Chapter 3

I. Narrative Technique
   (a) Interview between client & Developers
      - Structured (close-ended) Technique (Questions preplanned)
      - Unstructured (open-ended) Technique (Open, unplanned questions)
   (b) Questionnaires
      Is good if there are too many people to ask
   (c) Forms (Business Forms)
      Gather all forms → functionalities

II. Scenario
   Shows the behavior of the intended product → functionalities.
   Ex. Copier → find the scenario
   Using FSM

   FAST: Facilitated Application Specification Technique

III. Rapid Prototyping
   Notes:
   1. Key functionalities must be shown but not the details such as error handling, DB size, etc.
   2. must be developed Quickly (4~5 weeks)
   3. must be built for change
   2 & 3 suggest using:
      - interpretative languages
        (LISP, Small talk, …)
      - 4GL (power builder, oracle, SQL, …)

Please
Do not use the prototype as your final product.