Sektion 1

1 a) Which of the following statements are true? Two statements are true. Wrong answers give minus credits. (2)
\Box We say that two requirements are <i>testable</i> if, and only if, they can always be satisfied simultaneously
□ <i>Prototyping</i> can be used both for <i>requirements elicitation</i> and <i>requirements validation</i> .
An <i>Entity-Relationship diagram</i> is useful when we want to describe the dynamic behaviour of an embedded control system
The IEEE Standard 830 for Software Requirements Specification encourages that you to adapt the disposition of headlines to your particular application.
1 b) <i>Scenario:</i> You are developing a home page for a consumer product test magazine that provides readers with results of professionally performed tests with recommendations.
Anyone can see headlines, read summaries of the tests, and buy an article containing the full terwith a credit card. The purchased article can be accessed for seven days. Subscribers have full access to all test articles during the subscription period and can also make comments under the articles sharing their own experience of the product with other subscribers. The editor publisher the tests and writes the summaries and explaining information about the test. The editor can remove subscribers' comments and archive outdated tests.
<i>Task:</i> Your task is to draw a UML <i>use-case diagram</i> of the site comprising at least two differen <i>use-cases</i> and two different <i>actors</i> . Don't forget the use-case texts (also known as descriptions)
Append a diagram of the Use-cases and write in the text box below which appendix that contain the answer to this question. (4)
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1 c) Define the following concepts in the context of requirements engineering: <i>non-functional requirements, unambiguous requirement, user story, human bias.</i>
About 1-2 semences per concept is probably enough.(4)
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Sektion 2

2 a) W	which o	f the (2)	followir	ng state	emen	ts are true? Two statements are true. Wrong answers give
IIIIIus	crean	». (<i>2</i>)				
ן נ	The con by a sir	nposi Igle ir	tion assenstance of	ociatio of A in	n im the c	plies "no sharing". Instances of B can only be owned diagram:
	A	•	[В		
	Gener	alizat	ion mea	ns that	t A in	herits all properties and operations of B in the diagram:
	A			В		
	The O same a	bserv algori	er desig thm in a	n patte class.	ern ca	an be used when we need to use different variants of the
	The Fast Subsystem	açade stem.	design	patterr	is car	n be used to provide a simple interface to a complex
2 b) D forget	escrib to mot	e two ivate	ways yo your an	ou can swers.	make 2-3 s	e an architecture for a system that is easy to maintain. Don't sentences per solution might suffice.
If you the an	want t swer to	o, you this	u can dra questior	aw illu 1. (4)	Istrati	ing diagrams. Write in the text which appendix that contains
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2 c) Let's put you in the teacher's role. You have asked the students to "Draw a small example of a UML State diagram for a book in a library." You received two solutions, A and B. Identify the incorrect solution. Give the incorrect solution constructive feedback of about 4 sentences. (4)



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3 a) w minus	ch of the following statements are true? Two statements are true. Wrong answedits. (2)	wers give
	the software engineering terminology an <i>error</i> is a human mistake leading t the program, which if executed can cause a <i>failure</i> .	o a <i>fault</i>
	<i>sability testing</i> very often involves using a panel of test users performing presentative tasks of the system.	
I □ a t	you want to achieve <i>branch coverage testing</i> of a program you can be satisfied maller number of test cases than you would need if you require <i>statement covering</i> .	ed with verage
	drawback of <i>Equivalence class testing</i> is that only valid input is tested.	
3 b) D What 1	cribe the process of Test-Driven Development (TDD). What is the alternative nefits are proponents of TDD expecting to accomplish?	e to TDD?
3 b) D What If you contain	cribe the process of Test-Driven Development (TDD). What is the alternative nefits are proponents of TDD expecting to accomplish? ant to, you can draw an illustrating diagram. Write in the text box below whi the answer to this question.(4)	e to TDD? ch appendix
3 b) D What If you contain B	cribe the process of Test-Driven Development (TDD). What is the alternative nefits are proponents of TDD expecting to accomplish? ant to, you can draw an illustrating diagram. Write in the text box below whi the answer to this question.(4) $I \bigcup \stackrel{i=}{:::::::::::::::::::::::::::::::::::$	e to TDD? ch appendix
3 b) D What I If you contain B	cribe the process of Test-Driven Development (TDD). What is the alternative nefits are proponents of TDD expecting to accomplish? ant to, you can draw an illustrating diagram. Write in the text box below whi the answer to this question.(4) $I \bigcup \vdots \equiv i \equiv $	e to TDD? ch appendix
3 b) D What I If you contain B	cribe the process of Test-Driven Development (TDD). What is the alternative nefits are proponents of TDD expecting to accomplish? ant to, you can draw an illustrating diagram. Write in the text box below whi the answer to this question.(4) $I \bigcup \stackrel{i=}{:=} \stackrel{i=}{:=} \acute{a} \boxplus$	e to TDD? ch appendix

3 c) What is the difference between the centralized workflow and the feature branch workflow in continuous integration? Write down one advantage of the centralized workflow, also write down one advantage and one disadvantage of the feature branch workflow.

If you want to, you can draw an illustrating diagram. Write in the text box below which appendix contains the answer to this question. (4)

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Sektion 4

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4 c) Shortly describe the following concepts in planning with a *GANTT-chart: phase, slack time* (also called *float time*), *critical path*, and *mile-stone*.

A short description is typically 1-2 sentences.

If you want to, you can draw an illustrating diagram. Write in the text box below which appendix that contains the answer to this question. (4)

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can help you. (4)

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5 c) Compare the review methods *Inspection* and *Walk-through* in terms of:

- Goal
- Participants
- Process
- Data collected

Hint: Make a table with the methods as columns and comparison criteria as rows. Write 1-2 sentences in each cell. Preferably, you can use the table tool in Wiseflow. (4)

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6. Describe three different *metrics* that can be used to assess the *usability* of an interactive software product, for example, a mobile/computer game. The metrics shall be obtained in different ways:

- One metric shall be possible to obtain with a test panel running a *final release* of the software and then answering a questionnaire.
- One metric shall be possible to obtain by making *observations* of a test panel running a *final release* of the software.
- One metric shall be possible to obtain without involvement of user representatives.

For each of the metrics answer the following questions:

- a. What do you measure? (Called "Description" in the metrics slides.)
- b. What procedure do you need to preform to get the data?
- c. What resources do you need to collect the data?
- d. How do you calculate the numerical values(s)?
- e. How does the metric relate to usability? Use arguments such as: "A high number of <my metric> indicates high usability since ..."

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7. *Scenario:* You are about to design an application of a patient record database for a healthcare district and have formulated the following use-case:

Name: Retrieve data about a specific patient

Actors: User, GUI, database, authentication server

Description:

- The user logs in to the system through a GUI.
- The user fills in the personal number of the patient and selects the type of information that is of interest on the starting screen.
- The user presses the "send" button.
- The GUI formulates a query to the database.
- The database checks if the user is eligible to retrieve the wanted information for the patient with an authentication server.
- If authentication is granted, the result of the query is sent from the database to the GUI.
- The GUI presents the results in a results screen.

Task: Model the use case as a *UML sequence diagram*. The diagram shall take the case when authentication is not granted for the combination of user, patient, and type of information.

Also, give one advantage and one disadvantage if we replace use-cases with a set of sequence diagrams instead.

Append a picture of the sequence diagram and write in the text box below which appendix that contains the answer to this question. (10)

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8. *Scenario:* Somewhat simplified you can say that with a Swedish driver's license category B you are allowed to drive cars with a maximal weight of 3500 kg.

You are allowed to hook on a trailer with a maximal weight of 750 kg.

If the trailer weighs more than 750 kg you can still drive the car with the trailer if the sum of the weight of the trailer and the weight of the car is maximally 3500 kg.

Your friend has developed an app where you can calculate if you are allowed to drive the car with or without a trailer given their weights with a driver's license category B. Your job is to test the app.

Task: Identify *input* and *output variables* and *valid* and *invalid equivalence classes*. With valid we mean that you are allowed to drive with a category B driver's license. Invalid classes means that you are not allowed to drive with the category B driver's license. We assume that it is impossible to enter negative numbers.

Create a test table when you perform boundary value testing as it has been taught in the course.

You should be able to answer by using the table editor in Wiseflow. (15)

(For small cars, harder restrictions from the vendor can be applicable, but we do not consider this in this problem. Always drive responsibly in real life!)



9. Scenario: You are the head of a software development company which normally uses *agile methods* where you pick compatible parts of eXtreme Programming, SCRUM, and Kanban depending on the project you get. Now you actually won a fixed-price contract and decided to use the *classical waterfall model* for that project.

Task: Select four different concepts (e.g. practices, artifacts, meetings etc.) from the agile methods or method frameworks mentioned above that you think can fit in the new project.

For each concept write:

- a. A description of how it works.(3-4 sentences)
- b. Expected benefits in your new project. (2-3 sentences)

Also write how you will implement risk management in the classical waterfall model. (about 10 sentences). (10)

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