**SCD**

**10-10-2023**

**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:**

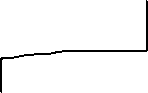
* Measure Stuff (size, time, effort, defects -> time included in finding solutions & point of intro).
* Measure consistently: use correlation to judge usefulness of time to predict future performance.

**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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**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