CSE-412 Section-1

SET-2

Name: Rashik Buksh Rafsan

"The linear nature of the classic life cycle leads to "blocking states" in which some project team members must wait for other members of the team to complete dependent tasks. In fact, the time spent waiting can exceed the time spent on productive work! The blocking state tends to be more prevalent at the beginning and end of a linear sequential process." Which software development methodology would be the most appropriate for the scenario? Justify your answer. (Marks: 3)

ANS: The software development used here was waterfall model where a user has to wait for others to complete their task. To solve this issue, we can use XP because teams dont depend on each other’s work. in XP, programmers projects are broken down into multiple sections. Thats why in this methodology, team members dont have to wait for others to complete their tasks.

"An interactive travel planning system that helps users plan journeys with the lowest environmental impact". Giving reasons for your answer based on the type of system being developed, suggest the most appropriate generic software process model that might be used as a basis for managing the development of the mentioned system. (Marks: 5)

ANS: Interactive travel planning system is a complex user interface, but it must be stable and reliable for the users. An incremental development approach is the most appropriate. Because the system requirements may change as real user experience when the system will be tested. So, the developers can fix reported bugs or give new feature on the basis of users experience.

The incremental model of software development is (Marks:2)

ANS: A good approach when a working core product is required quickly

Student Id: 2018-3-60-088