**Software Development Lifecycles (Advocate: Thiago Viana)**

**Describe two iterative and two sequential software lifecycle models.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#software-development-lifecycles>  The link will take you to my Github where I explain every software development lifecycle in detail. I explain the advantages and disadvantages of each one. Also I explain what project should use that specific lifecycle. |

**Explain how risk is managed in the Spiral lifecycle model.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#2-how-is-risk-managed-within-the-spiral-model>  This link will explain how risk is managed within the Spiral lifecycle model by identifying the risk, looking at it in immense detail and then finding a solution to decrease the risk or try to eliminate it completely. |

**Explain the purpose of a feasibility report.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#3-the-purpose-of-a-feasibility-report>  This link will explain what a feasibility report is and the main purpose of a feasibility report, it describes how a user will use the feasibility report to see if an idea is beneficial to go forward with and finally the key parts of a feasibility report. |

**Describe how technical solutions can be compared.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#4-technical-solutions>  This link will describe how technical solutions can be compared a number of ways a few are: time to implement the solution this is how long as a whole the solution will/would take to implement it into the project, secondly we can compare them on how difficult they are to implement and finally what skills are needed to implement them. |

**Undertake a software investigation to meet a business need.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#5-software-investigation-to-meet-a-business-need>  This link will describe how we took on a ZSL (London zoo) as a client. It explains how they wanted us to design, develop and build an app/game that would help them teach the 11-16 year olds that come into the zoo with theirs schools. They did not have a game/app that they feel supported them in the way they wanted, As the children are still young, ZSL thought having and interactive game would help the children engage more with the lessons, enjoy the lessons more and help them learn/remember the work better. Additionally, I describe how we met with ZSL pitched them our ideas and then went away and altered our ideas with the help of their feedback. |

**Use appropriate software analysis tools/techniques to carry out a software investigation and create supporting documentation.**

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| <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents/blob/master/README.md#6-software-tools-and-techniques>  We used a lot of tools and techniques during our ZSL project and in this link I describe what tools and techniques we used, how we used them and when we used them. |

**Explain how user and software requirements have been addressed.**

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| <https://github.com/George-Haughton/Project-1/blob/master/README.md#software-requirements>  <https://github.com/George-Haughton/Project-1/blob/master/README.md#user-stories>  The first link will take you to the Software requirements I wrote for my Project 1 which explain the requirements of the project, additionally it will show you the user stories I wrote for my Project 1 which address what players would like when playing my game. Lastly, it will show you a product backlog I did for my user stories to make sure I knew what I needed to complete and the difficulty of it. |

**Describe, with an example, why a particular lifecycle model is selected for a development environment.**

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**Discuss the components of a feasibility report.**

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**Analyse how software requirements can be traced throughout the software lifecycle.**

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**Discuss two approaches to improving software quality.**

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**Suggest two software behavioural specification methods and illustrate their use with an example.**

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| TO DO (you can leave it blank now, we are going to address this un future sessions) |

**Differentiate between a finite state machine (FSM) and an extended- FSM, providing an application for both.**

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**Assess the merits of applying the Waterfall lifecycle model to a large software development project.**

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**Assess the impact of different feasibility criteria on a software investigation.**

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**Critically evaluate how the use of the function design paradigm in the software development lifecycle can improve software quality.**

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**Present justifications of how data driven software can improve the reliability and effectiveness of software.**

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