-We start writing down all requirements like number of rooms, doors, which pipe goes where, which light goes where.Then we create a design including all house elements.

- construct using the design documentation.

-Inspector inspects the house after it is entirely finished.

-The customer sees the house for the first time.

-The project is overseen by a project manager.

Advantage: planning is straightforward.

Disadvantages: It is inefficient for builders, dangers are discovered late,...

2.

- First, we create a list of needs in the form of use cases.

- After that, we go through a series of iterations in which we construct a section of the house. -Assume we construct the bedroom in the first iteration:

-We design the bedroom in great detail.

Then, using the design documentation as a guide, we construct the bedroom.

-An inspector will inspect the bedroom after it is completed.

- The customer will then be able to observe the bedroom.

- We determine how to improve the following iteration at the end of the iteration.

-. After that, we begin iteration number two (maybe the living room)

The entire project is managed by a project manager.

Advantages: faster feedback than waterfall, and continuous process improvement.

Disadvantages: document-driven, long iterations result in late feedback, each team member continues to work on an island using documents.

3.

- We begin by creating a user story that summarizes the requirements.

-After that, we conduct a series of 2-week sprints during which we build a section of the house.

- Assume we develop a portion of the kitchen in the first sprint:

- We create a list of user stories for the sprint.

(backlog for the sprint)

Then, using face-to-face communication, we construct the kitchen.

- The client sees one user narrative after it has been completed and inspected by the inspector.

- At the conclusion of the sprint, we show the rest of the family who will be living in the house our work.

- We figure out how to better the next sprint at the end of the sprint.

- Then we begin the following sprint (other kitchen tasks).

There is no project manager in charge of the entire project.

This is taken care of by the team.

4.

Devops is similar to scrum, but there are two key differences: in addition to the PO and developers, we have one or more operations people on our team who construct and manage the application. During the lifecycle of an application, a devops team stays together (as much as possible). The members of the team are specialists in both the domain and the technical aspects of the system.

5.

Waterfall: only basic, risk-free projects

RUP: only simple initiatives with a smidgeon of risk

Scrum is a software development methodology that works well in tiny sprints.

Devops: for systems that require ongoing maintenance and support throughout their existence.

6.

a. necessitates a substantial amount of time.

b. Developers are not adept at documenting their work.

b. Documentation isn't always current.

b. lengthy documents aren't read.

I choose only small overview documents over detailed documents. This is the best way to manage a project and finish it in time and badget.