30.05.20

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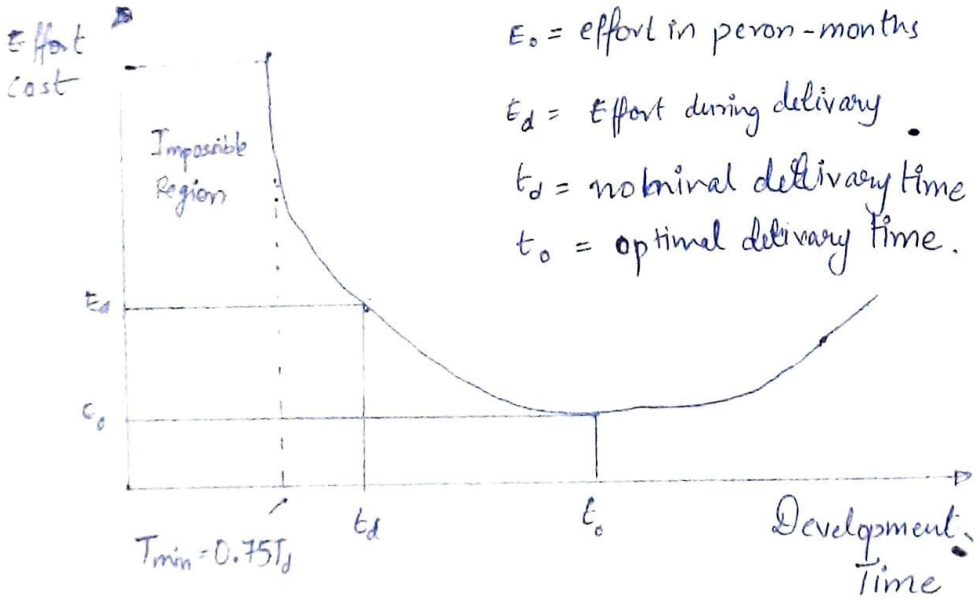
IES17G016

SPM - Revision Test - 2

(Module - 6 topics)

1. The Relationship between People & Effort

- The Putnam Norden-Rayleigh curve provides and indication of the relationship between effort applied and delivery time for a software project.



- The graph shows a non linear relation between effort and delivary time.
- If we move from right to left, the curve gets steeper indicating larger ratio of effort to time.
- Nominal delivary time is prefered.

2.) Software Configuration Management (SCM)

- It is the process of controlling & monitoring changes to products.
- It helps to systematically manage & organize and control the change in documets, codes & other entities during the software development cycle.

@ Identification & Establishment

- Identifying the configuration items from products that compose baselines at any given point in time.
- Establishing relationships among items.

ⓑ Version Control

- This helps in tracking the software changes at along a time line

ⓒ Control Change

- It deals with the control level acess to different levels of authority.
- Handoffs and hand overess to new staff is also included here.

ⓓ Auditing & Reporting

- These two fuction goes hand in hand to monitor the whole process of software developent.

3.) User Interface Design

~ There are mainly three golden rules in UI/UX design.

(i) Place the user in control

~ The user interface (UI) must be appealing to the eye. Various colour pallets are designed to achieve it.

(ii) ~~Place~~ The user experience (UX) must be buttery smooth. It means that the flow of entities in the software must be smooth.

~ There should be mini effort required to get a task done.

(ii) Reduce the user's memory load

~ The number of steps required to perform a task must be minimum.

~ This will avoid the unnecessary memorization of these steps.

(iii) Keep the design consistent

~ Be it the colour pallet or designations, the standards must be kept consistent accross the whole application.

4.) Project Scheduling

- It is the activity that distributes estimated effort across the planned project duration, by allocating the effort to specific software engineering tasks

- Initially a macroscopic schedule is designd keeping in mind the following basic priniples

(i) Compartmentalization - It must be compartmentalized into a number of manageable activity & tasks.

(ii) Interdependency - System may need to work concurrently or parallel depending upon it's nature.

(iii) Time Allocation :- Each task to be scheduled must be allocated some nuber of work units.

(iv.) Define Responsibilities :- Responsibilits of team members will differ from each other.

(v.) Define Outcomes :- The desired outcome must be identified & required of respective tasks.

(vi) Define Milestones :- This will help in routing the path to achive the ultimate goal.

(vii) Effort Validation :- The above mention team members' effort must be acknoledged after validation.

5.) CASE - Computer Aided Software Engineering

~ It is an implimentation of computer facilitated tools and methods to software development.

~ It ensures high-quality & defect free software.

~ It includs a wide / large nubor of effort saving tools that give the software development needed ground.

~ Here are some of the types of case tools

(i) Diagramatic Tools

(ii) Code generators

(iii) Verson Control Software

(iv) Analysis Tools

(v) Documtation Helper

(vi) Build systems like Jykll & TravisCI

~ These case tools empower developer with needed speed and agility in developing their softwares

~ Some of these tools have a steeper learning curve but they prove to be fruitful lateron.