

4072 HW 1

1.1

Requirements gathering, high level design, low level design, development, testing, deployment, maintenance

1.2

Requirements gathering - Creating a plan for everything you want to accomplish.

high level design - A broad design and use of the software.

low level design - Information about how each specific piece of the software should look.

Development - Coding and implementing the software and functionality.

Testing - Finding and fixing bugs, making sure the software operates how it's supposed to.

Deployment - Rolling out software to the users.

Maintenance - Making improvements and bug fixes after the software has been deployed.

2.4

The version history tab on the right shows a drop down menu where you can select either all versions or named versions. Under that is a list of the different versions with the date and time of each change. When clicked, each version highlights the text in the document that was added at the time of the change. This is a lot like github version where you can see the changes added by each commit, I think the primary difference is that each change in github is more specified and intentional since you have to manually commit changes, where in Google Docs the changes are saved automatically.

2.5

It stands for 'just barely good enough', which is to describe documentation for the code you write. It's backed by the idea that you don't want to spend too much time writing documentation as your code changes, so instead you want to write the documentation JBGE.

4.2

The critical path is H I D E M Q, and the total length is 32 days.

4.4

	A	B	C	D	E	F	G	H	I
1									
2	Task	Days	Pred						
3	A		5						
4	B		5 C						
5	C		4						
6	D		6 A,G,I						
7	E		7 D						
8	F		7						
9	G		6						
10	H		3						
11	I		3 H						
12	J		3 H						
13	K		5 L						
14	L		6 C,G						
15	M		9 B,E,I						
16	N		15 B,J,O						
17	O		5 A,G,J						
18	P		6 O						
19	Q		4 K,M						
20	R		4 K,N						
21									

4.6

The best way to handle unpredictable problems like this is to expect the unexpected and plan ahead for problems that will arise. Meaning, assume that problems will happen and build extra time into the development schedule as a cushion for when more time is needed to resolve the inevitable problems that will arise.

4.8

Developers assume they can make up for lost time, and management piling extra developers on a task assuming they can reduce the time needed to finish it.

5.1

Functionality, usability, reliability, performance, and supportability.

5.3

- A. functionality
- B. usability
- C. usability
- D. usability
- E. usability
- F. functionality
- G. performance
- H. reliability
- I. reliability
- J. functionality
- K. functionality
- L. usability
- M. functionality
- N. usability

- O. supportability
- P. supportability

5.9

I would expand the picture and letters and center them to take up more of the empty space, I would also center align the letters at the top and the new game button to be aligned with all of the letters to be selected. I would also change the color of the new game button to signal that it has different functionality from the letters. I would also round the corners of the skeleton picture since every other corner in the application is rounded.