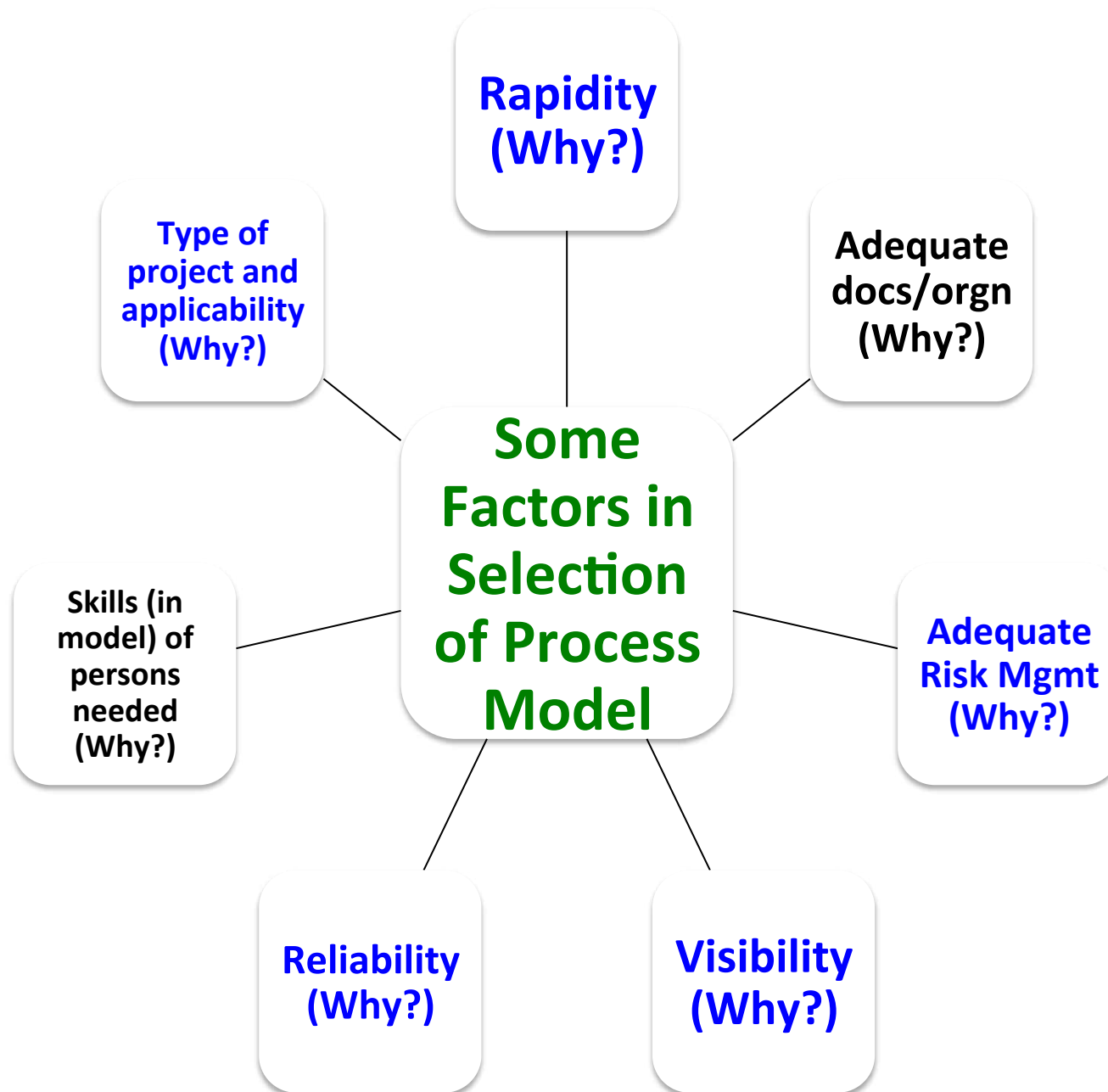
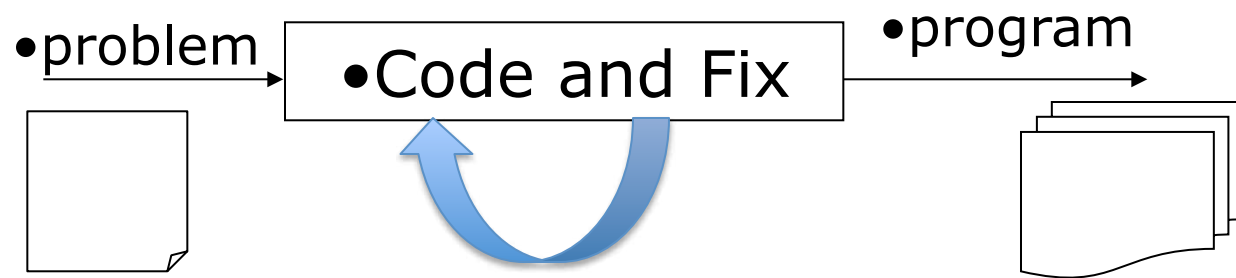


# Process Models

(ALSO KNOWN AS  
SOFTWARE LIFECYCLE MODELS)

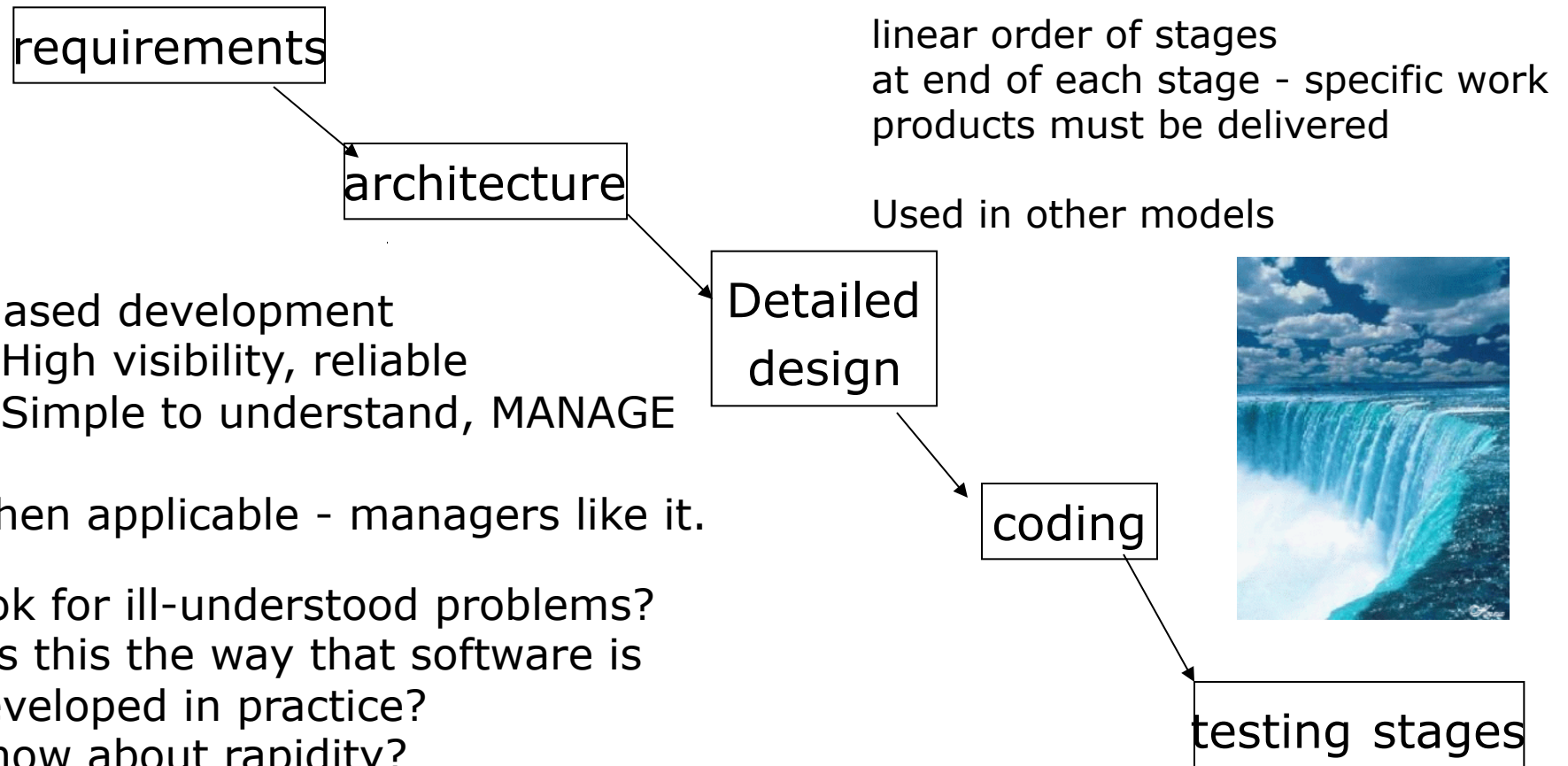


# Code and Fix Model



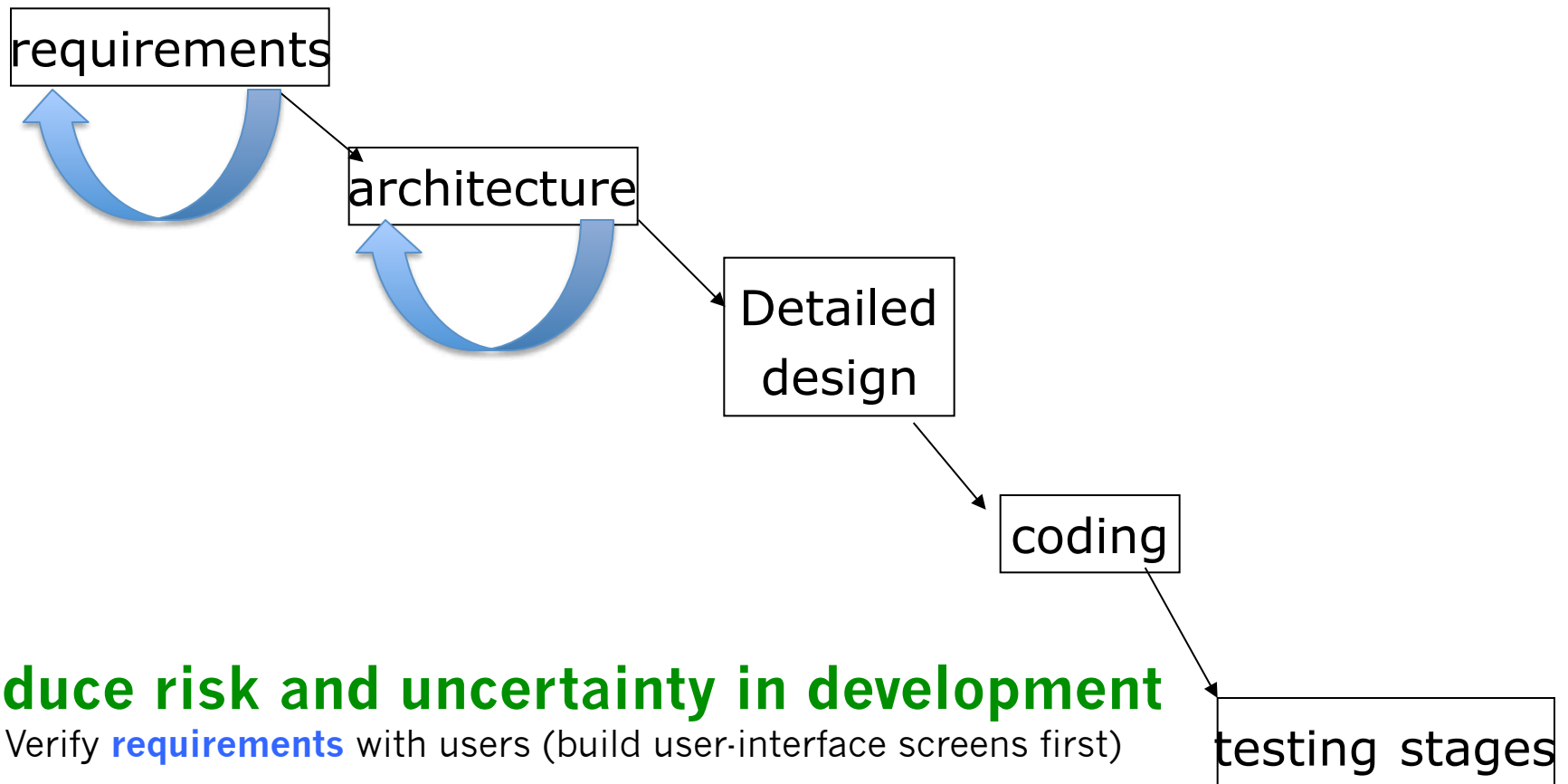
- poor match for user needs
- poor reliability
- Poor visibility
- cannot distribute work
- spaghetti code
- not designed for testing/maintenance
- Ok for small, throwaway, class assignments

# Waterfall model



Note that there are many variants of the waterfall model.

# Prototyping

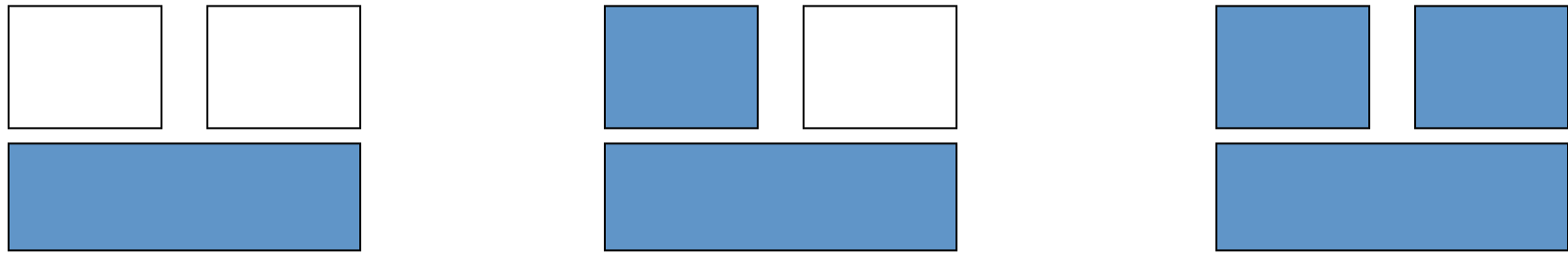


- **Reduce risk and uncertainty in development**

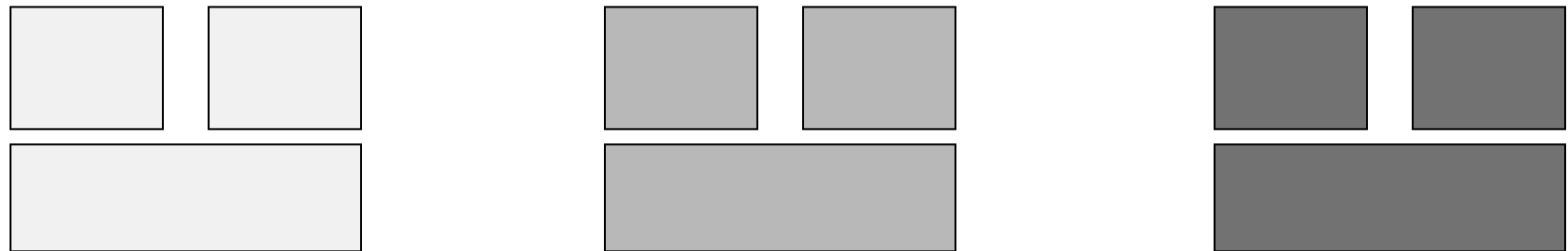
- Verify **requirements** with users (build user-interface screens first)
- Try out **design** alternatives to better understand the issues

- A variation of waterfall model.

# Iterative/Incremental



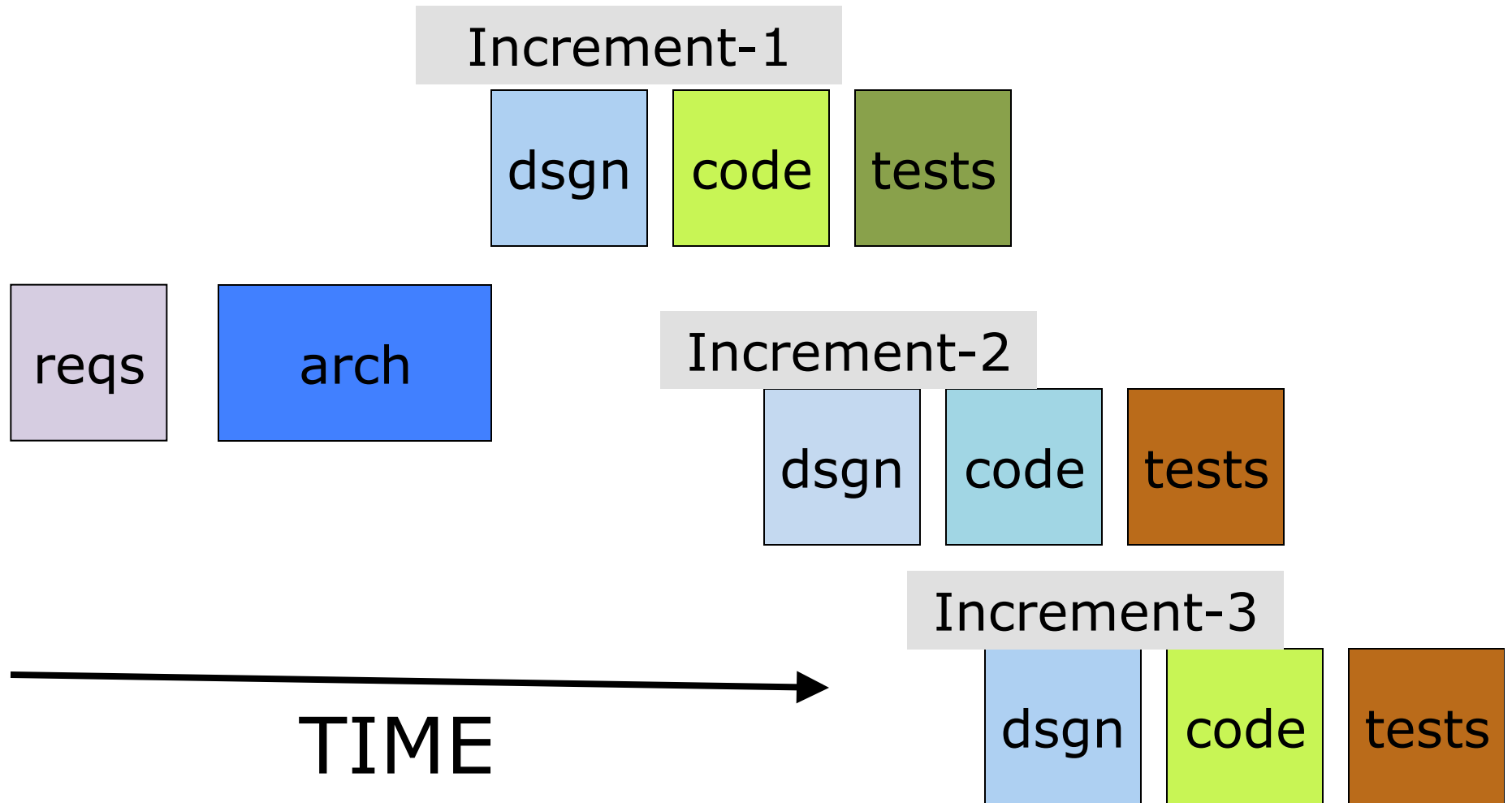
Incremental



Iterative

TIME

# Iterative/Incremental

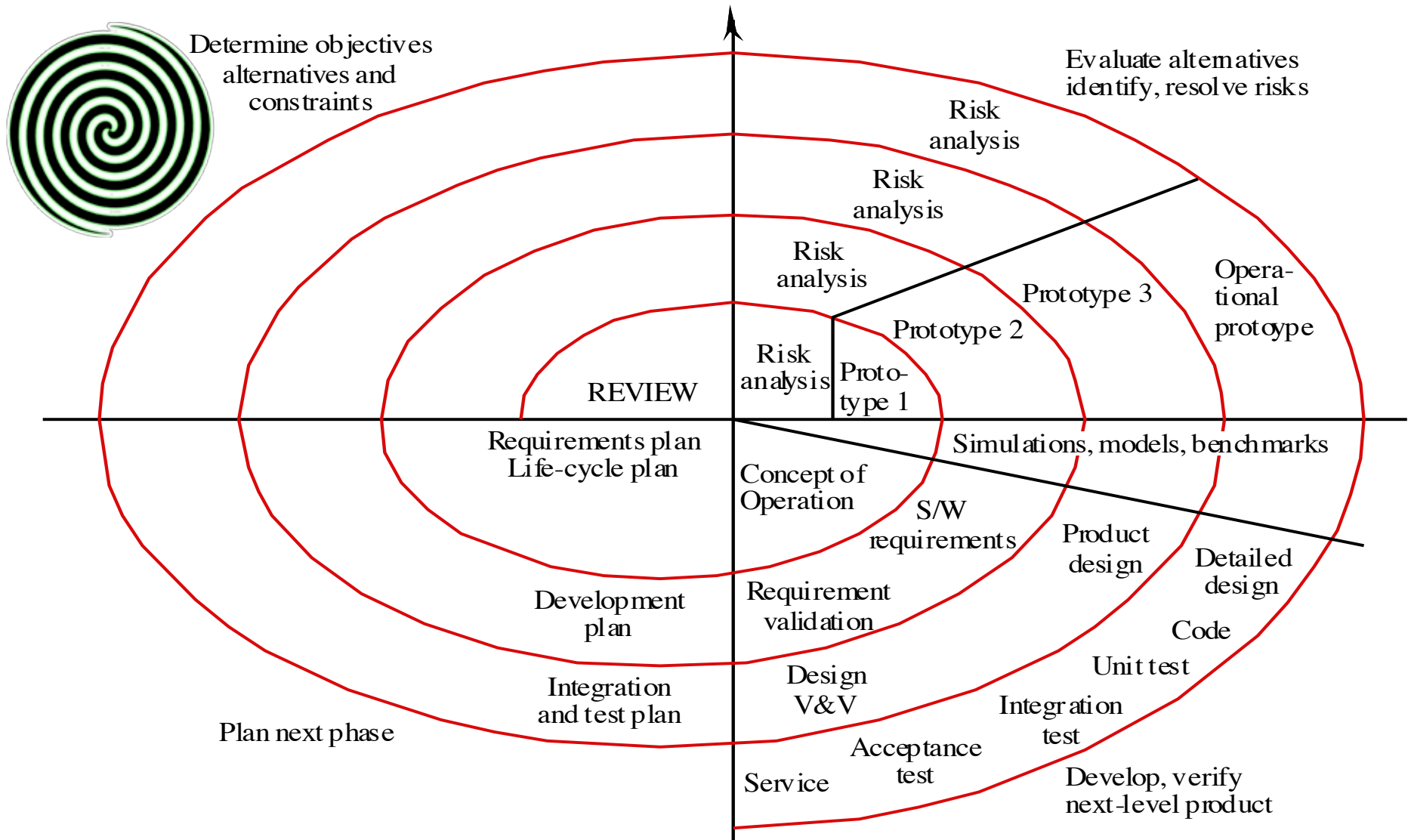


+ / -

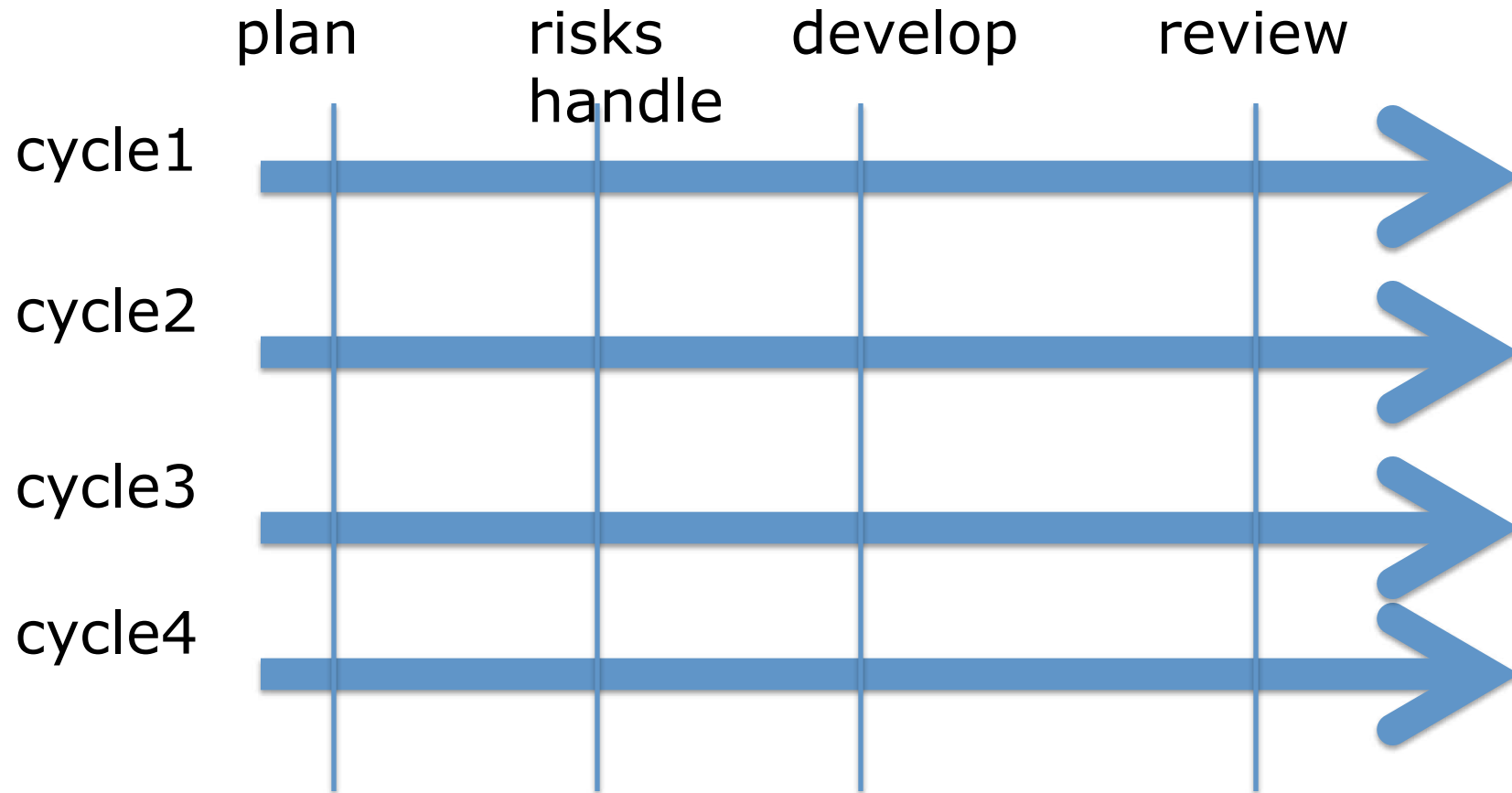
- + quick time-to-market (rapidity)
- + Validate each step with the user + feedback
- + focus on area of expertise (GUI, perf etc) at a time
- Maintenance and development teams - both required
- more chances of spaghetti code (refactor on the go)
- does it work for contract work?
- Increments and iterations need to be well defined



# Boehm's Spiral model



# spiral model is like iteration



# Boehm's spiral model

- Process is represented as a spiral rather than as a sequence of activities with backtracking
- Each loop in the spiral represents a phase in the process.
- No fixed phases such as specification or design - loops in the spiral are chosen depending on what is required
- **Risks** are explicitly assessed and resolved throughout the process

# Spiral Model (cont'd)

- Advantages

- + works well on internal software development
- + handles risk and uncertainty
- + clear focus on planning, risk, and determining alternatives.
- + becomes equivalent to other models as it is flexible in what can be done in a sector.

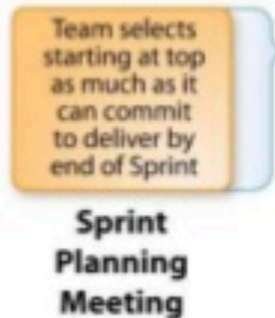
- Disadvantages

- risk management skills needed to use properly
- milestones not clear

# SCRUM

## The Agile: Scrum Framework at a glance

Inputs from Executives,  
Team, Stakeholders,  
Customers, Users



# Product backlog

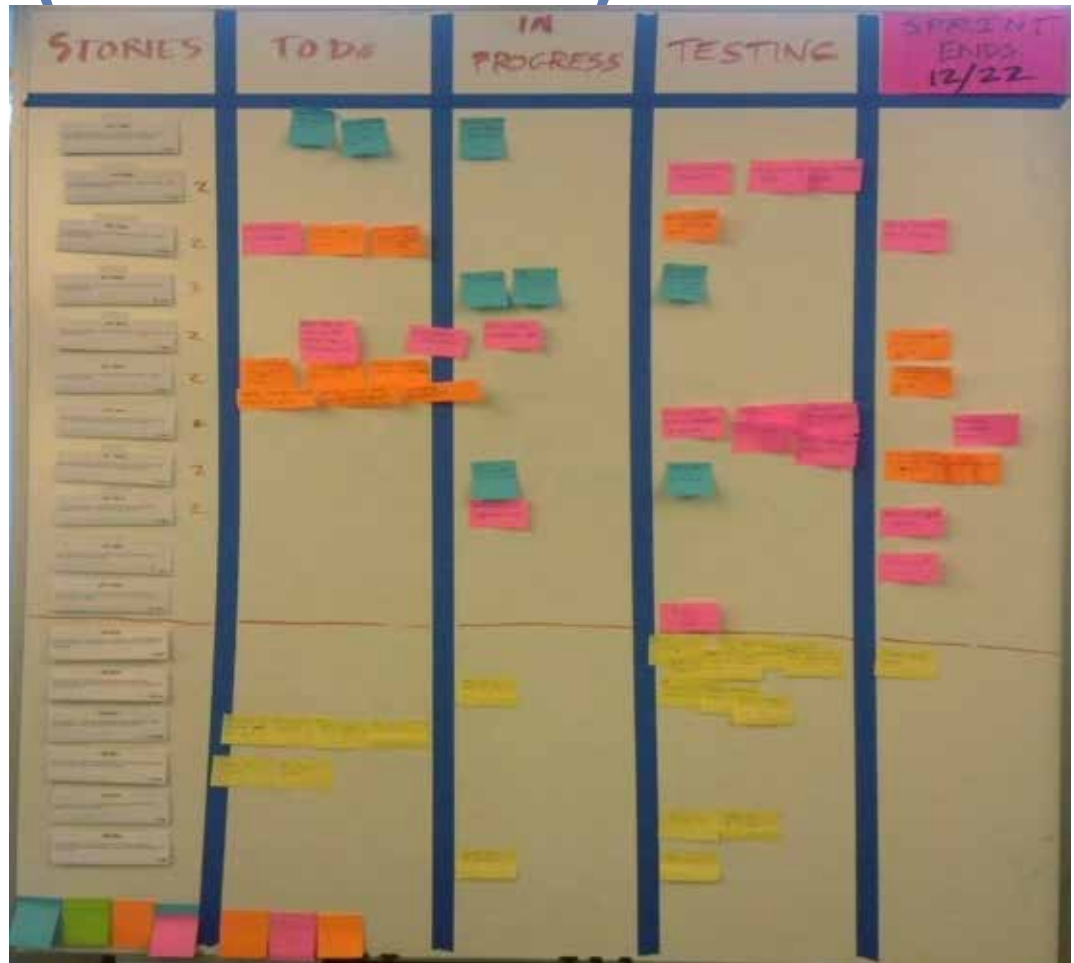


This is the  
product backlog

- The requirements
- A list of all desired work on the project
- Ideally expressed such that each item has value to the users or customers of the product
- Prioritized by the product owner
- Reprioritized at the start of each sprint

# Scrum Board (Use Trello)

- Tool to visualize progress within sprint
- User stories and tasks written on post-it notes
- Tasks moved from:
  - To do
  - In progress
  - Done



# The daily scrum

- Parameters
  - Daily
  - 15-minutes
  - Stand-up
- Not for problem solving
  - Whole world is invited
  - Only team members, ScrumMaster, product owner, can talk
- Helps avoid other unnecessary meetings





# Agile practices

- User Stories
- On Site Customer

- Make Frequent Small Releases
- Move People Around
- Collective Code Ownership
- Daily Stand Up Meeting

- test-first
- Refactor Mercilessly
- Coding Standard
- Pair Programming
- Integrate Often
- Optimize Last

# A few –ves of Agile

- High level architecture?
- Documents (for maintenance)?
- Stressful. Anxiety about productivity.
- Herded through small use-cases – very oriented to doing all the time.

# A few other process Models

- RUP (Rational Unified Process)
- Agile
  - XP
  - TDD
  - Kanban
- Each organization has its own variant of process model and workflow and will train developers first on their processes.

# Self Check

- List five process models
- What are a few of the problems with code&fix?
- What are some advantages of Waterfall Model?
- Briefly describe the Spiral Model. What are some of it's advantages?
- What are the different artifacts in Scrum?
- What is done during Sprint planning?
- What is done during Daily Scrum?
- What are some disadvantages of Agile processes?