

1 a.

i will probably use story card method in order to collect all the possible functionality of software from all that are related in to the development of the software. By using this, all the programmer would give additional functionality that were not noticed at the primary stage. I would use this method because all the parties that are going to participate in the production and use of the system would contribute a lot more than just oslo kommuna that want the system.

b.

i would probably look at similar project that were made in the past and see what they have taken and how different they become from the primary estimation. i will also look at the problems that had arisen in the development process. Taking all this in account i would estimate how complex the software would be. I would use this method because similar programs are more likely to have similar outcome.

2 a.

Logical view: this is a view which shows the key abstraction in the system as object or object classes.

Process view: is a view that shows the system is composed of interacting process at run-time.

Development view: this is the view which shows the dividing of the system in to smaller components for development which can be performed by a programmer or group of programmers.

Physical view: this show the distributions of the system hardware and software are distributed across the processers in the system.

b.

Logical view is important because it shows the functionality of the system that is expected by the end user excluding details. As a result it gives an overview of the the system.

Process view is important because it helps to make useful judgments' about nonfunctional system characteristics.

Development view is important for mangers and programmers because it divides the tasks in to smaller task which makes it easier for mangers to manage and for programmers to implements code.

Physical view is important for system engineers that are planning a system development.

C.

1. by registering user, choosing the type, and paying,
2. by choosing the automate machine type, the former system that it is based on, the platform that is going to be used, programing language.

D.

It gives a clearer division of responsibility and makes it easier to make the system modular

It is easier to replace inefficient and outdated layer.

It connects the system in a good and efficient way.

It provides a good structure and readability of the code.

E.

Yes it can. It can be dependent on one language and a centralized application layer, if the system is complex it is not easy to divide system in to single layers, the can result in a slower system.

f..

1 a set of servers that offer services to other components, a set of client can call on the service offered by the server, a network that allows clients to access services.

2 it separates presentation and interaction from the system data, the system is structured in to three logical components that interacts with each other.

3. The system functionality is organized in to services, each service is provided from a separate server, servers can be distributed across the network, Typically used when shared data to be accessed from a variety of locations simultaneously.

4. The filters operate simultaneously, often implemented in parallel, the filters do not need to know anything about what they are connected to, the system behavior is defined by the filters behavior.

3. A

it is a graphical representation which shows the situation a system is in, it shows event that can make the system change state.

It can show us deadlock where we can't come out of, it shows how we come from one situation to another, and it shows in which situation the system is in.

B.

it shows all the activities that can be performed parallel, it shows how the outcome of a process can affect the overall process.

It can show the flow for a given activity that can be implemented in the system, find processes that can run simultaneously and independently or apart, find 'deadlocks' system

4 a.

Unit testing is the testing of each unit or methods individually to make sure that they do what they are supposed to do.

Integration testing is the testing of integration of the system components that is if all the methods integrate correctly, if additional requirements or codes that are added to older systems are integrated well etc.

System testing is the testing of the overall system. After all the components are integrated into a single system they are tested if they work properly and there is no problem with the overall system.

Acceptance testing is the testing of the system whether it is acceptable or not. During this testing the system should be acceptable for both the customers and the developer. The system in short should do what it is expected to do.

The difference is that in unit testing just simple unit or methods are tested while in integration the integration of these units and other additional components are tested. In system testing only the system in whole is tested if it is doing what it is expected to and in acceptance testing the system is tested if it is acceptable or not.

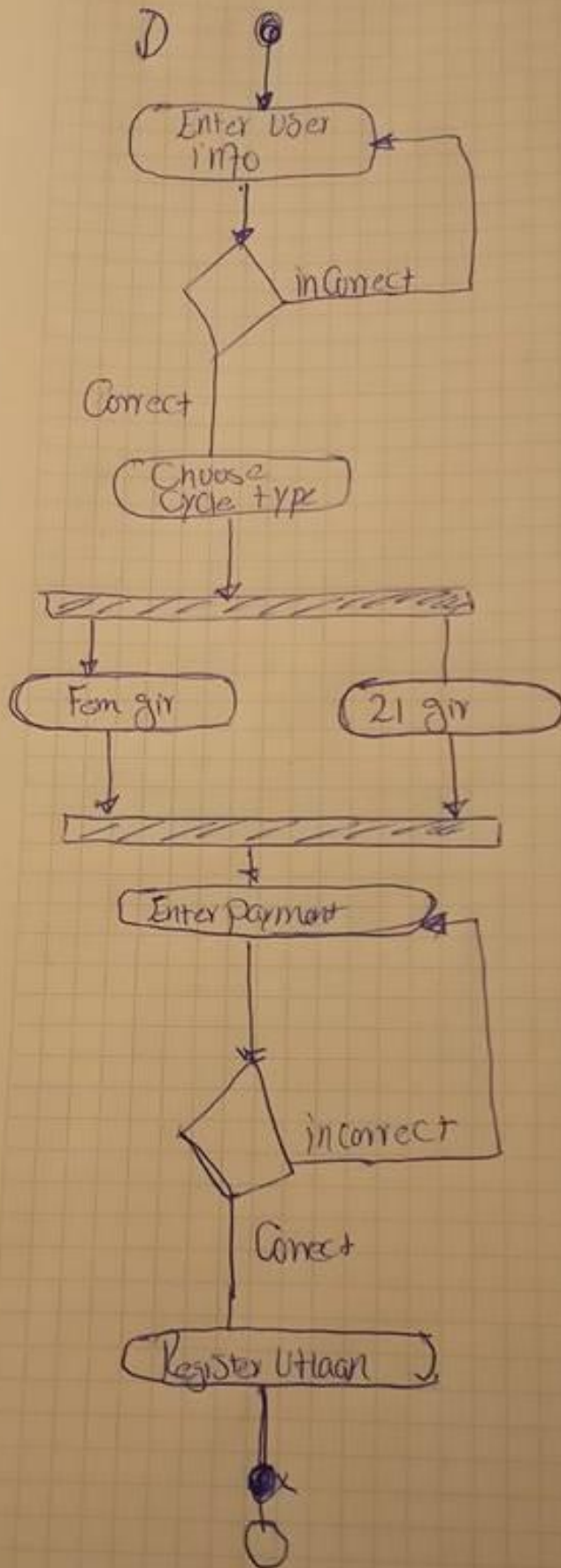
B.

I would perform unit testing when individual unit for the markasykkle is developed.

I would perform integration testing when the new features are added to the older system. I would check if the new features are integrated well with the overall system of the older one.

I would perform system testing after the integration testing is finished and acceptable. I would perform this in order to find the overall system is performing as it is supposed to be. The older system and the newer addition features should run within the accepted perimeter.

I would perform the acceptance testing when all the above listed tests are done. I would run this test in order to find if the system is acceptable for all the stakeholders.



C

