

# **Information Systems Analysis & Design (M8748)**

## **Tutorial 3**

1. What are the advantages of the traditional waterfall life cycle?
2. What are the disadvantages of the traditional waterfall life cycle?
3. How are some of the disadvantages of the traditional waterfall life cycle to overcome?
4. What is prototyping?
5. How does prototyping differ from incremental development?
6. What are the different ways of involving users in the system development activity? What are potential problems with each of these?
7. How do “Syntactic”, “Consistency” and “Completeness” differs from each other?
8. What does requirements traceability mean?
9. Why is it not enough for a diagram to be syntactically correct, consistent and complete?
10. What is the purpose of a repository?