



BIRZEIT UNIVERSITY
Computer Science Department
Software Engineering (COMP 433)
Second Semester 2005/2006

Midterm Exam

26/04/2006

Question One [50 marks]

- A) What is the distinction between functional and non-functional requirements? Give example of each of these types of requirements?
- B) How is software engineering different from traditional engineering such as mechanical engineering?
- C) What are entity classes? What are other categories of class need to be distinguished in class-modeling? Explain?
- D) Give an example of an <<include>> relationship and an <<extend>> relationship between use cases. What is the main difference?
- E) What is wrong with the following Requirements?
1. HomeBudget shall display a convenient interface for entering personal data.
 2. SatControl shall compute the predicated time it takes to circle the Earth on the current orbit, and the actual time taken to circle the Earth on the previous orbit.

Question Two [50 marks]

Read the following case study and answer all the questions that follow:

1. A system is to be developed to support the following dentist office system. Whenever new patients are seen for the first time, they complete a patient information form that asks their name, address, phone number, and brief medical history, which are stored in the patient information file. When a patient calls to schedule a new appointment or change an existing appointment, the receptionist checks the appointment file for an available time. Once a good time is found for the patient, the appointment is scheduled. If the patient is a new patient, an incomplete entry is made in the patient file; the full information will be collected when they arrive for their appointment. Because appointments are often made so far in advance, the receptionist usually mails a reminder postcard to each patient two weeks before their appointment.

- A) Draw a use case diagram for the above system, showing relationships between different use cases.
- B) Produce a narrative use-case description for the use case of "booking an appointment". Show the main flow of events and any possible alternative flows
- C) Identify a list of classes and draw a class diagram for the above system that shows the classes, associations and attributes.
- D) Based on the Requirements Specification Template given below and use your narrative description for the "booking an appointment" use case, to specify one functional requirement and another non-functional requirement.

Note any assumption that you make as you develop the diagrams:

Requirement #:	Requirement Type:	Event/use case #:
Description:		
Rationale:		
Source:		
Fit Criterion:		

A - Functional requirements: provide a service to a system, show how the system should react for a specific input.

What is the system behavior for a specific situation.

ex: The ~~eg~~ Passenger should declare a phone number to call if any error occurs.

^{talk about}
Nonfunctional: we have the usability of the system we talk about the interface buttons, color, logo and fonts. ~~and~~ if we talk about the Reliability of the system, the degree to which the system can do the job.

The Performance that the system provide.

And the Responsibility like response time, and we talk about the constraints of the system, which language to use at what time to response and legacy

ex: The system should send a message during 5 minutes from the response.

B Software engineering: here we build a software the software will be some thing ~~intangible~~ The software engineering defining a specific application during a limitation of time and budget and while change occurs for the things. The software engineering defining model activity to dealing with

complexity, and Software engineering is problem solving activity; find the solution. Software engineering knowledge is not linear maybe a small information change all the model and Rational activity.

The software engineering develop and evolution the system

The Traditional engineering ~~knows exactly~~ doing a specific procedures for solving a job, and maybe one person do all the system don't work in algorithms and build a tangible thing.



C Entity class describes the objects of the system we can know it from the flow of events from the usecase. It will be known or something we want to store information about it. Entity have attributes to describe it and methods to do. we use it to build a class diagram.

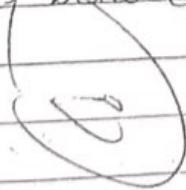
The class diagram also contains the boundary which will be manage the react between the actors and the system, like interface, buttons

and we have a control which manage the react between the ~~actors~~ ^{entity} and the boundary this control begin with the use case and die in the exit condition.

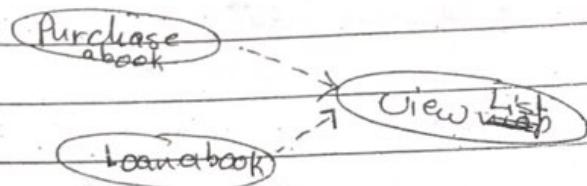
If we can't make a good control here the entry ~~and~~ ^{or} the exit condition was wrong.

In class diagram the classes relate with each other by a relation ship Association and the object by a link.

The relationship may be include or extend And we have aggregation or inheritance relations between the obj. classes



D- Include :



Here we have three use cases
in the purchase a book use case file
actor will invoke the view list use case
at the time when he want to buy a book
and in Loanbook the actors invoke
the view list also to see the book
in the offered.

so the use case which include is
View list will give the other use case
with chw use case will give the
use case like use case like credit
include by purchase use case will
Quality requirement file
Viewlist is purchase use case is included
Loan use case is included

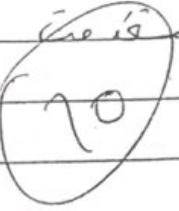
External

Report Emergency

Connection down

(3) the since the (3) do (3) extend (3) use
connection file Report connection
Down use case

in the problem we will be given two lines
to include one

to help me to extend one
one error can be

E. 1- It's not verifiable statement.

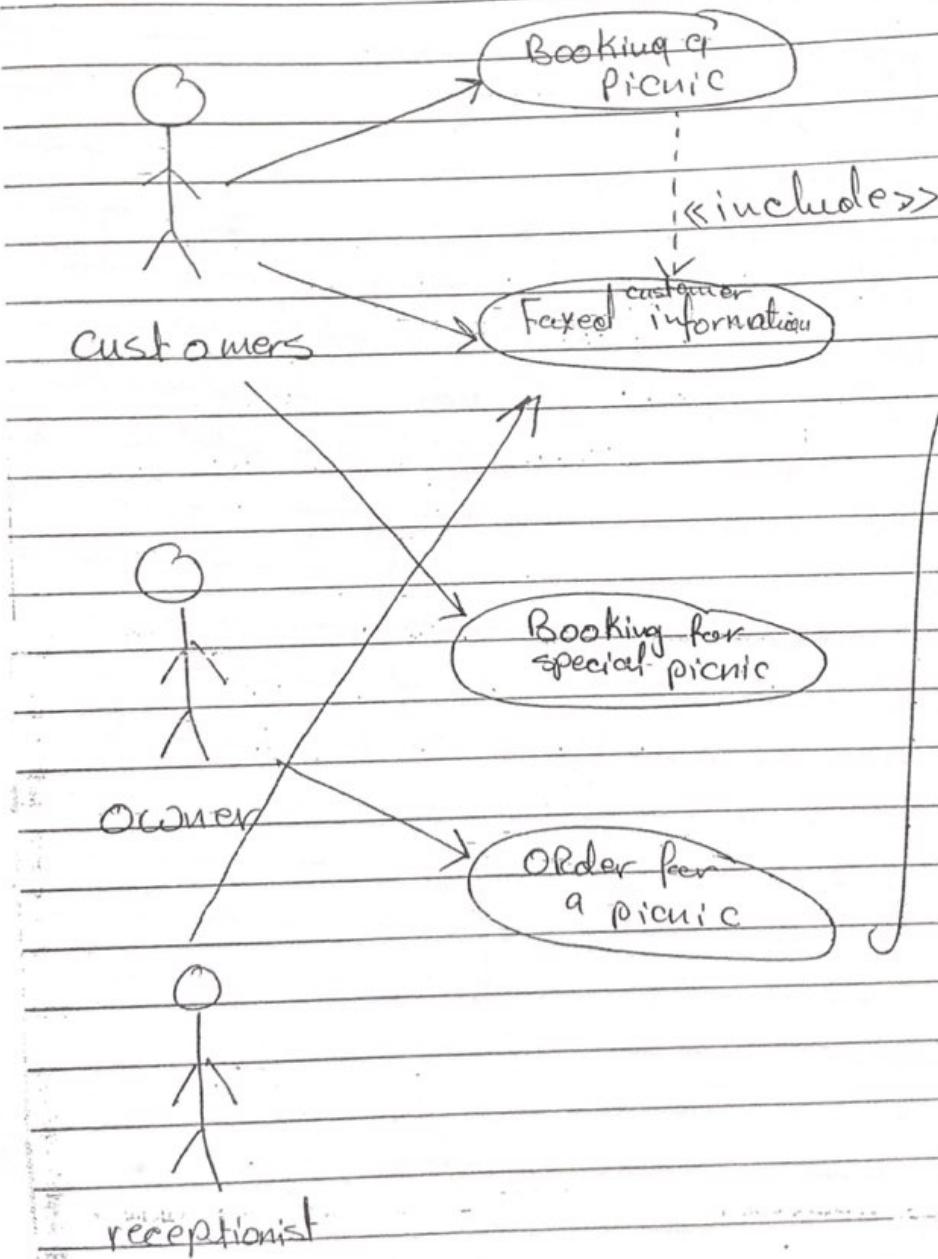
given Home Budget is not verifiable
because it has no interface
entering data in the interface, it is not

2- Here also its not verifiable.

Given two circles with orbit
NEI is not a valid orbit



Question Two:



B. use case name: Booking a picnic
actors: customers, receptionist.

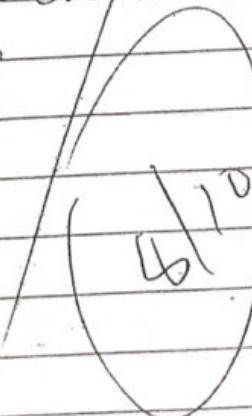
Flow of events:

1. The customers call the PRU.
2. The receptionist give him a menu offered by PRU, and price information.
3. The customer choose one of standard menus
4. The receptionist stored information about the customer.
5. Faxed use case include here.
6. The contracts stored and sorted by week.

Entry condition: The ^{customer} actors call the PRU.

Exit condition: The customer receives his booking picnic.

Quality Requirement: The PRU should make this order after 7 days from the booking.



C

PRU

(15,20)

princs.

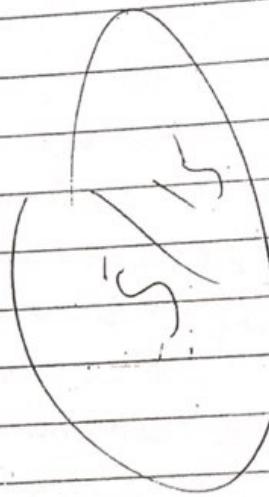
5

employee

Customer

string, name, address

string, place
number, int.



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