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1. Relative Web Designing is coding and designing a web page according to both the preference of the creator and the user. It involves the use of html, css, JavaScript and many more. But, among them css is considered the most important because it is based more on the layout of the webpage for optimal user experience. Its main goal is to provide the optimal web experience regardless of platforms like pc, mobile, tablet etc.

This is important because if the user switches the website from PC to his/her IPhone the website would immediately switch to the phone’s resolution, appropriate layouts and images. This means that instead of creating two different css for two different models the designer has to create one which saves both time and data.

2. On February, 2001, seventeen people assembled at The Lodge at Snowbird ski resort in the Wasatch Mountains of Utah, and initiated a meeting. What emerged was the Agile ‘Software Development’ Manifesto. Representatives from Extreme Programming, SCRUM, DSDM, Adaptive Software Development, Crystal, Feature-Driven Development, Pragmatic Programming, and others sympathetic to the need for an alternative to documentation driven, heavyweight software development processes convened. The agile movement aims to improve project direction by applying certain methods and introducing new ideas where people can be at one with each other while managing time, and make it as simple and flexible as possible. Agile Scrum is one prime example.

The Scrum involves several groups- the consumer, the owner, time manager developer, tester and executor. Each of them plays significant roles. The consumer chooses a list of features called user stories which is featured in the product backlog. From this the owner chooses the necessary feature and puts them in the release backlog. The necessary are then categorized and are put into different sprints which are milestones. Each feature has a designated amount of time to complete. If the developer does not make it in time he/she is late. Burndown charts and Scrum meeting are used to determine whether the developer would be able to finalize the product during the sprint.

3. Six Sigma was introduced by an engineer named Bill Smith in 1986. It was later used by Jack Welch at General Electric in 1995. Basically, Six Sigma is a process of improving an already existing product or service. The DMAIC Process of six sigma includes five steps which are define, improve, analyze, measure and control. These steps involves identifying the components to be improved, while detecting the defects and eliminating them.

To sustain the improvements in the long term is the finalizing process. The DMADV roadmap takes a complicating six step method (Define, Measure, Analyze, Measure, Optimize and Verify) towards optimization. This DMADV roadmap includes more process, preference, review and testing of CTQs (Critical to Quality) features, which is also the top ranking design features. It also uses QFD (Quality Function Development) which is used to implement the preference of the consumers into plans for products.