

(a) Prototype approach would be most suitable for this system, since this scenario relates to interactive with customers, as touch screen is utilise in this system. A prototype allows the client to see the main function of the new system and gradually debugging and updating to the full function programs. As in the scenario, employees are to assist with the development of system, this suit prototype as it communicate to the end-user on how the end-user could utilise this program and ~~has~~ the ~~the~~ desired method of ~~employees~~ end user that

that ~~for~~ could be implement in the system. Which makes the new system user-friendly and ease of use. ~~Therefore~~ As prototype ~~is~~ of system is fast to set, and cost relatively low. Therefore, prototype would be the most suitable approach.

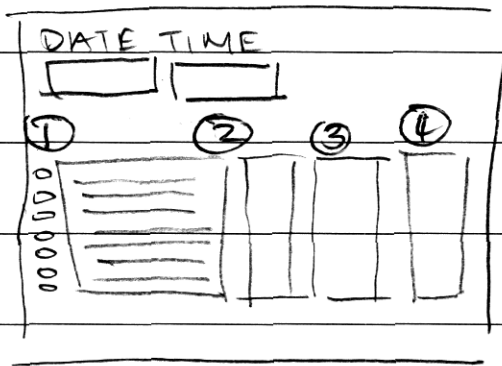
- b) Technical feasibility such as the location of such technology and the entry of data.
- In some remote location, the technology would be difficult to get there, as the transportation, setting up and communication will be difficult and the cost to do so in setting up

in remote places are relatively high. This, ^{technical} feasibility will then ~~have a~~ relate to financial feasibility.

* The amount of data is enter must be taken as a factor, ~~as~~ live testing would be suitable, as the number of data enter could pose threats of slowing down the system ~~into~~, making it ~~as~~ in a 'unrealistic time'. Therefore a number of bookings from different location may crash, due to the time dilation between the bookings.

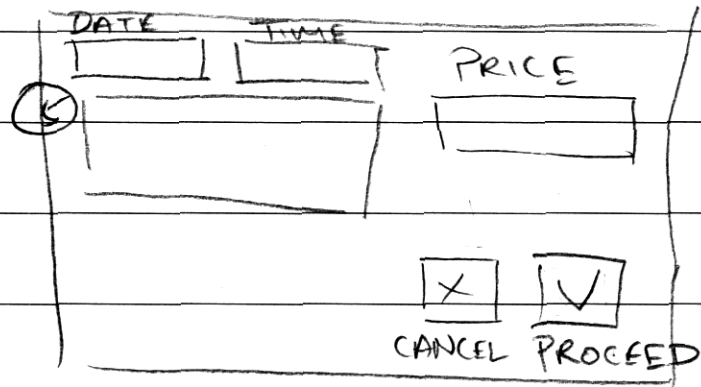
(c)

(1)

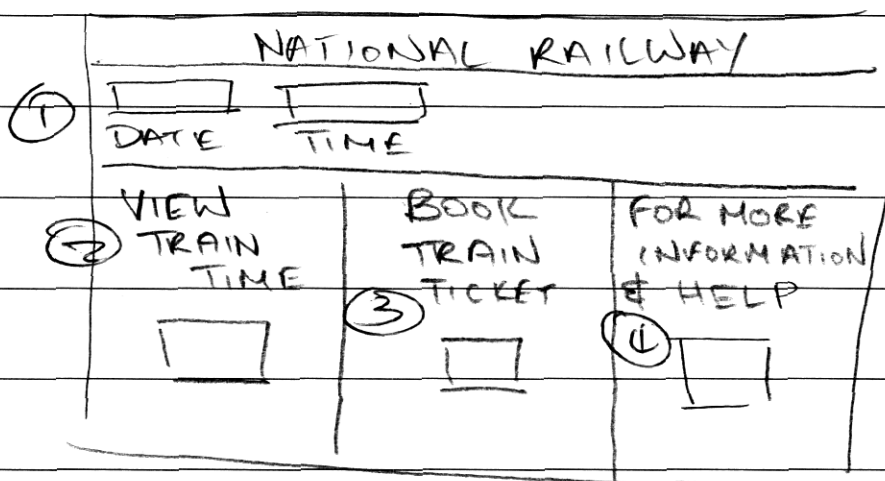


- ① Select a destination
- ② time of arrival train
- ③ Price of ticket
- ④ Approximate time to get to destination.

train selected,
train information listed



(11)



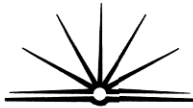
- ① Show date & time
- ② View all trains information.
- ③ Book ~~ing~~ train ticket
- ④ For help and information.

d) Travellers with ~~physical~~
~~disability~~ or vision impaired
may have problems using
touch screens, as these
disabled people found difficult
to understand ~~or~~ the explanation
on touch screen. To resolve
this, it is recommended an
additional function such as
'touch-read' or sound to be
implemented so that customers
with vision impaired disability
can still utilise this software.
A ^{non-machine} ~~queue~~ line for these
people could be used, as
personnel can assist their
problems and assist their
understanding.

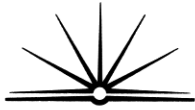


```
(c) BEGIN Traintraveller
  READ
  INPUT UserDest (Index).station
  READ USER CHILD/STUDENT = FALSE FALSE
  INPUT READ CHILD/STUDENT
  INPUT CHILD
  IF INPUT CHILD/STUDENTS = FALSE THEN
    NUMSingle = NUMSingle
    NumReturn = NumReturn
  ELSE
    NumSingle = NumSingle * (9/10)
    NumReturn = NumReturn * (9/10)
  END IF
```

2 PAGES AFTER



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(e) BEGIN Traintraveller
READ destination_station
destination_station
NUMSingle (destination_station)
NUMSingle IF NUMSingle = false0 then
NUMSingle
NUMReturn (destination_station)
NUMReturn = True
Read NUMReturn IN (destination_station)
Array of Records
FOR
END IF
READ NUMReturn (destination_station)
NUMSingle (destination_station)
REPEAT TILL (NULL) READ
destination_station.
READ NUMRet
```



(e) BEGIN traveller
User Dest
Read ~~destination station~~

Read NumSingle

Read NumReturn

NumSingle = n
NumReturn = m

IF ~~NumSingle~~ⁿ = 0 then

TotalFare = NumReturn + 0

END IF

IF ~~NumReturn~~^m = 0 then

TotalFare = NumSingle + 0

END IF

TotalFare = ($\frac{\text{User Dest}}{\text{destination station}}$
 $\times n$) + ($\frac{\text{User Dest}}{\text{destination station}}$
 $\times m$)

PRINT TotalFare

END