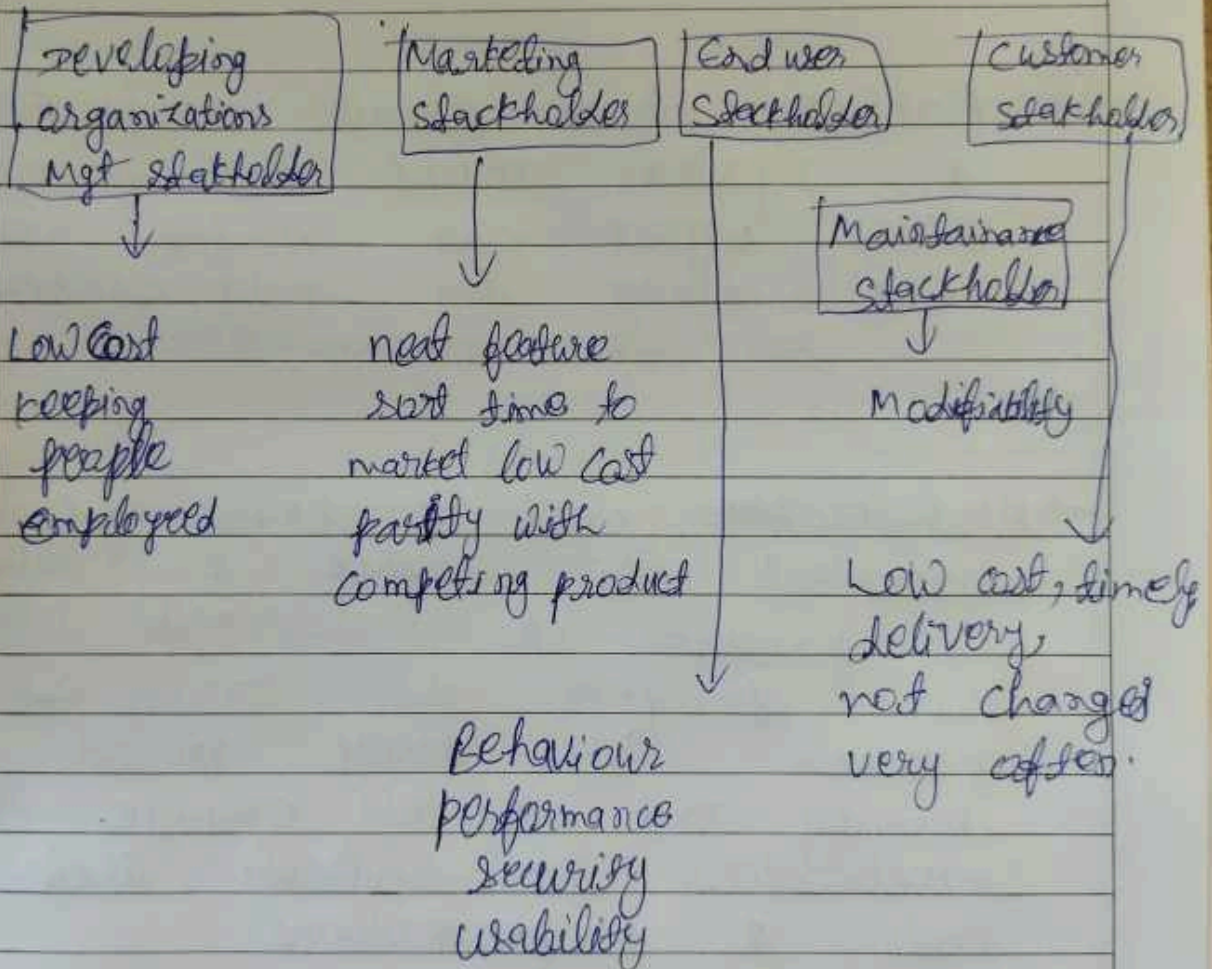
CIA - Component
x

① Architecture:—

Developing organizations Mgt stakeholder	Marketing stackholder	End user stackholder	Customer stackholder

Maintainance stackholder

| Low Cost keeping people employeed | neat feature sort time to market low cost parity with competing product | | Modifiablity |

Behaviour
performance
security
usability

Low cost, timely delivery, not changed very often.

→ Each stakeholder has different concerns. & goals. Some of which may be contradictory.

→ Meetings must be scheduled properly and notified on time.

— chandra's —

2. A tracker or an extension that could parse the interview results so that switching of tabs can be ommited.

3. Rather than email notification a system must be developed where users can enter into the meeting by just clicking on the notification.

→ Architecture need to know and understand the source & nature and priority of constraints on the project as early as possible. So, they must identify and actively engage the stakeholders to solicit their needs & expectations.