CS-UY 4513 Software Engineering (DP I)

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1. The Unified Process nowadays generates the most success in producing software. Since the team has been using the waterfall model for many years, it can be hinted that products developed requires some time. As such, the Unified Process iterates early development stages extensively, allowing the team to make more analysis and fixes cheaper over the years. Also, the method holds object-orientated practices, which is concurrent to software production today.
2. We are already too deep into the waterfall model. Let’s say we do switch over to the Unified Process. If one of our members could retire and how much money would it cost to recruit an employee to get accustomed to the Unified Process? How much would it cost to just simply switch over, covering all the training and capital cost? If switching over takes too long and expensive, it may not end well even if it is for the long run.
3. The purpose of a rapid prototype is to develop the prototype rapidly. If the prototype is not developed rapidly, it will be hard to maintain it because some extensive development was iterated over and over for the product to not be developed as rapidly as it should have been. It is not really considered a prototype and may not grasp the client’s needs nor have any real usefulness a product produced by a more formal process, i.e. Unified or Waterfall would.