



**UNIVERSITY OF ALBERTA**  
DEPARTMENT OF COMPUTING SCIENCE

# INTRODUCTION TO SOFTWARE PRODUCT MANAGEMENT

**GLOSSARY**

## Glossary

Word	Definition
<b>Ad Hoc Development</b>	Developing software reactively, without a plan.
<b>Agile</b>	A philosophy for developing software that is based on the values and principles of the Manifesto for Agile Software Development.
<b>Analyze</b>	Examine methodically and in detail to discover insights or potential improvements.
<b>Change Friendly</b>	A product that is easily adaptable to change.
<b>Design and Implementation Phase</b>	The phase of a software process where you design the organization of the software and implement that design.
<b>Managed</b>	That processes and practices are followed to organize the work of everyone involved in the software project.
<b>Monitoring</b>	The tracking of a project's progress and the product's quality.
<b>Planning</b>	The preparatory work to define tasks and schedules to take software requirements through development activities to a software solution.
<b>Process</b>	An organization of the development of software into distinct phases or stages.
<b>Requirement</b>	A condition or capability that must be implemented in a product based on your client's request.
<b>Review</b>	To reflect on something and determine what was good and what can be improved upon.
<b>Risk Plan</b>	A course of action that outlines the solution if an issue should occur. Also known as an action plan.
<b>Scrum</b>	An iterative and incremental Agile methodology for managing product development.
<b>Specification Phase</b>	The phase of a software process where the idea for the product is conceived and also where you define what the product should do.
<b>Validated</b>	That the released software product satisfies the client.
<b>Velocity</b>	The units of work that can be completed over a given time

	interval.
<b>Verified</b>	That the released software product meets all the specified requirements.
<b>Verification and Validation Phase</b>	The phase of a software process where you are testing whether requirements are met and reviewing whether the product satisfies the client.
<b>Waterfall Model</b>	A software development process, typified by a linear arrangement of phases.

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