

## Lecture 2: Requirements Engineering

**Instructions: complete this task by 5pm today 1/10/2024**

### Task one

**1. Video Lecture:**

- Watch a video on different requirements gathering techniques and their applicability in real-world scenarios. (Suggested video: "Techniques for Gathering Requirements" on YouTube.)

**2. Practice Exercise:**

- Create a table comparing at least five requirements gathering techniques. Include criteria such as purpose, advantages, disadvantages, and when to use each technique.

**3. Reflection:**

- Write a short reflection (200-300 words) on which technique you believe is most effective and why, based on the readings and videos.

### Task Two

**1. Video Tutorial:**

- Watch a tutorial on how to create use case diagrams using UML. (Suggested video: "Use Case Diagrams - UML Basics" on YouTube.)

**2. Hands-On Activity:**

- Identify a simple application (e.g., an online bookstore) and create use case diagrams that outline the primary interactions between users and the system.

**3. Scenario Development:**

- Write a detailed use case scenario for one of the use cases identified in your diagram. Include actors, preconditions, main flow, alternative flows, and postconditions.

**4. Feedback Session:**

- Present your use case diagram and scenario in an online discussion or presentation forum, and receive feedback from peers.