B2C – Business to Customer

B2B – Business to Business

Document the processes

Define good software

* Functionality (It must solve the customer’s/businesses problem)
* Scalability (Addition of new features should be possible, and should not completely break the system)

Essential characteristics?

Hired for a big software company, what will happen to you?

* What is the software?
* Plan
  + Schedule (Time budget)
  + Cost (Real budget)
  + Manpower (Man hours)
  + What is the problem?
  + How do we solve the problem
  + What is the idea?
  + Specifics of the idea
  + Alternative solutions
* Analysis
  + What is the target demographic?
  + Who are the system stakeholders?
  + What do the users require?
  + Is it technically feasible?
  + Is it financially feasible?
  + Who are the competitors?
  + What is the specific function to rise above competitors?
* Design
  + UML chart for software, what requirements are needed (Class diagram, design and relationships)
    - Use case
    - Use case descriptions
  + Wireframe for software, what’s the design
  + Database design – requirements in the database
  + Networking design – how does the application communicate (stand-alone application, web application)
* Implementation
  + AGILE methodology
  + Waterfall methodology
  + Testing phases
  + TDD – Test Driven Development
    - Handling exceptional cases
    - Fill in functionality to handle exceptional cases
* Support
  + Product support

Semester ends mid December

Presentation – October, November, December

20 mins per group, 3hours total

October – Proposal

* Functional Requirements
* Non-functional requirements
* Team members
* Schedule budget
* 1.0 UML

November – Progress sharing

* UML revisions, data revisions

December – Final Presentation