

DEPARTMENT OF CS & IT

Mid Term Exam Spring 2020

Course: Software Requirement Engineering Program: BSSE 4TH Regular Max. Marks: 30

Q1. In today's ever-advancing world, we are living at the speed of science. Recognising the challenges facing young students today, our vision is to empower youth for future success. The pace of change in society over the next 30 years will outpace the change we have experienced in the last five thousand years.

- An expected 50% of current jobs will disappear;
- Over 50% of jobs in the next 20 years do not exist today;
- 75% of the fastest growing occupations require STEAM related skills.

The California Association for STEAM Education (CASE) is a nonprofit organisation. CASE was established by educators, industry leaders, and entrepreneurs to advocate excellence in STEAM education through the development and implementation of innovative in-classroom curriculum and extra-curricular education programs. Actura provides the leading STEAM learning solution spanning from in-class and out-of-class environments. Actura is the exclusive global partner of the California Association for STEAM Education (CASE) providing the Space School International Study Program to students. Our FlipRobot range provides the ultimate robotic STEAM learning solution for the in-class environment. The key offerings are centred around CASE curriculum, FlipRobot learning kits, and comprehensive cloud-based learning environments. The CASE Space School International Study program aims to deliver the once in a life time, best STEAM experience in the most inspiring organisation, NASA. Offering enriched STEAM activities, inspiring leadership and personal developments. The program has empowered more than 1,000 students at 200+ schools nationwide. At Actura, our vision is to empower youth for their future success. Built on the foundation of the 'Seven Survival Skills', by empowering youth to develop and master the critical STEAM related transportable skill sets, the students will become the innovative and successful job creators. Actura is proud to present the CASE Junior Space School International Study Program. Students learn and apply critical skills in highly immersive and inspiring STEAM activities at NASA. The inspired personal and leadership development programs

include Dr Tony Wagner's 'Seven Survival Skills' and Sean Covey's 'Seven Habits of Highly Effective Teens' to truly empower students for changing times. CASE Space School broadens the mind, cultivates drive and instils curiosity with the spirit of exploration. is astronaut training for youth and is an engaging hands-on adventure. During this 14-day expedition to Houston, TX and Huntsville AL, students learn about space travel, the development of space-related technology and are led through several simulated missions. This program is focused on providing relevance to, and inspiring passion for STEAM through exposure to space and broader 'earth' science exploration.

Learning Outcomes:

- Development of critical thinking and problem-solving skills
- Skills in goal setting and project planning to set and achieve Targets
- Effectiveness in collaborative teamwork
- Application of STEAM in challenging space missions
- Greater initiative, responsibility and leadership through influence
- Curiosity and imagination.
- Pursuit of personal values and long-term goals.

Based on the above scenario answer the following questions:

1. name the at least four sources of requirements which are found from the above context.
2. write down Stakeholder Expectations Definition with the help of process description also mention its input and output with the process activities.
3. list down the requirement by categorizing in functional and non-functional also highlight the goals of actura.
4. Create Business Objective Model for above

Context

BEST OF LUCK