# CSC584 Assignment 1

### Chapter 1: Introduction

1. What is the most important difference between generic software product development and custom software development? What might this mean in practice for users of generic software products?
2. What are the four important attributes that all professional software should have? Suggest four other attributes that may sometimes be significant and describe each of these attributes.
3. Based on your own knowledge of some of the application types discussed in section 1.1.2, explain, with examples, why different application types require specialized software engineering techniques to support their design and development. You must identify at least three reasons with examples.

### Chapter 2: Software processes

1. Consider the reuse-based process model shown in Figure 2.3. Explain why it is essential to have two separate requirements engineering activities in the process.
2. Explain why change is inevitable in complex systems and give examples (apart from prototyping and incremental delivery) of software process activities that help predict changes and make the software being developed more resilient to change.
3. Discuss and describe the four main activities of a software engineering process.

**Chapter 3: Agile Software Development**

1. Explain how the principles underlying agile methods lead to the accelerated development and deployment of software.
2. Compare and contrast the Scrum approach to project management with conventional plan-based approaches. Your comparison should be based on the effectiveness of each approach for planning the allocation of people to projects, estimating the cost of projects, maintaining team cohesion and managing changes in project team membership.
3. Why is it necessary to introduce some methods and documentation from plan-based approaches when scaling agile methods to larger projects that are developed by distributed development teams.