Name: Muhammad Bilal

Father Name: Haneef Qureshi

Section: A

Teacher: Dr. Shahab Ahmed Siddique

Course: CSSE - 313

Program: BSSE

Department: UBIT

Lab Assignment

- Q1. Make a Project Plan of at least 50 activities for the following types of projects: [2.5 marks each]
- a. Applying Booch Method
- b. Applying RUP
- c. Applying Waterfall
- d. Applying Spiral

Choose your own system.

A. I have chosen Bank Management System for this.

Following are the **Projects Plan** for **Bank Management System**.

(a)

Grady Booch Method

Start Date : August 1st, 2020

End Date: January 31st, 2021

Plan Activities	Aug	ust		Sep	oten	nbe	r		Oct	obe	er	No	ver	nbe	er	De	cer	nbe	er	Jai	nua	ry
			Λ	ΛAC	CRC) P	PRO)(CES	SS												
				CON	CEP.	TUA	\LIZ	ZA]	ΓΙΟΙ	V												
Market Research																						
Analyze Industrial Trends																						
Research on Predefined Models																						

Analyze Previous Data														
Analyze Previous Design														
Creating a New Model														
Passing Test Cases														
Calculation of Model Success														
Conceptualization Documentation														
			P	NA	LYS	SIS								
Feasibility Study														
Requirement Gathering														
Software Requirement Specification														
Organizing Requirements														
Negotiation and Discussion														
Software Requirement Verification														
Software Requirement Validation														
SRS Documentation														
Brainstorming														
Analyzing requirements														
Requirements modeling														
Security Requirements														
				DES	SIGI	V								
Identify Design Goals														
System Decomposition														
Logical Design														
Physical Design														
Architectural Design														

Detailed Design																
Conceptual Data Modeling																
Design Management																
Data Flow Design																
Data Structure Oriented Design																
Object-Oriented Design									•							
Designing Documentation																
	CC	DINO	3 AN	D II	MPL	.EIV	1E1	NTA	TIO	N						
Modules Coding																
Unit Testing of Modules																
Front-end Coding																
Unit Testing of Front-end Coding																
Back-end Coding																
Unit Testing of Back-end Coding																
Database Coding																
Unit Testing of Database Coding																
Creating Operating Procedures																
Deployment Preparations																
Deploying the Solution																
Stabilizing the Deployment																
Deployment Documentation																
			M	AIN	TEN	IAN	IC	Ξ								
Identification and Tracing																
Corrective Maintenance																

			_															
Adaptive Maintenance																		
Perfective Maintenance																		
Preventive Maintenance																		
Maintenance Management																		
Version Tracking																		
Releasing Patches																		
		M	ICRO) PI	RO	CE:	SS	(1	TER	ΑΤΙ\	/E)	\bigcirc						
	ID	ENTIF	ICAT	ION (OF (CLA!	SSE	S	ANI	0 0	BJE	CTS						
Identify Classes																		
Identify Objects																		
Define Classes																		
Define Objects																		
Define Relation between Classes																		
Define Relation between Objects																		
		IDEN'	TIFIC	ATIO	N O	F Th	HEII	R S	SEIV	IAN	TIC	CS						
Creation of Initial Design Classes																		
Identify Persistent Classes																		
Define Class Visibility																		
Define Operations																		
Define Methods																		
Define States																		
Define Attributes																		
Define Dependencies																		
Define Associations																		

Define Generalizations																						
		IDE	NTI	FICAT	ION	OF	THE	EIR	RI	ELA ⁻	TIO	NS	HIP									
Identify Inheritance																						
Single inheritance																						
Multi-level inheritance																						
Multiple inheritance																						
Multipath inheritance																						
Hierarchical Inheritance																						
Hybrid Inheritance																						
IDE	NTIFI	CATI	ON (OF TH	EIR	INT	ERF.	AC	ES	AN	D II	MP	LEN	1EN	ITA	101	J					
Identify Interface																				(
Identify Abstract Classes																						
Define Interface																						
Define Abstract Classes																					(

Rational Unified

Process

Start Date End Date

February 6, 2021 April 16, 2021

	PLAN ACTIVITIES	Week 1 February	Week 2 February	Week 3 February	Week 4 February	Week 5 March	Week 6 March	Week 7 March	Week 8 March	Week 9 April	Week 10 April
	T EMIC METHOTILES	6	13	20	27	3	10	17	24	7	16
	Feasibility Study										
	Requirement Gathering										
	Software Requirement Specification										
Z	Organizing Requirement										
NO.	Negotiation and Discussion										
EPT	Software Requirement Verification										
ū	Software Requirement Validation										
S N	SRS Documentation										
\leq	Brainstorming										
	Analyzing requirements										
	Requirements modeling										
	Security Requirements										
Z	Define Baseline										
<u> </u>	Define Architecture										
AT	Identify Design Goals										
A C	System Decomposition										
BORATION	Logical Design										
4	Physical Design										
面	Architectural Design										

	Detailed Design					
	Conceptual Data Modeling	 				
	Design Management	 				
	Data Flow Design	 				
	Data Structure Oriented Design	 			 	
	Object-Oriented Design	 				
	Designing Documentation	 				
	Build Component 1	 				
	Unit Testing of Component 1	 				
Z	Build Component 2	 	 			
0	Unit Testing of Component 2	 				
RUCTION	Build Component 3					
2	Unit Testing of Component 3	 				
2	Modules Coding	 				
E	Front-end Coding					
ONST	Back-end Coding					
ō	Database Coding					
ن ن	Database Coding					
	Unit Testing of Database Coding					
	Coding Documentation	 				
	Identification and Tracing					
	Corrective Maintenance					
	Adaptive Maintenance					
Z	Perfective Maintenance					
TRANSITION	Preventive Maintenance					
	Installation and Activation					
Ž	Implement enhancements					
₹	Interface with other systems.					
H H	Maintenance Management					
	Version Tracking					
	Releasing Patches					
	Retirement of Old Version.					

Waterfall Project Plan

Start Date End Date January 6, 2020 March 16, 2020



		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
	PLAN ACTIVITIES	January	January	January	January	February	February	February	February	March	March
		6	13	20	27	3	10	17	24	7	16
٩	Feasibility Study										
풉	Requirement Gathering										
GATHERING LYSIS	Software Requirement Specification										
T G/	Organizing Requirement										
REQUIREMENT & ANAL	Negotiation and Discussion										
RE &	Software Requirement Verification										
	Software Requirement Validation										
8	SRS Documentation										
	Identify Design Goals										
NG NG	System Decomposition										
ESIC	Logical Design										
Ω	Physical Design										
TEM	Architectural Design										
STI	Detailed Design										
SY	Conceptual Data Modeling										
	Design Management										
₽	Build Component 1										
PL F	Unit Testing of Component 1										
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Build Component 2										



Spiral Model (ITERATIVE)

Start Date: January 1st, 2020

End Date: July 31st. 2020

Plan Activities	Janı	uary	F	ebru	uary	/		M	arch	1	Apı	ril		Jui	ne		J	uly	
			IDE	ENsf	TIF	ICAT	10	N											
Feasibility Study																			
Requirement Gathering																			
Software Requirement Specification																			
Organizing Requirements																			
Negotiation and Discussion		<u> </u>																	
Software Requirement Verification																			
Software Requirement Validation																			
SRS Documentation																			
Brainstorming																			
Analyzing requirements																			
Requirements modeling																			
Security Requirements																			
			SYS	TEN	1 DI	ESIG	N												
Identify Design Goals																			
System Decomposition																			
Logical Design																			

Physical Design													
Architectural Design													
Detailed Design													
Conceptual Data Modeling													
Design Management													
Data Flow Design													
Data Structure Oriented Design													
Object-Oriented Design													
Designing Documentation													
			CC	DII	NG								
Build Component 1													
Unit Testing of Component 1													
Build Component 2													
Unit Testing of Component 2													
Build Component 3													
Unit Testing of Component 3													
Modules Coding													
Unit Testing of Modules													
Front-end Coding													
Unit Testing of Front-end Coding													
Back-end Coding													
Unit Testing of Back-end Coding													
Database Coding													
Unit Testing of Database Coding													
Coding Documentation													

	RI	SK AI	NALY	75 A	MD	EV	JLU	AT	TON	1						
Identify Risk																
Risk Sources																
Risk Category																
Analyze Risk																
Prioritize Risk																
Probability of Risk Occurrence																
Risk Impact																
Risk Exposure																
Risk Occurrence Timeframe																
Risk Triggers																
Risk Response Plan																
Risk Audit																