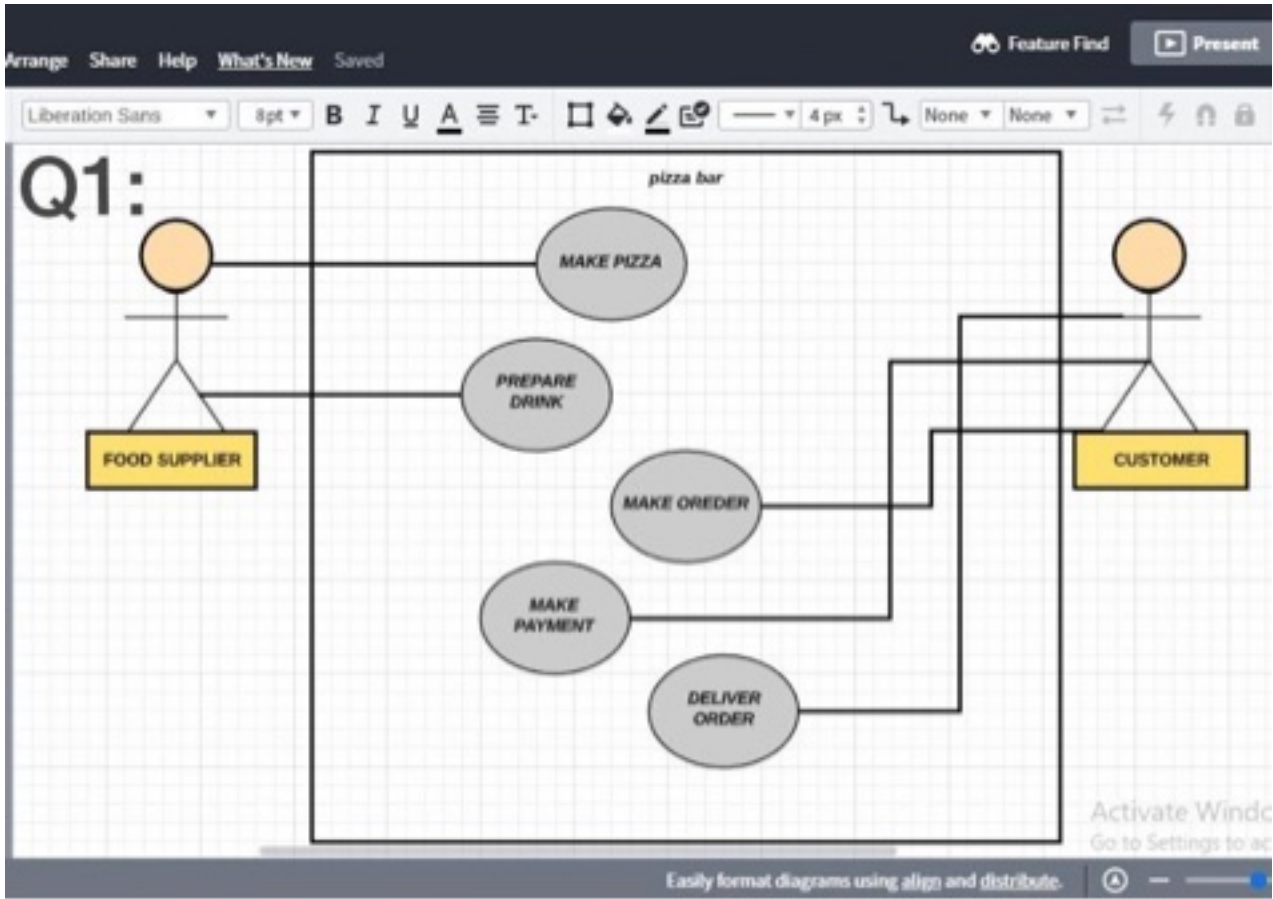


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Question2:

Answer: Functional requirement describe the system what it will do.

Non-Functional Requirement describe the expectation but it is not concerned with the system

while drawing up a system requirements specification an engineer might keep track of the functional and non functional requirements by ensuring the following:

- The requirement needed to design meets the requirements requirements such as compatibility portability etc.
- Design the system so that it ensures the safety and security.
- implementing the system in an efficient manner.
- The cost and time required for the development should not affect the design and implementation of the system.

Here the non functional requirement defines what the expectation to get out are and the users requirement.

The functional requirement defines the use of the developer knowledge. It does not conflict with each other.

The first step is to make the system requirement document.

The engineer needs to prepare the document depending on this:

Non functional requirement need the natural language and language.

For example: The users needs to search for the candidate list for the interview.

It is a functional requirement. That the search should return all the the list of candidates who are attending the interview.It is a non functional requirement.

Therefore, it helps the engineer to avoid overlap and that related to each other.

And it keeps track the relationships between functional and non functional requirements.

Question 3:

Answer: It is difficult to introduce agile methods into large companies for a number of reasons

1. Project managers who don't have experience of agile methods
2. Large organization often have quality procedures and standards that all projects are expected to follow because of their bureaucratic nature these are likely to be incompatible with agile methods.
3. Agile methods seem to work best when team members have a relatively high skill level.
and people with lower skill levels may not be effective team member in agile processes.
4. There may be cultural resistance to agile methods, specially in those organization that have a long history of using conventional system engineering processes.

Change management and testing procedures are example of company procedures that may not be compactable with agile method. Change management is the process of controlling changes to a system so that impact of changes is predictable costs are controlled. All changes have to be approved in advanced before they are made and this conflict with the notion of refactoring. In XP any developer can improve any code without getting external approval for large system build is handed over to an external testing team.

This may conflict with the test first and test often approaches used in XP.

Question 4:

Answer: In this first if the person have no credit card. Then what? what the process of cash. What if the person choose the wrong destination? So can he go back in options? Is there a cancel option to change the destination? Is there voice for blind who can't read?

Ambiguities and Omissions Include:

- Can customer buy several tickets for same destination together or must they be bought one at a time.
- Can customer cancel request if a mistake has been made?
- How should the system response if an invalid card is input?
- What happen if customers try to put their card in before selecting a destination as they would in ATM machines?
- Must the user press the start button again if they wish to buy another ticket to different destination?
- Should the system only sell tickets between the station where the machine situated and direct connections or should it include all possible destination?

Question 5:

Answer: The user inserts card into the reader. The ATM asks for Pin. User enters PIN correctly. The ATM displays user's bank information and user withdraws money. The ATM dispenses the money.

The user inserts card into the reader. The card cannot be read. The ATM displays the error and ejects the card. The user enters PIN incorrectly 5 times. The bank alerts that this is not your card.

Set of Use cases that are used in this ATM use case diagram to understand the requirements of the ATM are given below:

- Insert ATM card.
 - Enter pin.
 - Perform required transaction.
 - Withdrawal.
 - Deposit.
 - Transfer.
 - Exit.
- Both customer and Bank are treated as actor.

