

Part B

- 1.
- a. What are the main responsibilities of a system designer? (05 mark)
  - b. What are the interpersonal skills, a system analyst should possess? (05 mark)
  - c. Briefly explain the five (05) feasibility tests you would carry out before initiating a project. (15 mark)

- 2.
- a. Briefly explain the concepts of black box testing and white box testing. (05 mark)
  - b. Briefly explain the two (02) main types of system design. (05 mark)
  - c. Explain batch processing with suitable examples. (15 mark)

- 3.
- a. What are the advantages of using the agile model? (05 mark)
  - b. What are the problems encountered when gathering requirements? (05 mark)
  - c. Draw a class diagram for the following scenario.

Department 'A' of University 'X' is planning on conducting a cricket tournament. The organizers expect at least six (06) teams to participate in the event. Each team has eleven (11) players and one player will captain the team. A team has a name and a logo. A team has a coach and the coach has number of years of experience. Coaches and players are people, and people have names, age and addresses. (15 mark)

