The six general skills all project team members should have

Technology, Information Technology

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CHAPTER 1

1. What are the six general skills all project team members should have?

The six general skills are technical, business, analytical, interpersonal, management, and ethical skills.

2. Describe the major phases in the systems development life cycle (SDLC).

The major phases of SDLC are Planning, Analysis, Design and Implementation. Planning requires making a feasibility study and project plan. Analysis involves investigation of current system and proposing a new system. Design stage involves system specification. Implementation results in the installation of the new system.

3. What is the difference between intangible value and tangible value? Give three examples of each.

The tangible value can be calculated and is measureable while intangible value is hard to measure. The examples of tangible value are decline in operating cost, financial deliverables and increase in design cost while the examples of intangible value are innovation in business, promotion to higher status and customer standing.

4. What is the break-even point for the project? How is it calculated?

Break-even point is for calculating the worth of the project. It is calculated as:

CHAPTER 2

5. Describe the major elements and issues with agile development.

The major elements of agile development are related to its development approaches that are extreme programming, Scrum and dynamic systems development method. The projects are simple and iterative. Projects cycles are small and the teams tend to be adaptive to the business environment. With unclear user requirements and short time duration, agile development is good, however, with complexity, unfamiliar technology and schedule visibility, agile development is bad.

6. What are the six key factors in selecting a methodology?

The six key factors are clarity of user requirements, familiarity with technology, system complexity, system reliability, short time schedules and schedule visibility.

7. Create a list of potential risks that could affect the outcome of a project.

Weak personnel

Scope Creep

Poor design

Overly optimistic estimates

Absence of right technical skills

High learning curve causing performance to slow down

Failure to monitor the schedule

Failure to update the schedule

Adding people to late project

CHAPTER 3

8. What is the value of producing a requirements definition and having the project sponsor and key users review and approve it?

A requirements definition is valuable because it highlights the business requirements, user requirements, functional and nonfunctional requirements and system requirements, all of which are crucial for the project. Project sponsor is very crucial as it participates in decision making regarding the time period, cost and functionality for SDLC and change of project goals. Key user reviews and their approval are valuable as user participation is essential for the progress of the project along with its successful implementation.

9. What are the five major steps to conduct interviews to elicit requirements.

The five major steps for conducting interviews are selecting interviewees, designing interview questions, preparing for the interview, conducting the interview, post-interview follow-up.

10. Review the Amazon. com Web site. Create a list of three functional business requirements and three nonfunctional business requirements that the system meets. Provide examples of each kind.

Functional Business Requirements

Search, e. g. users should be able to find items of their choice.

Browse, e. g. users should be enabled to look through items.

Shop, e. g. users should be able to sell and purchase items.

Nonfunctional Business Requirements

Operational, e. g. Amazon. com should be operational on any web browser such as internet, chrome etc.

Performance, e. g. it should be accessible all the time.

Security, e. g. the users should be able to check their accounts.

Works Cited

Dennis, Alan, Barbara Wixom, and Roberta Roth. Systems Analysis and Design. 5th ed. John Wiley & Sons, Inc, 2012.