Quiz 09: FDD

Due Apr 3 at 10pm   **Points** 10   **Questions** 5   **Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides.   You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	**Attempt 1**	62 minutes	0 out of 10 *

* Some questions not yet graded

Score for this quiz: **0** out of 10 *
Submitted Apr 2 at 3:16pm
This attempt took 62 minutes.

Question 1   Not yet graded / 2 pts

Describe three of the six roles in FDD

Your Answer:

The three roles in FDD are -

1. Project Manager - He is the administrative head of the team. He mainly looks after the reporting, resources, space and the budget allocation. He collects the reports from his subordinate members and collaborate all the reports and present them to his clients and other staff.

2. Chief Architect - He is the person who is in charge of the system. He needs to have knowledge of modeling and designing. He organizes the workshops which is attended by the stakeholders and other members who all discuss about the model and design of the system.

3. Chief Programmer - He is the programmer who leads the team in designing the features. He is the team lead, provides guidance to the team members in implementing different features of the project and provides necessary resources.

Question 2   Not yet graded / 2 pts

Who participates in the Overall Modeling process of FDD? What do they do?

Your Answer:

Chief Architect, Chief Programmers and Domain experts participates in the overall modeling process of FDD. They perform domain walk throughs of the project. They study relevant documents to understand domain knowledge. Developing the modeling is led by chief architect which describes the overall shape of the model. They also perform research and studies to gain knowledge about the domain they will be working on in order to determine the best design of the product. They refine the object model and writes important model notes.

Question 3   Not yet graded / 2 pts

Describe one advantage and one disadvantage of individual class ownership.

Your Answer:

The advantage of individual class ownership is that only one owner of the class helps making change easier and faster as the owner himself makes the changes.

The disadvantage is if the owner leaves the organization, the development process is affected badly as there would be no other owner of that particular class.

Question 4   Not yet graded / 2 pts

Describe two things that FDD shares with other agile methods.

Your Answer:

1. Short, time-boxed iterations.

FDD performs development by dividing problem into subproblems and dealing with each of them in each iterations. Hence time-boxed iterations where decided features are to be developed in the given time frame.

2. Domain experts are generally customers or the stakeholders and they plan an important role in designing process. The same thing happens in agile where customer participation is necessary for the success of the project. Customer provides walk through of the system during the design facilitating in knowing what he should expect from the product developed.

Question 5   Not yet graded / 2 pts

Describe two things about FDD that are different from other agile methods.

Your Answer:

FDD focuses on the documentation as it is used in the large projects while in agile, very less time is spent to document the features of the product.

FDD practices up front modeling where the quality code is generated since the beginning to avoid refactoring of the code while agile, code is refactored to improve the readability and efficiency in the different iterations. In FDD, classes are owned by individual developers while in agile, the codes are owned collectively and the development is done in collaboration.

Quiz Score: **0** out of 10