

SE Assignment - 1

Q.1] what is the significance of recognizing software requirements in the software engineering process?

Ans As the technology changes, the user requirements and environment on which software is working also changes. So every organization is based on the software engineering principles decided by that organization.

- Implementing & managing large size of software programmes requires a specific method modularize the task so that size of software can't harm the software quality.
- Software engineering provides methodology for implementing complex software systems with high quality.
- without any standard method of management, it is difficult to address defects in the product & correct them as early as possible. Software engineering provides this functionality.
- Extending the previous software to add new functionality requires most in terms of time to develop & efforts taken by people, as compare to the process of developing new software to provide that functionality.
- Software engineering provides a way in which software system can be able to scale as needed in future.

Q.2) Describe the main characteristics of different process models used in software development.

- * Waterfall model - sequential & linear approach. Each phase must be completed before moving to the next one.
 - Clear and structured, suitable for projects with well defined requirements, minimal changes & stable scope.
 - Limited flexibility for changes, difficult to adapt to evolving requirements, potential for late-stage ~~errors~~ discovery.
- * V-model (Validation and Verification model) :- Parallel development and testing approach. Each development phase is followed by a corresponding testing phase.
 - Strong emphasis on validation & verification, clear documentation, reduces risk by identifying issues early.
 - Limited adaptability to changing requirements, potential for miscommunication between development and testing phases.
- * Incremental model - similar to iterative models but the software is built in increments, each delivering specific functionality.
 - Early delivery of functional modules, reduced time to market, allows for better integration testing.
 - Requires careful planning to define increments, possible integration challenges.

- * Iterative model - similar to agile, but with more structured and defined phases. Each iteration may include a subset of the software's functionality.
- Allows for interactions, refined features and early feedback, suitable for projects with evolving requirements.
 - Requires clear planning and coordination between iterations, potential for scope creep.

- Q3.] How does the capability maturity model (CMM) contribute to improving software development process?
- The CMM model's application in software development has sometimes been problematic. Applying multiple models that are not integrated within & across an organization could be costly in training appraisals, and improvement activities.
 - The capability maturity model integration (CMMI) project was formed to sort out the problem of using multiple models for software development processes, thus the CMMI model continues to be a general theoretical process capability model used in the public domain.
 - CMMI framework consists of a collection of competencies based on knowledge, engineering, software engineering, integrated product & process development & provider learning

- CMMI framework has three groups as:

1. CMMI for development (CMMI-DEV)
2. CMMI for service (CMMI-SVC)
3. CMMI for acquisition (CMMI-ACQ)

Q.4] Explain the differences between prescriptive process models & evolutionary process models.

prescriptive

Prescriptive process model	Evolutionary process model
① Developed to bring order & structure to the software development process.	① Stages consists of growing increments of an operational software product with evolution.
② It can accommodate changing requirement	② Improvement is required in the product
③ It is more popular	③ It is less popular
④ waterfall model and incremental models are a few examples of prescriptive	eg:- prototyping spiral & concurrent models.

- Q.5] Provide examples of situations where using a specific process model would be most suitable
- Incremental model:- When a project can be divided into smaller functional increments, allowing certain modules to be developed and delivered independently while ensuring integration & testing along the way.
 - RAD model:- When there is a need to quickly produce a working prototype to gather user feedback and make refinements before proceeding with full development.
 - Waterfall model:- When requirements are stable and changes are minimal, making it possible to plan and execute the project in a linear sequence of phases.
 - Agile model (Scrum):- When flexibility and adaptability are crucial and the project can be divided into smaller increments with frequent iterations, allowing for continuous feedback and changes.
- Q.6] Compare and contrast the waterfall model and agile methodologies in terms of project planning and progress tracking.

- Waterfall model is the first approach used in software development process.
- It is also called as classical life cycle model or linear sequential model.

- In waterfall model any phase of development process begins only if previous phase is completed.
- Agile software development describes an approach to software development cycles which requirements and solutions evolve through the collaborative effort of self-organising and cross functional teams and their customer.
- It advocates adaptive planning, evolutionary development, early delivery and continual improvement and it encourages rapid and flexible responses to change.
- The term agile was popularized, in this context by the manifesto for agile software development.

Q.7] Apply process metrics to evaluate the efficiency and effectiveness of waterfall, agile (Scrum and Kanban) methodologies, considering factors such as development speed, adaptability to change and customer satisfaction.

1. Waterfall

Development Speed:

- Waterfall is a linear and sequential methodology where each phase must be completed before moving on the next. This can lead to longer development cycles.
- Metrics: Time taken for each phase (requirements, design, development, testing, deployment)

Adaptability to change:

- waterfall is less adaptable to changes in requirement due to its rigid structure
- metrics: no. of change requests, impact analysis
time & delays caused by change requests

Customer satisfaction:

- ~~- Agile methodologies involve continuous customer feedback and collaboration, leading to improved satisfaction.~~
- metrics: regular customer feedback
 - waterfall may have limited customer involvement until the end, which could affect satisfaction.
 - metrics: customer feedback at the end of the project - post-deployment support requirements.

2) Agile (Scrum & Kanban):

Development speed:

- Agile Methodologies are highly adaptable to changing requirements due to regular iterations and flexibility.
- metrics: no. of user stories completed per sprint or cycle time, velocity.

Adaptability to change:

- Agile methodologies are highly adaptable to changing requirements due to regular iterations and flexibility.
- Metrics: Number of changes incorporated per sprint / cycle, time taken to respond to change requests.

Customer satisfaction:

- Agile methodologies involve continuous customer feedback and collaboration, leading to improved satisfaction.
- Metrics: Regular collection of customer involvement feedback scores, frequency.

8)

8) justify the relevancy of the following comparison for software development models.

Features	waterfall model	Incremental model	Prototyping model	spiral model
Requirement specification	well understood	not well understood	not well understood	well understood
understanding requirements	well understood	not well understood	not well understood	well understood
Availability of reusable components	no	yes	yes	yes
Risk Analysis	only at the beginning	No risk analysis	No risk analysis	yes
User involvement	only at the beginning	Intermediate	high	high
implementation time	long	less	less	depends on project
Flexibility	Rigid	less	high	flexible
Expertise required	High	high	medium	high
cost control	yes	no	no	yes
Resource control	yes	yes	no	yes