

## UML

## Assignment-II

Q1. Participants	Role
1. Participants of a software development process include any of the members that are involved into the process.	Role is a responsibility assigned to a person or team. It might be a managerial or a technical responsibility.
2. A single person can also perform many roles. Like a team leader can also perform management roles as well as programmer roles.	It is possible to assign same role to more than one person like giving any specific role to group of people.
3. Participants are generally of 2 types direct & indirect. This is characterized based upon their involvement into the project.	Role is categorized into 4 types. Management, <del>Support</del> Development, Cross-Functional & Consultant.
4. All the project participants come together for successful accomplishment of the project.	Role differentiates person to person based on his ability.

Q2. Roles are the responsibilities assigned to a team or a person. These responsibilities might include managerial or technical tasks. Roles are the tasks that are expected from a project participant to fulfill. These roles are assigned to a team or person based on their skills.

Yes, it is possible to assign same roles to 2 or more participants. For example, a role is assigned to a team. This can be done only if there are group of people in participants who are expertise in a particular skill. Say for example that there are 3 participants who are good at graphic designing. Then they can be grouped under a team and assigned the work for graphic designing. Those roles when assigned to a team can give good results if the team members well co-ordinate among themselves and avoid any kind of conflicts. These roles when assigned to a team can utilize the help of expert opinions of each of the team member. This is so because each of them is skilled for that role. So, an expert opinion of each of them can be chosen to give get the best results.

Q3. Client	End-User
1. Client is the customer for whom the software is developed by the development team.	The end-user is the one for whom the client gets the software prepared.
2. A client can be a person or a co-operative group.	The end-users are actually the person the ones who use the software once it is released.



3. The client needs to specify their software requirements & specifications to the development team.

On behalf of end user, client tells the need of end-user to the development team.

4. The client is the one who pays for the development of the software to the development team / company.

End users not pay any money to the development team.

Q4. A role is assigned to participant according to their skill & expertise.

a. System Architecture is the role assigned for change of a subsystem interface to accommodate a new requirement.

b. API Engineer is the role assigned to communicate the subsystem interface change to other teams.

c. Editor is the role assigned to change the documentation because of the interface change.

d. Tester is the role assigned to design a test suite to find defects introduced by the change.

e. A project manager or team leader is the role assigned to ensure that the change is completed on schedule.

Q5.

PROVIDER

ACTORS

TIME CONSUMER

Get Initial Agenda

Review Agenda

Revision

Arrange Meeting

Consensus

Issues

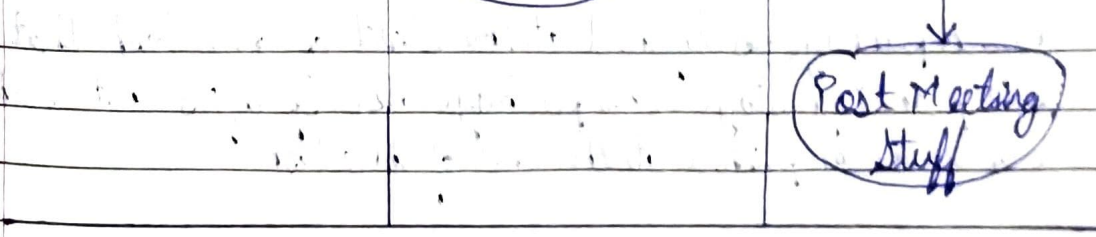
Get Summary

Finish Meeting

Discussions

Review Action Items

Post Meeting Stuff





There are 3 roles which can be made from the diagram which are, PROVIDER: Helps in arranging to start the meeting, second is the clique of meeting participants, third one is meeting time that is spent in different activities.

## Q6. Work Product

## Work Package

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|--|--|
| 1. Work Product is an artifact that is produced during the development of the software.  | Work Package is a specification that tells the work to be accomplished when the task is completed.                             |
| 2. These work products results when a task is completed. These work products illustrate the completion of some task.                                   | The work package specifies what work product must be achieved as output from a particular task.                                |
| 3. It might include the system design documents, a class diagram, and a piece of source code, market surveys or even the development software as well. | This specification include task name, task description, resources needed to perform the task, dependencies on inputs, outputs. |

A work package is defined at the start of a new task that is at planning stage. This package also specifies that work is to be accomplished at the end of the task.

Page No.   
 Date   
 A work product is what is obtained when the task is completed. The work product marks the completion of a task. For example, preparation of requirement analysis document, a work product, shows that task of requirement analysis is completed.

The assignment which involves 2 students planning & development of a system for sorting list of names, using 2 different sort algorithm, would have the following work package specifications:

- Test Suites
- Agendas Planned Before Beginning a New Task.
- Algorithm Used For Sorting.
- Define System Interface For Sorting.

Work Products are the final product which is obtained after the completion of task. The examples of work products in this case are as follows:

- System Design Document
- Class Diagram
- Source Code
- Manual For Other Developers.