Tutorial Objectives:
- to develop understanding of the need to utilize good design principles in the design of interfaces
- to develop understanding of alternative development approaches

Tutorial Task:

1. Continue with last week’s exercise if not completed. This will assist with completion of Assignment 2, design of an interface, which is due in Week 11.

   Alternative development approaches: discuss these questions in groups of 4 students.

2. Describe what is meant by prototyping. How can it be used in systems development?

3. In the lecture you heard that one of the disadvantages of prototyping as a development method was that documentation was often not created. What documentation was being referred to? Why is this a problem? How would you suggest that the documentation problem be resolved?

4. What is JAD? In what phases of the SDLC is it useful and in what ways? Are there any possible disadvantages of using JAD?

5. What are the advantages and disadvantages of the purchase of a software package as a way of acquiring a system? How does the purchase of a package affect the tasks of the design and implementation phases of the SDLC?