

Grade 11 - System Development Life Cycle

1.
 - a) Observations, interviews, questionnaires, surveys
 - b) 1 - Only at the end can the client know what system is being created
2 – Iterative model / prototype model / spiral model
 - c) 1 - Parallel or pilot
2 - Safe / low risk
2.
 - a) Malani
 - b) Implementation phase
 - c) Testing and debugging phase
 - d) d) Observations, interviews, questionnaires, surveys
 - e) e) Technical feasibility
3. Activities of each phase in Water fall Lifecycle has to be completed before starting next phase while activities of each phase will be partially completed in each phase of iterations in iterative incremental lifecycle OR Synonyms.
4. Requirements does not need to be fully defined/provided upfront at the beginning of the lifecycle. User has the opportunity to see the partial systems/prototypes early and can provide feedback on prototype AND/OR make changes to requirements.).
5. A → T
B → R
C → P
D → P
E → P
F → U
G → U
6. X → Unit testing Y → Acceptance testing Z → Integration testing
7. A → S B → Q C → P D → R E → T
8. A → T B → P C → S D → R
9. Speed / Accuracy / Efficiency / Ease
10.
 - a) Integration testing
 - b) Acceptance testing Nimal and Anwar
 - c) It is stated that the project has been developed as a multi-component collection. Therefore, it is clear that this project has been done with several enhancements.
 - d) Parallel Deployment
11.
 - a. iterative enhancement model
 - b. Regenerative growth model
 - c. Acceptance testing
 - d. Direct setup
12. Observations, interviews, questionnaires
13. Because system building does not follow an iterative process