

COURSE NAME

SOFTWARE  
ENGINEERING

CSC 3114

(UNDERGRADUATE)



## CHAPTER 2

# SOFTWARE DEVELOPMENT PROCESS MODEL

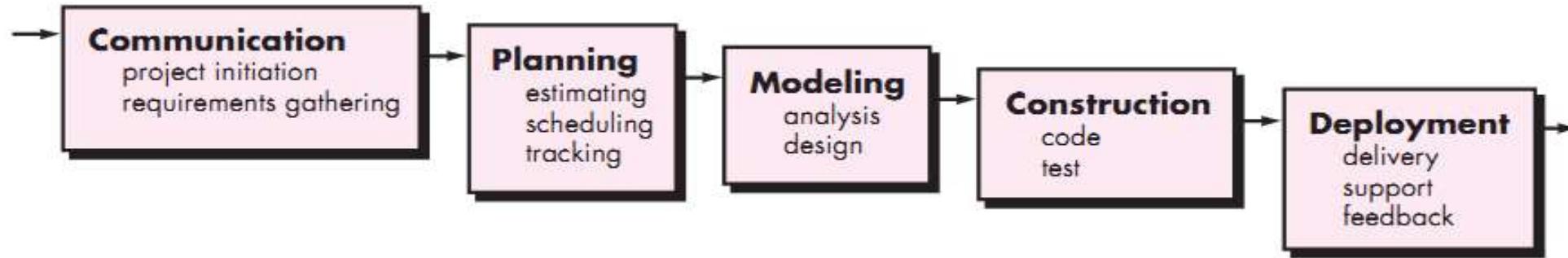
JUBAYER AHAMED  
LECTURER, CS, AIUB  
[jubayer@aiub.edu](mailto:jubayer@aiub.edu)

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# SOFTWARE PROCESS

- A structured set of activities required to develop a software system
- A software process model is an abstract representation of a process.
- It presents a description of a process from some particular perspective

# WATERFALL MODEL



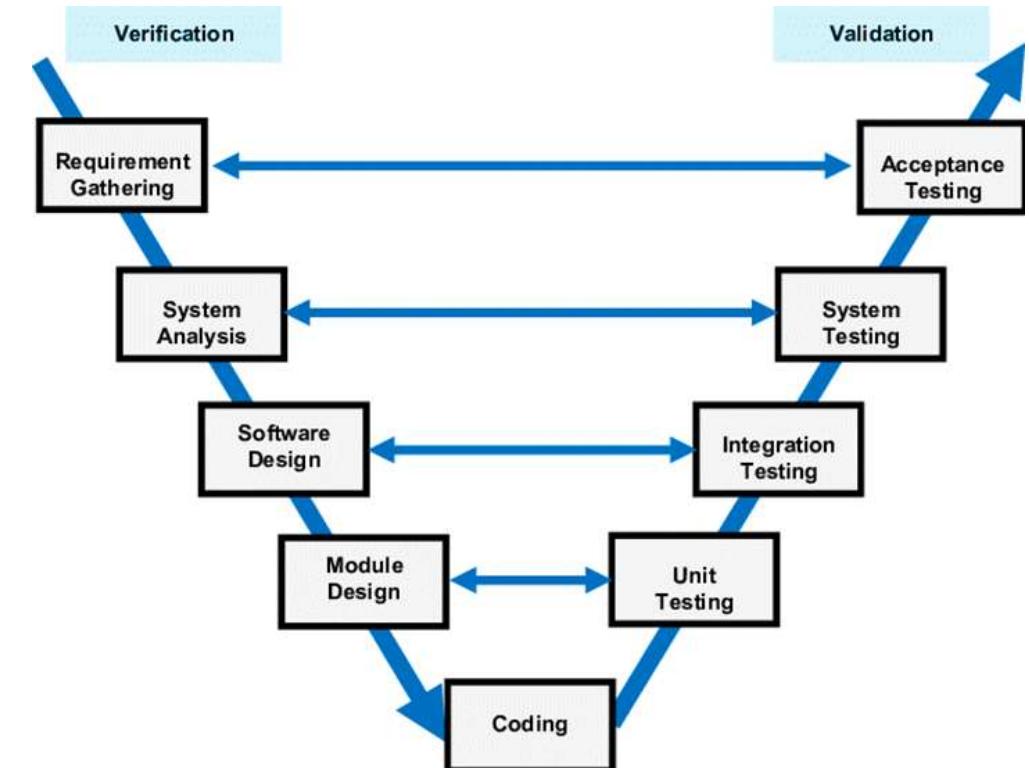
## □ The waterfall or linear sequential model

### Problems of the Waterfall Model

- Inflexible partitioning of the project into distinct stages. The next phase starts only after the completion of the previous phase
- This makes it difficult to respond to changing customer requirements (no backtracking)
- Therefore, this model is only appropriate when the requirements are well-understood

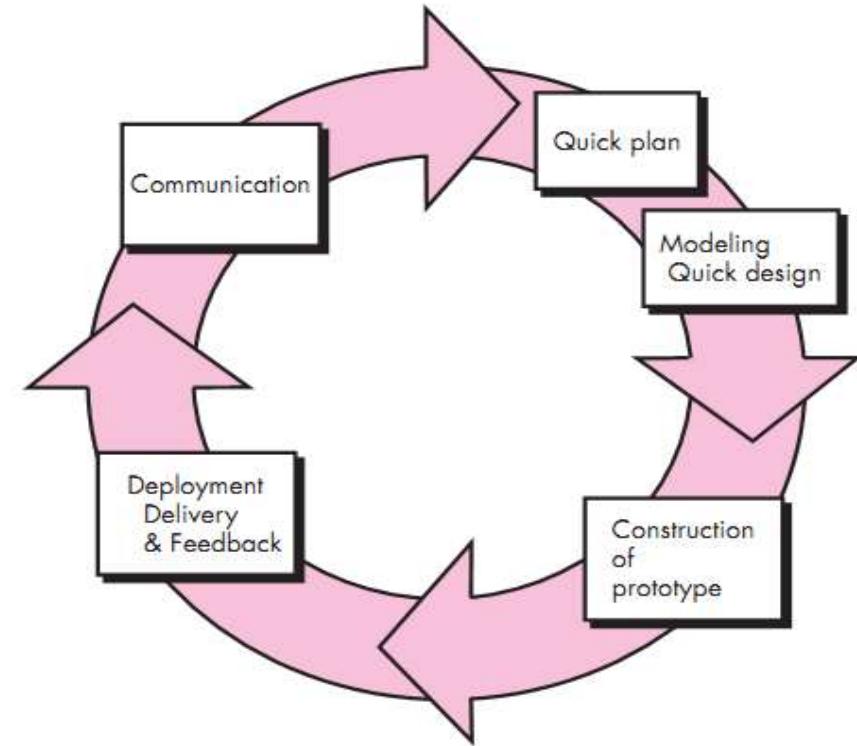
# V - MODEL

- The V-model is an SDLC model in which process execution happens sequentially in a V-shape. It is also known as a **Verification and Validation** model.
- V-Model is an extension of the waterfall model and is based on an association of a **testing phase** for each corresponding development stage. This means that every single phase in the development cycle has a directly associated testing phase.
- This is a highly disciplined model, and the next phase starts only after the completion of the previous phase.



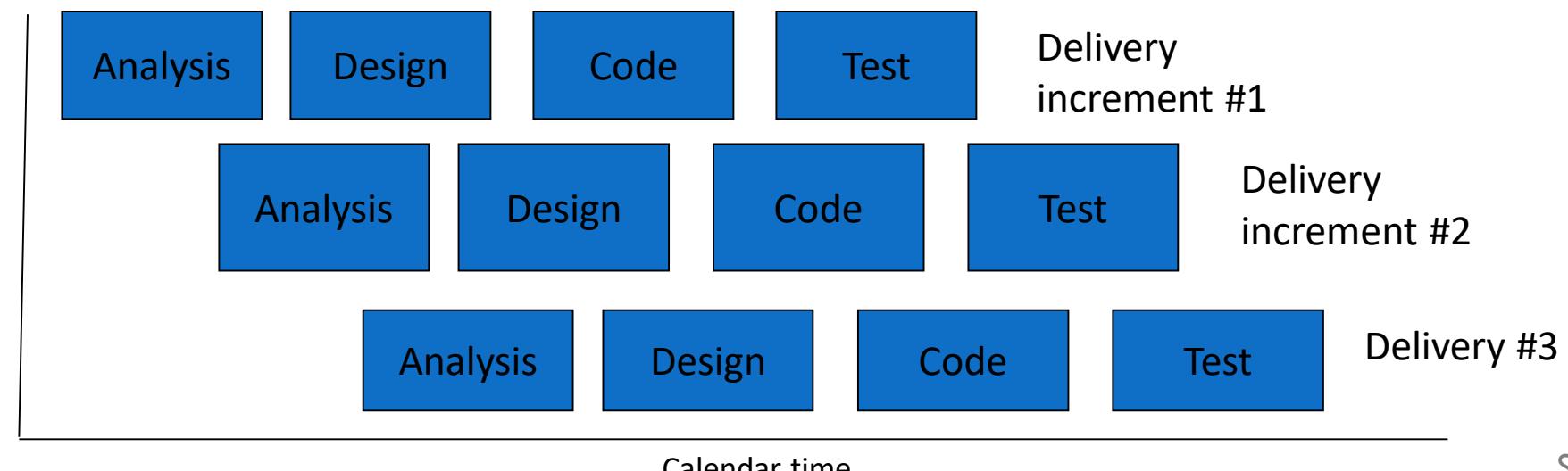
# PROTOTYPING MODEL

- ❑ Requirements are not precise, and the prototype serves as a mechanism for identifying software requirements
- ❑ Iteration occurs as the prototype is tuned to satisfy the needs of the customer
- ❑ System requirements ALWAYS evolve during a project, so process iteration is proper where earlier stages are reworked and is always part of the process for large systems



# INCREMENTAL DEVELOPMENT

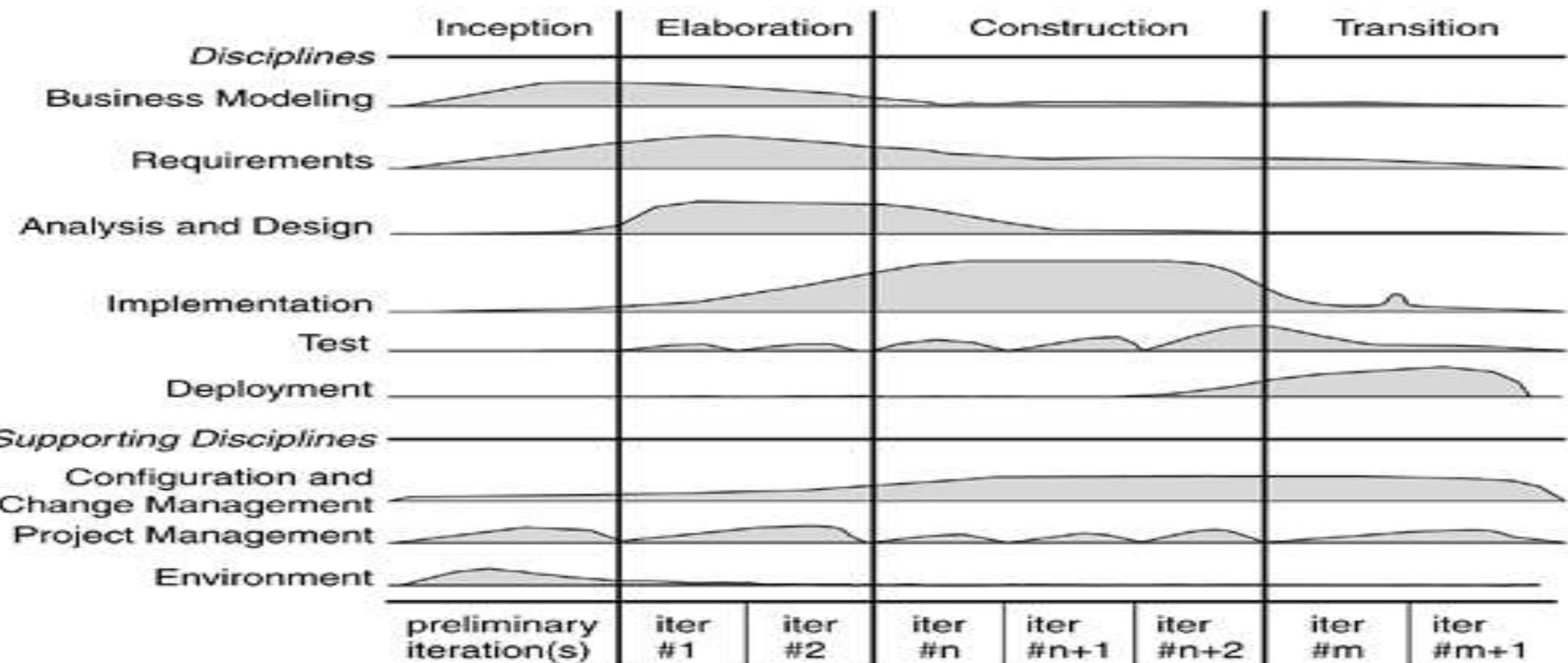
- ❑ Rather than delivering the system as a single delivery, development and **delivery are broken down into increments**, with each increment delivering part of the required functionality (SPIRAL).
- ❑ The requirements are relatively certain but there are many complexities that leads to frequent changes.
- ❑ User requirements are prioritized, and the **highest priority requirements** are included in early increments
- ❑ Once the development of an increment is started, the **requirements are frozen** though requirements for later increments can continue to evolve



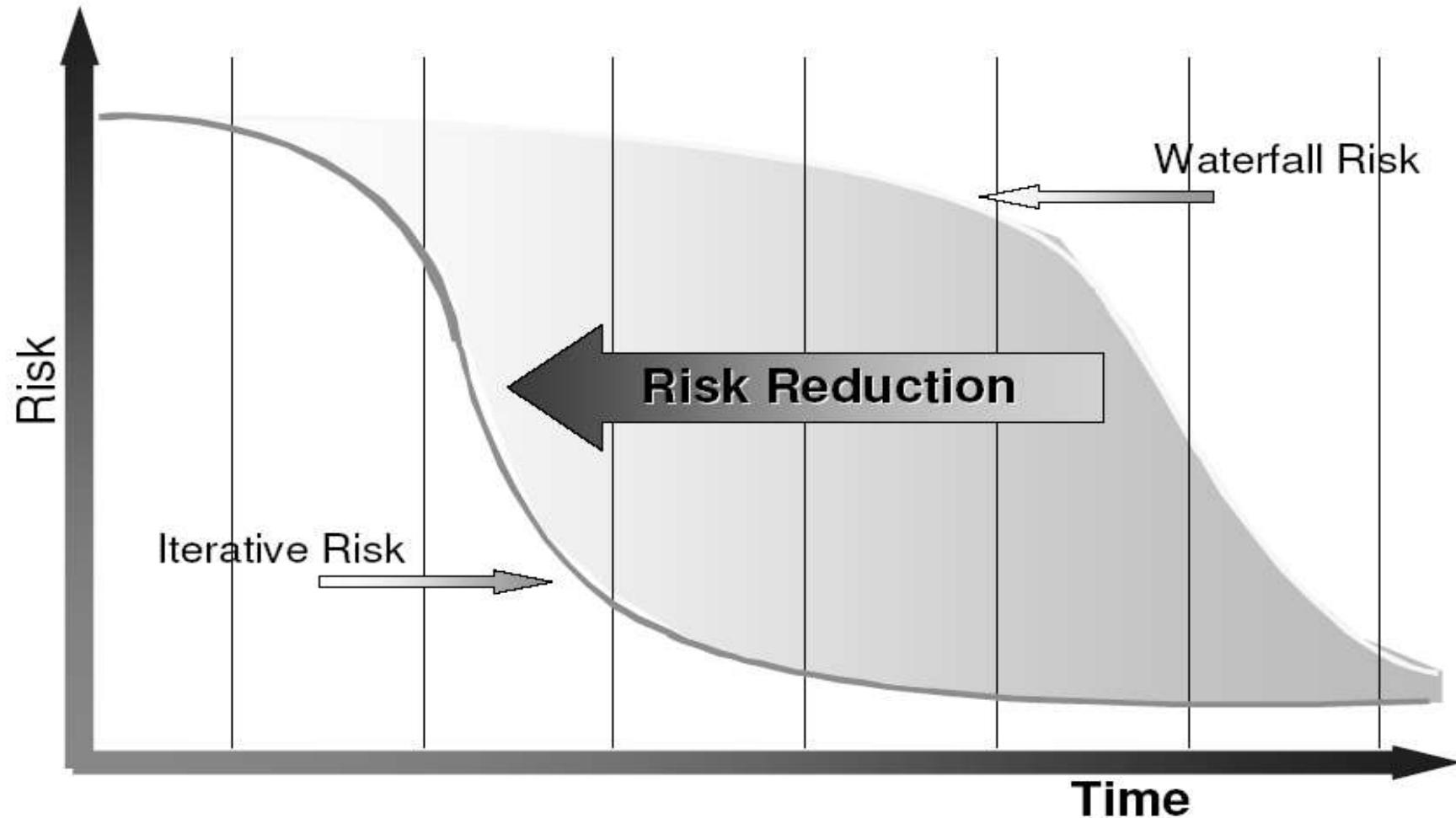
# RAPID APPLICATION DEVELOPMENT (RAD)

- ❑ It is a type of incremental model. The developments are time-boxed, delivered, and then assembled into a working prototype
- ❑ In the RAD model, the components or functions are developed in parallel as if they were mini projects (frozen requirements in each increment)
- ❑ This can quickly give the customer something to see and use and to provide feedback
- ❑ Delivers a fully functional system in 90 days, give or take 30 days
- ❑ Phases of RAD are:
  - Requirements Planning
  - User Design (user interacts with the system analysts)
  - Construction (program and application development)
  - Cutover (testing, changeover to new system, user training)

# RATIONAL UNIFIED PROCESS (RUP)



# RISK PROFILE



## REFERENCES

- R.S. Pressman & Associates, Inc. (2010). *Software Engineering: A Practitioner's Approach*.
- Kelly, J. C., Sherif, J. S., & Hops, J. (1992). An analysis of defect densities found during software inspections. *Journal of Systems and Software*, 17(2), 111-117.
- Bhandari, I., Halliday, M. J., Chaar, J., Chillarege, R., Jones, K., Atkinson, J. S., & Yonezawa, M. (1994). In-process improvement through defect data interpretation. *IBM Systems Journal*, 33(1), 182-214.