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2000

1. Frank Moisiadis

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[Karlsson & Ryan , 1997]

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1. Clustering
 2. Saaty
 3. Karlsson

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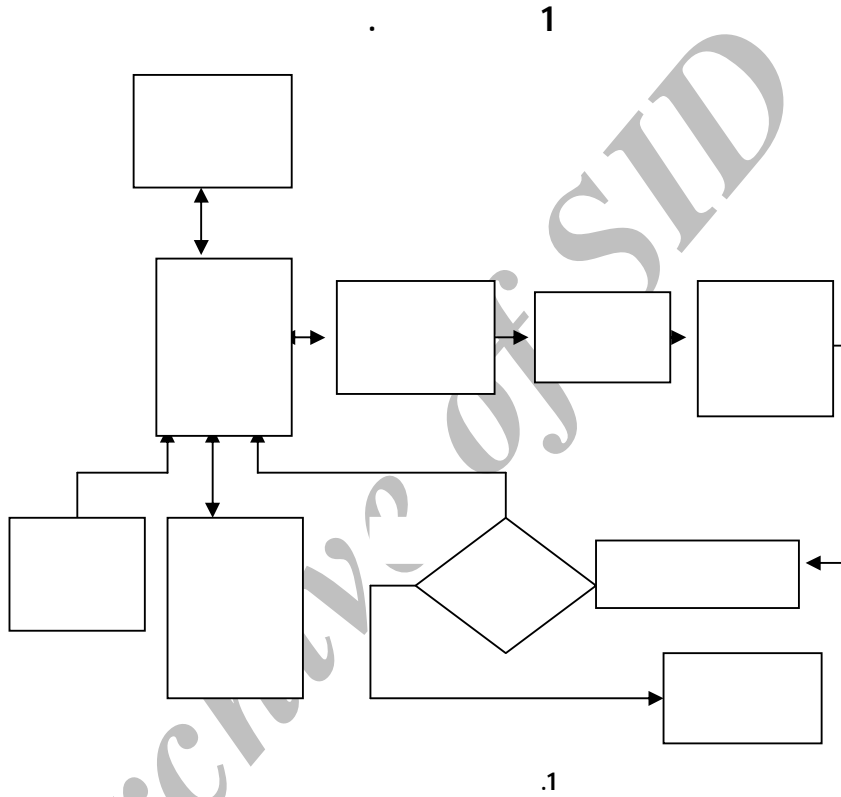
[Mead , 2006] " " "

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1. Time Constraints
 2. Potential Profitability
 3. Benefit of the Task
 4. Pressure to complete a Job

[Fitzpatrick , 1996]

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1.Trade off



[Thomas, 1995]

- Binary Search Tree
- Numeral Assignment Technique
- Planning Game
- the 100-Point Method
- Theory-W
- Requirements Triage
- Wiegers' Method
- Requirements Prioritization Framework
- AHP

:[Wiegers , 1999]

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- 1. Clear-Cut Steps
 - 2. Quantitative Measurement
 - 3. High maturity
 - 4. Low Labor-Intensity
 - 5. Shallow Learning Curve

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[Source: Nancy, 2006]

[Mead , 2006]

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1. Capability Requirements
 2. Functionality Requirements
 3. Quality Requirements

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1. Functionality
 2. Reliability

1			3
2			4
3			5
4			6
5			7

: [Ronan, 1996]

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1. Usability
 2. Administer Ability
 3. Maintainability
 4. Execution Speed
 5. Storage Demand
 6. Importance

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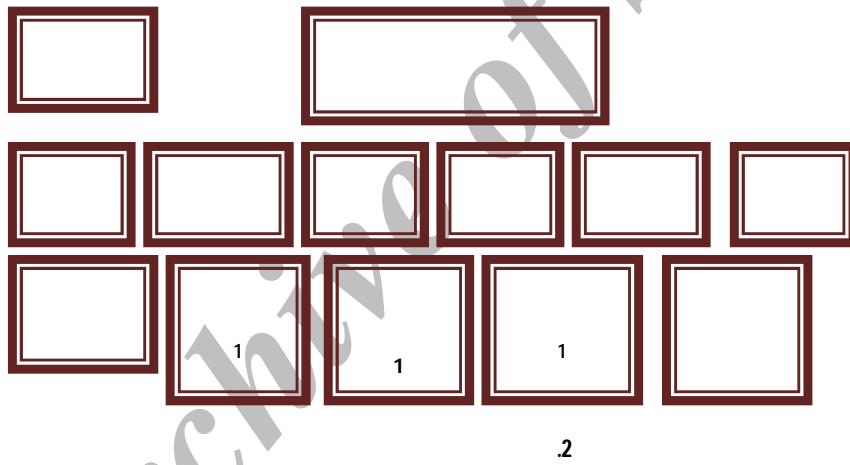
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1. Penalty

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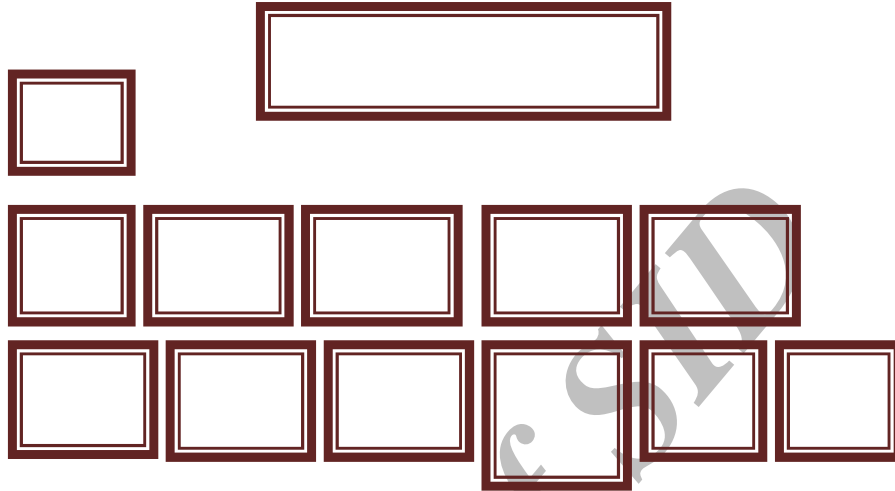
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Source: [Bass *et al.*, 2003]

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		[Ronan, 1996]
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- 1. Observable via Execution
 - 2. Tolerance
 - 3. Not Observable via Execution



[Ronan, 1996]:

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1. Security
 2. Fault Tolerance
 3. Portability
 4. Performance

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1. Performance= (Complexity) (Process) * (Team) * (Tools)

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Server •

Firewall •

$$\alpha = \frac{\text{mean time to failure}}{\text{mean time to failure} + \text{mean time to repair}}$$

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. "TimeOut "

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1. Reliability
 2. Failure

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3. Mean Time to Failure
 1. Mean Time to Repair

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Modifiability .

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1. Efficiency
 2. Satisfaction

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- 1. Application
 - 2. Maintainability

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1. Interoperability
2. Observability
3. Controllability

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