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Roll no. 30

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SE

Q.1 Sprints

Sprint is a short, time boxed period when a scrum team works to complete a set amount of work.

Sprint is the "heart" of scrum and agile methodologies and getting sprints right will help your agile team ship better software.

They make projects more manageable and allows team to ship high quality work faster and more frequently and gives them more flexibility to adapt to change.

Sprint is based on scrum which is a framework of getting things done.

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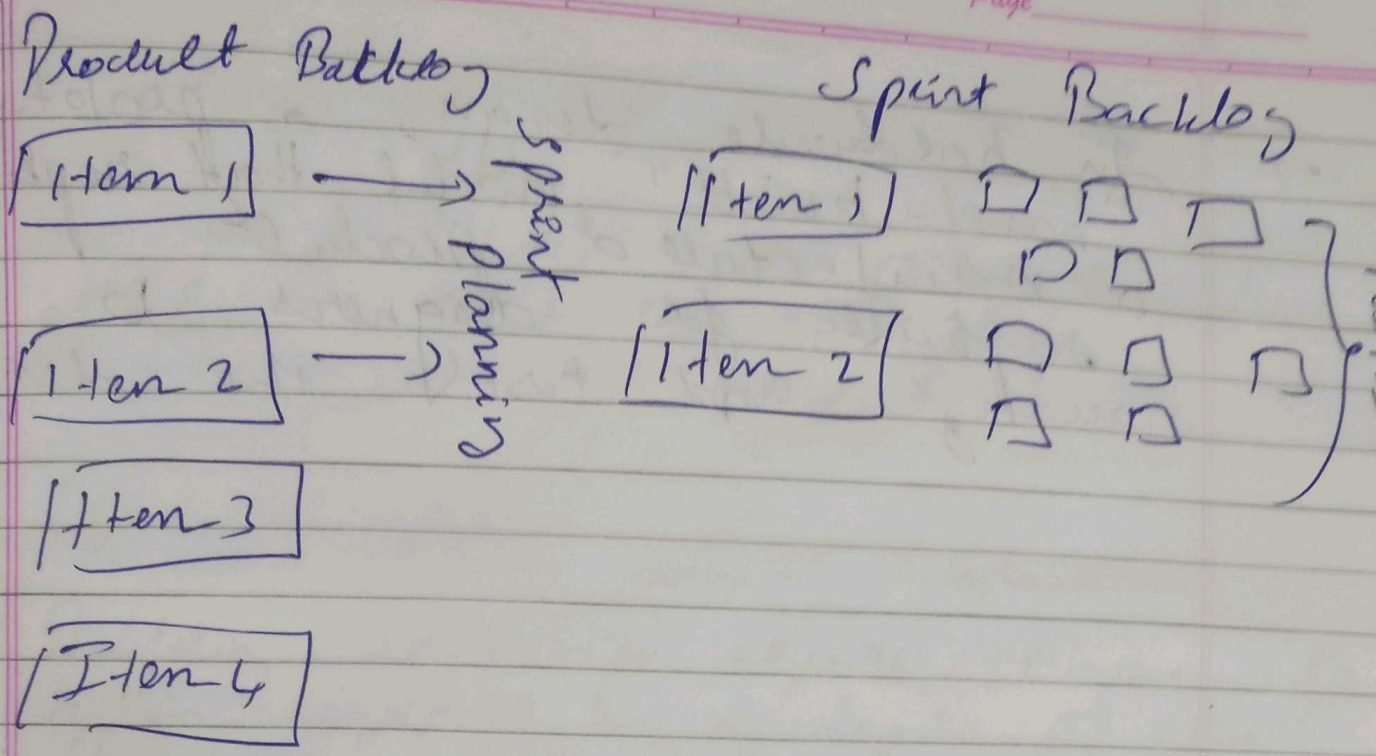

b. Prototype

→ It is a rudimentary working model of a product or information system, usually built for demonstration purposes as a part of development process.

→ In SDLC prototyping model, a basic version of system is built tested and then worked

→ A prototype is an original object; new object are created by copying the prototype.

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→ In hardware design, a prototype is a "hand-built" model that represents a manufactured product sufficiently for designers to visualize and test the design.

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Values of XP.

In 1999, there were only 4 values of XP. But in 2nd edition, respect was added.

1. Communication

Building software requires communication system requires to developers of system.

The goal is to give all developers a shared view of system which matches the view held by users of system.

2. Simplicity

This is called "YAGNI" (you are'nt gonna need it)

because:

It is the focus on designing and coding for the needs of today instead of tomorrow or next time or next week, etc..

3. Feedback

They are related to different dimensions

→ Feedback from system by writing unit tests.

→ Feedback from customer (aka acceptance tests)

→ Feedback from team

4. Courage

It enables developers to feel confortable with refactoring their code when necessary

Example To throw away some code that is not necessary when we have version control.

5. Respect

This also includes respect for others as well as self-respect.

Example - Coders should'nt write code in such a way that other coders unit tests fail.

How does XP differ from traditional

→ One major factor is that XP reduces risks related to programming and project failure

→ XP offers feedback, thus it demonstrates the software early and often.

→ It creates working software faster

→ It support teamwork. So everyone feels as they are part of team.

→ They increase variety of things
① Employee Satisfaction
② Retention rate.

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→ XP is totally visible and accountable unlike traditional approaches. Thus developers make concrete commitments.

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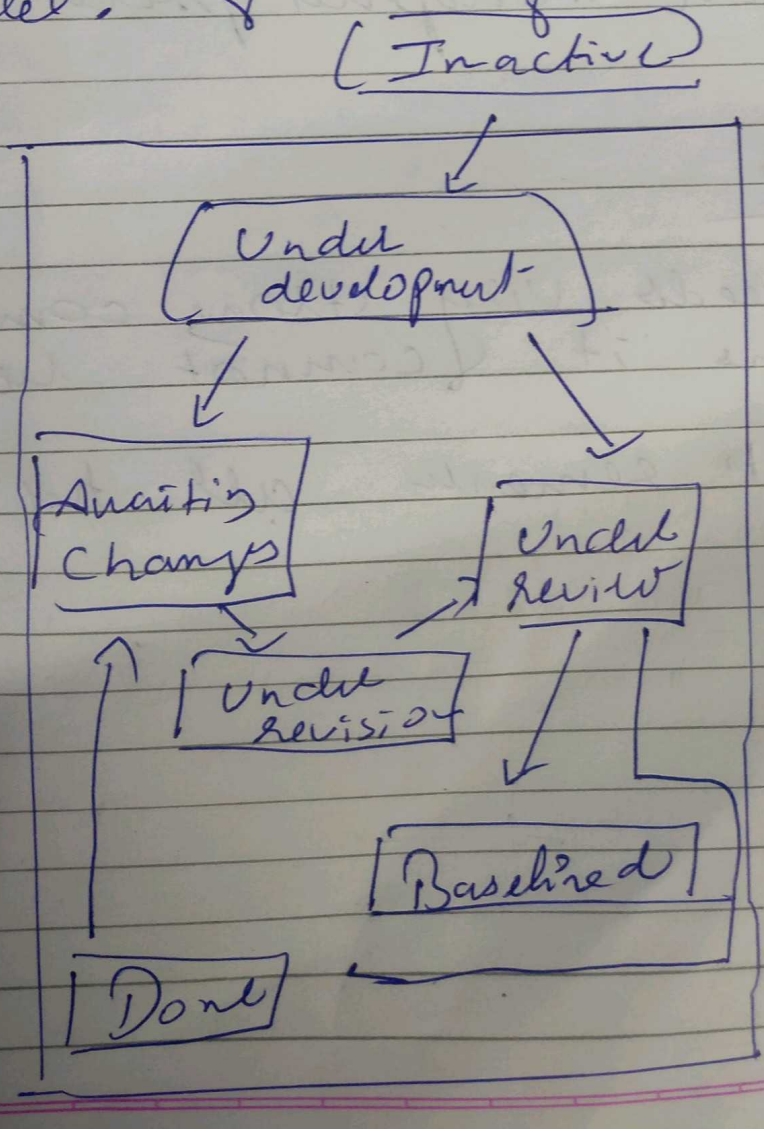
Q3 Concurrent Development Model

Ans This is also called as concurrent engineering.

→ It defines a series of events that will trigger transitions from state to state for each of activities, actions or tasks.

→ It allows a software team to represent iterative and concurrent elements of any of the process model.



Merits

- This provides a precise understad of current state of any project
- Immediate feedback can be retrived
- Easy to understand
- Easy to use
- This is applicable to all types of software development process

Demerits

- This needs very strong communication Sometime it cannot be achieved
- Need to remember all the activity status

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When to use?

→ The concurrent model is often more appropriate for system engineering projects where different engineering teams are involved

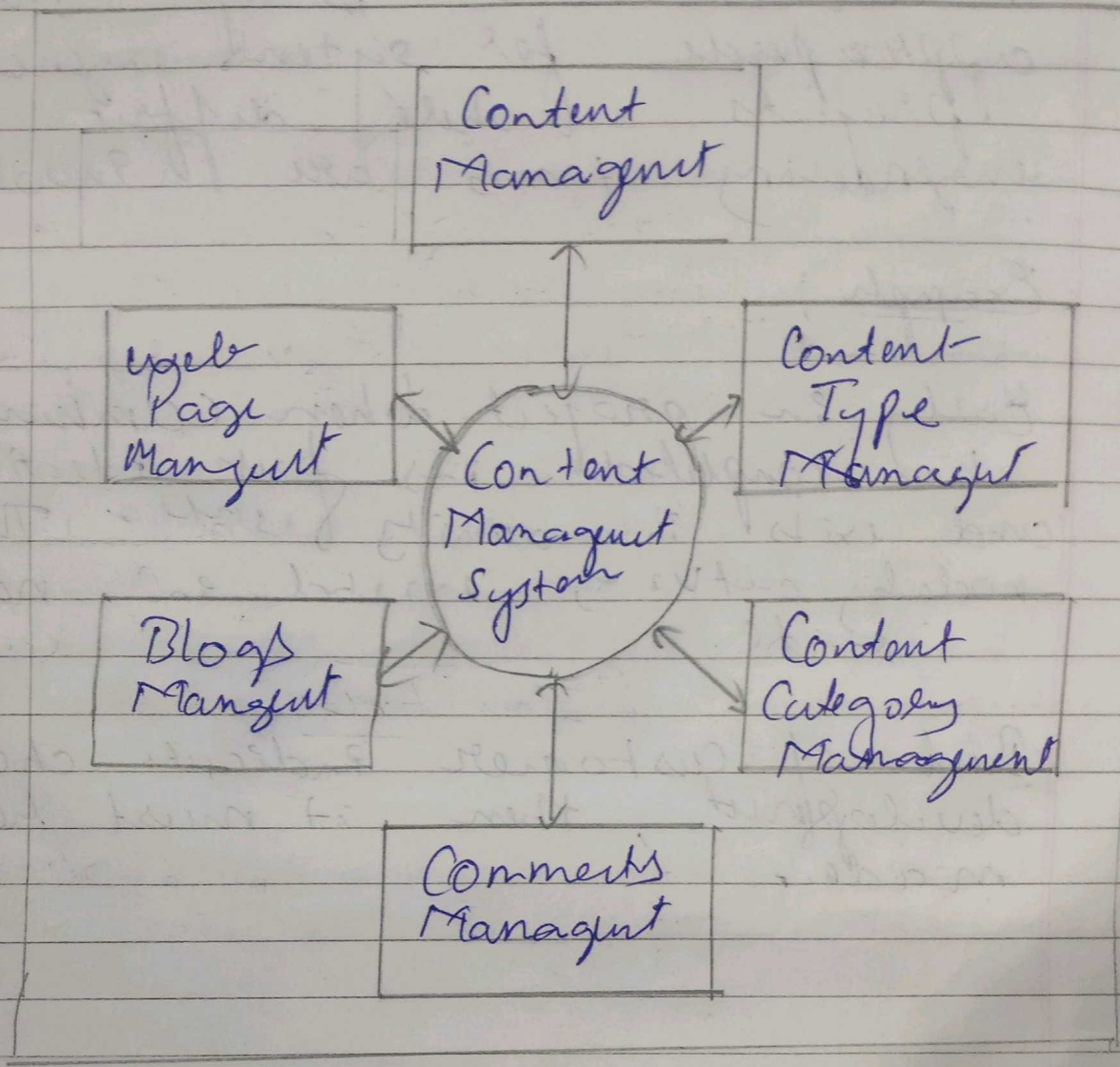
Example

Early in project when communication has completed its first iteration and exists in awaiting state. This model only existed in none state.

But if customer indicates change in development, then it must be made.

B

Content Managment System



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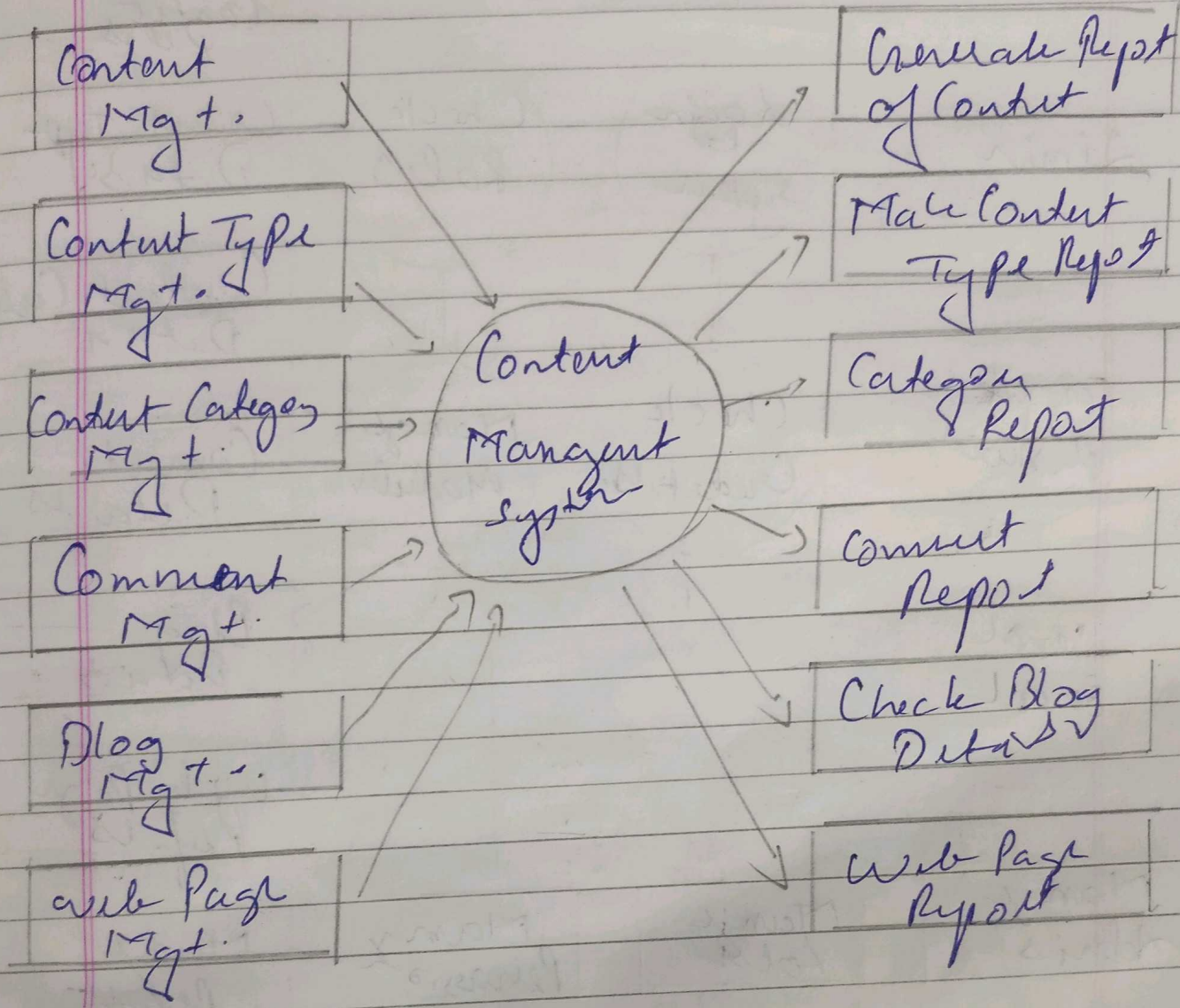
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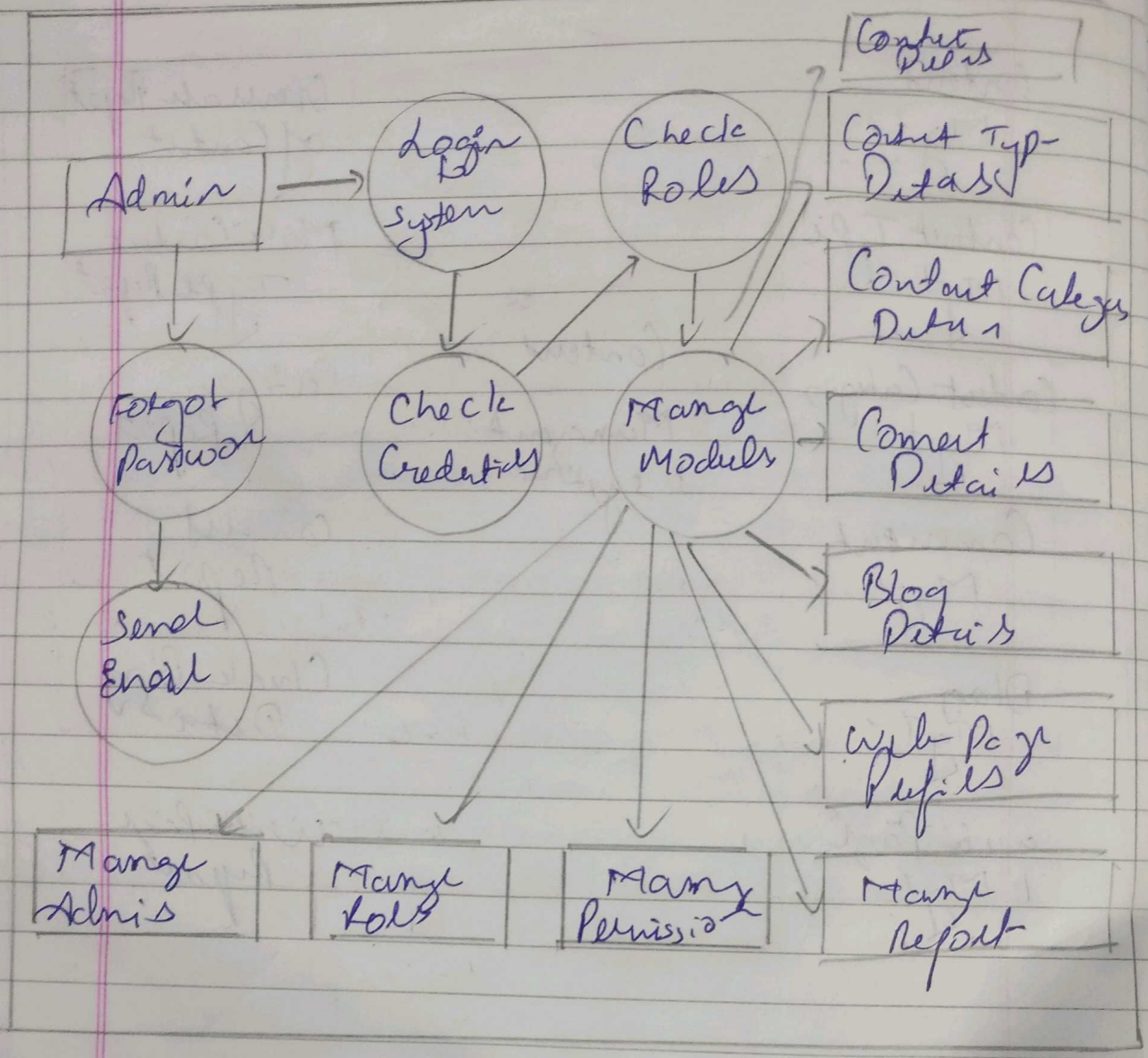

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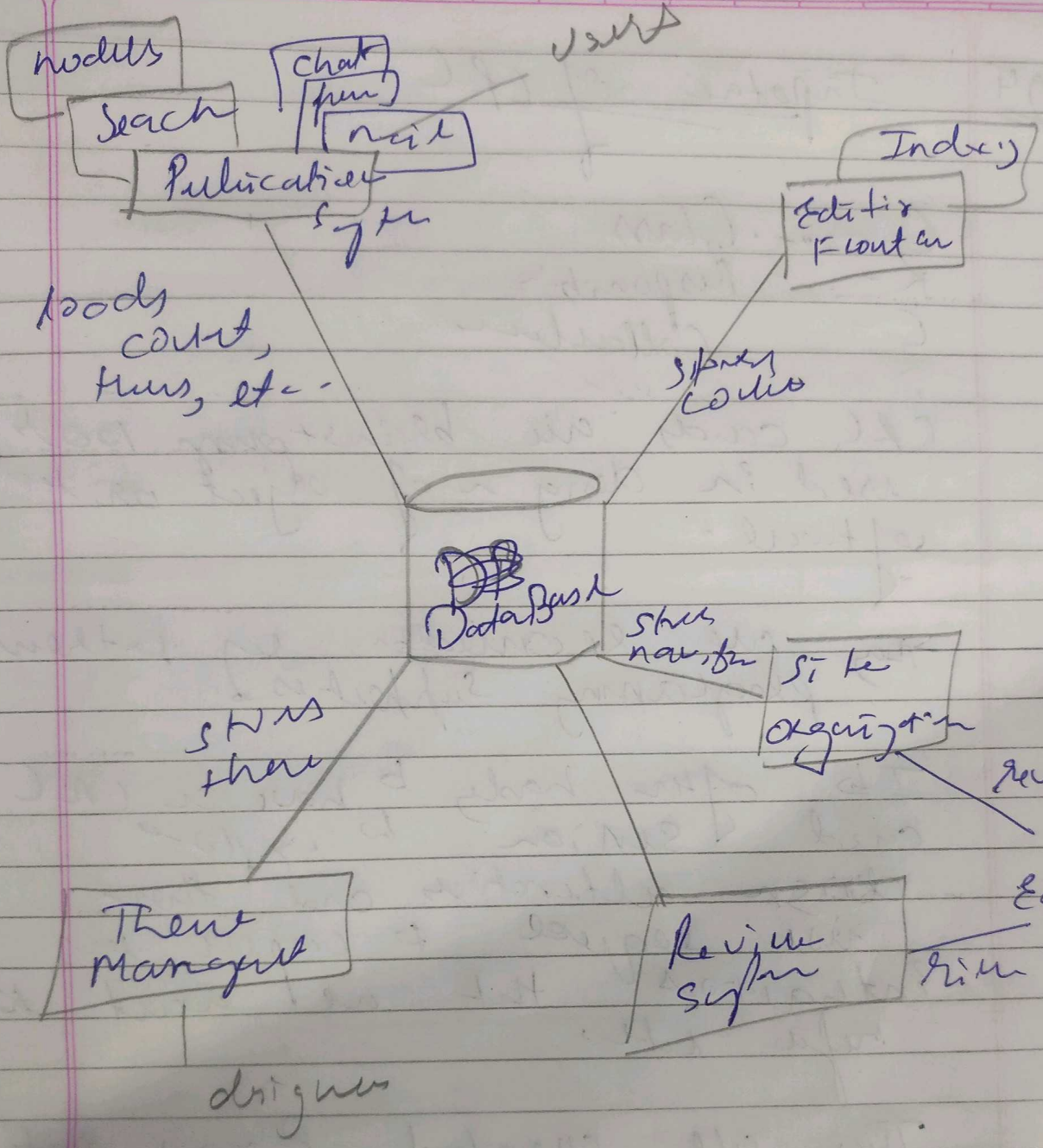

Architecture Diagram

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Q4 Importance of CRC

C - Class
R - Responsibility
C - Collaboration

CRC cards are brainstorming tool used in design of object oriented software.

They are regarded by extreme programming supporters.

It is often handy to have a CRC card session to explore design alternatives and flow use sequence to capture interactions that are about to occur.

They are created from index cards.

They are partitioned on 3 area.

1.
2.
3.

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1. Top left → Class name
2. Left → Responsibilities
3. Right → Collaborators

Example

Class	Sales
Responsibilities	Collaborations
• Knowledge Behavior • Operation Promotion	Partners Clients

CRC card Example of Sales

Example - 2

Class → Transaction

Responsibility	Collaboration
• Money Transfer • Auditing	• Card Reader • Clients