Personal Software Process (PSP):

A self-improvement process for software engineers

- Bottom-up approach to practice and improve engineering procedure.
- Starting point is by training individual skills and tools for work.
- The improvement principles are not just only for software industry but neutral to all industries.
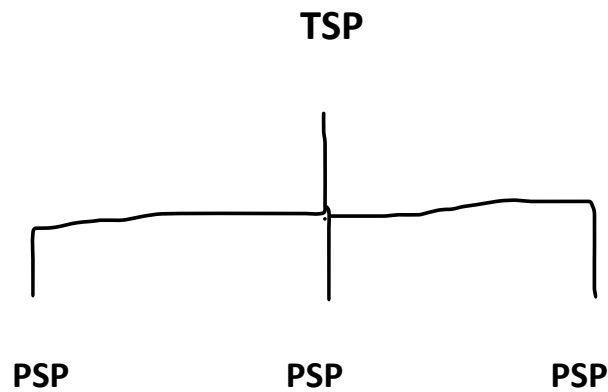
IDEA:

- Individuals should be able to plan, deliver, monitor, and improve the quality and timeliness of their own work.
- Use data to justify refute unreasonable demands say 'Yes' with confidence say 'No' with data's option.
- Learn from experience use data from one piece of work to improve the next.

Principles of PSP:

- Measure Stuff (size, time, effort, defects -> time included in finding solutions & point of intro).
- Measure consistently: use correlation to judge usefulness of time to predict future performance.

Team Software Process (TSP):

TSP is held above the all the PSPs and is done collectively by a team. You have a script of user gets stuck he/she can follow that in order to solve the problems.

TSP

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   _____|_____
  |       |       |
 PSP     PSP     PSP
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Principal:

- Measure the task for each individual/Analyze each member's performance.
- Regular Meetings.
- Regular Planning (Achievable Goal).

IDEA:

- It was given to me by Humphry.
- The team should be self-motivated.
- Definite tasks are assigned to team individuals that play role in achieving a angle goal.
- Team members are dependent to achieve a common goal.

Waterfall:

- Domain Modeling.
- Requirement Analysis.
- Architectural Design.
- Implementation.
- Testing.
- Deploy

Agile:

Tangible requirements are implemented in agile its main working procedure **is scrum.**

- Product backlog
- Sprint Planning
- Sprint Backlog
- Daily Meeting
- Retrospective
- Sprint
- Sprint Review
- Burn Up/down Charts