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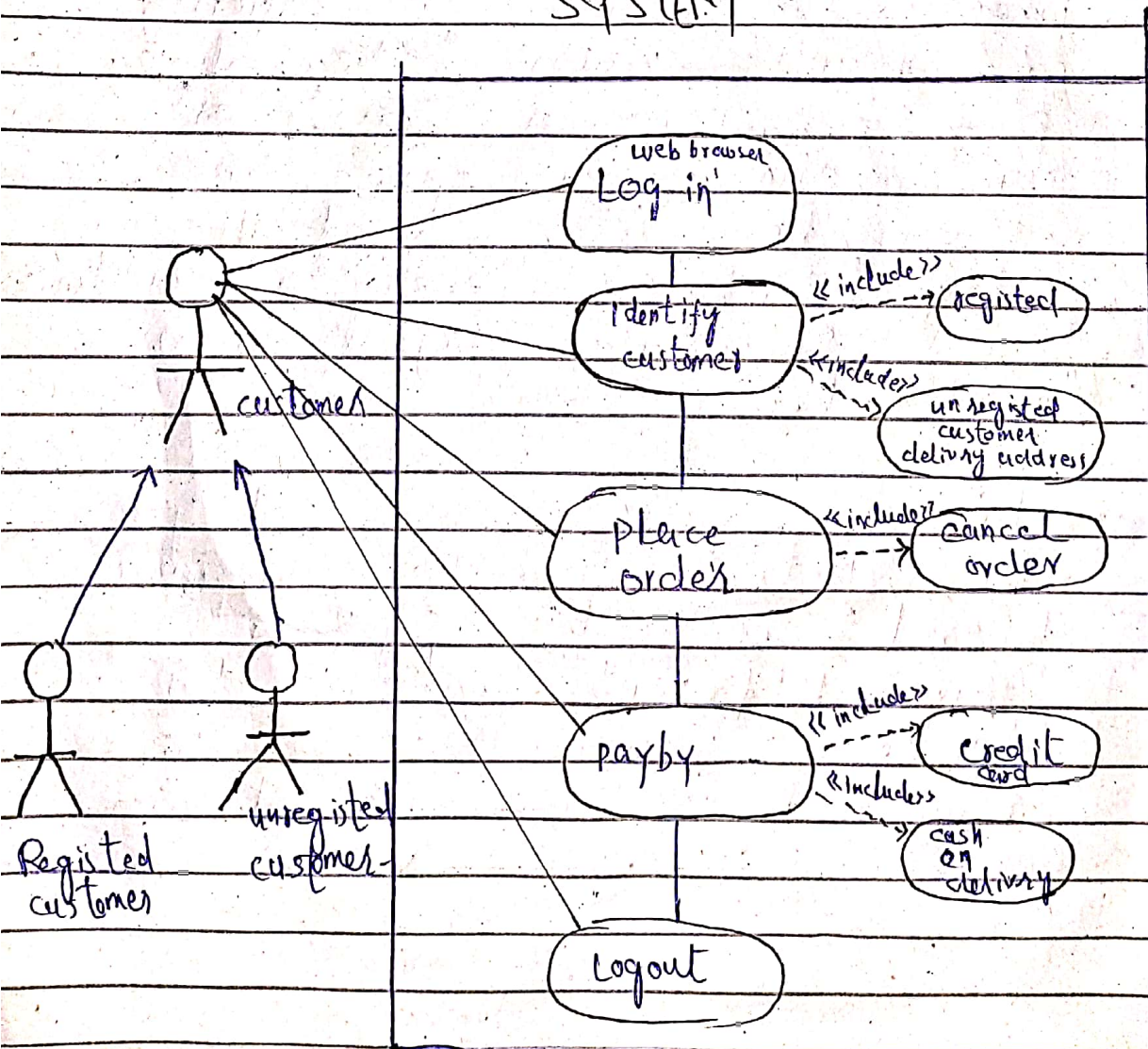
BSSE section (A)

Semester 4th

Software engineering :-

Question 1 :-

PIZZA ORDERING SYSTEM



* Here the use case diagram which contain ~~the~~ type of "actor" ~~is~~ named customer which is then extend by two type of customer called Registered or Unregistered customer -

* The customer Pizza order System contain a processes like "web browser login", identify customer which includes both customer types; place order process in which the placing of an order take place; pay by where a customer can choose an option for pay the order, and then logout process where a customer can successfully logout from the System -

* In this use case diagram An actor called customer interact with the System from different System to order a pizza from his choice by setting home -

Question 2 Answer:-

- * For an engineer to drawing up a system requirement He/she is responsible to keep track on the relationship between functional and non-functional requirements.
- * Both Non-functional and functional are connected with each other to identify the system levels that are related.
- * The engineer needs to make such a way to link both functional and non functional requirements for implementation.
- * It is kind of difficult to manage functional and non-functional requirements because they are working with each other on the path of relationship.
- * The functional requirements forces the non functional requirements which shall be recorded and keep in track.
For example :-

An employ Search for all the products in the shop it is functional requirement and if the search needs to return the products which are expired then it is non-functional - In this way it ~~try~~ try to avoid overlap and keeps track -

⑤ Answer of Question 3 :-

* Pair programming is an important rule in which programmers work together to complete a certain task. In this new policy it will almost be impossible to have the point -

* Agile means the rapid and adaptive response to a change and in this policy the agile method is not possible to take place -

* An agility there must be effective communication among all stakeholders which in this

This policy it will not be that much ~~effective~~ effective -

* Drawing the customer to the team will also be a problem. A real customer is need to help develop stories telling ways that defines system requirements, which will causes inconvenience in this system.

* Adapting with every change will be difficult -

* Due to non effective communication a giving feedback will be a big problem.

To get around with these problems:-

* The problem of pair programming should be solved even if the programmers are sitting in home, there should be some way where some programmers sit together and perform the task -

* An effective communication

should be made across all the team members including customer which will provide requirements.

* There should be a team member which provides and send information to every individual in the team means he should be used only for this job.

* And the manager should be acknowledge how agile method works.

x ~~~~~ x

Answer of Question 4 :-

Following are the difficulties and ambiguities we might face :-

* The first difficulty we might face is which can be possible that many passengers don't have credit cards.

* These might be some passengers which does not know how to read or how to use computer applications so they will have no idea.

how to interact with our system-

* If the passenger select a destination and the ticket is issued and the money is taken from the credit card, And the passenger wants to leave the train before its destination so is there any way of refunding the passenger if not then it will be a problem.

* what if the passenger select wrong destination, so is there any way of going back from that situation-

* what if the user does not know or does not have any knowledge about personal identification numbers-

* what about if some one is blind, is there any operator which can help people if not then it is a problem-

^ ————— X

Answer of Question (5) :-

