

## Software Engineering

### *Unified Process*

3MIEIC04\_B  
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## Unified Software Development Process

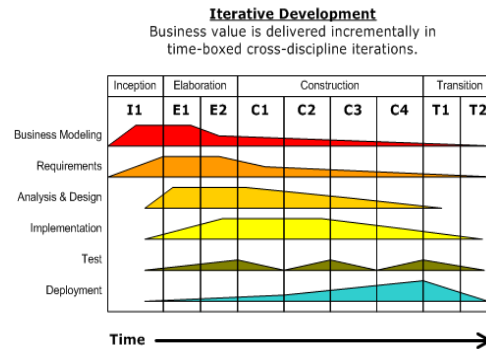
### The Four Phases

1. Inception
2. Elaboration
3. Conception
4. Transition

### Characteristics

## What's a software phase?

- Series of cycles.
- Each cycle contains four phases.
- Span of time between two major milestones.



# Inception

*The first phase*

## Inception

### Goal

Viability of the proposed system.

### Tasks

- System's scope.
- Outlining a candidate architecture.
- Indentify risks.
- Start the business.



## Inception

### When can we move on?

Before moving on towards the next step, the Major milestone must be achieved:

- Do the major stakeholders agree on the scope of the proposed system?
- Is a specific set of critical high-level requirements addressed by its architecture?
- Is the business case enough for a green light?

# Elaboration

*The second phase*

## Elaboration

**What do we want to achieve at this stage?**

Build is the key word. As engineers, the ability to build the new system, given some constraints, such as the financial, schedule ones, must be established.

## Elaboration

### What exactly do we need to do?

- Understanding the majority of the remaining functional requirements.
- To expand the previous candidate architecture into a full architectural baseline. Make it an internal release of the system focused on describing the architecture.
- Addressing major risks on an ongoing basis.
- To finish the business case and prepare a project plan, detailed enough, to guide us through the next phase.



## Elaboration

### When can we move on?

The major milestone must be achieved.

- The user case model must capture most of the functional requirements.
- The architectural baseline must be a small system that will serve as a solid foundation.
- Business case has received a green light, there's a project plan for the next phase.

# Conception

## *The third phase*

### Conception

#### **What's the primary goal?**

Create a system capable of operating in beta customer environments.

#### **How?**

Build the system iteratively and incrementally, making sure that the viability of the system is always evidente in executable form.



## Conception

### **What must be achieved?**

The initial operational Capability.

### **How do we know?**

A set of beta customers has a more or less fully operational system in their hands.

## Transition

*The final phase*

## Transition

### What's the purpose?

The roll out of the fully functional system to customers.

### How do we do it?

Correct defects, modify the system to correct previously unidentified problems.

## Transition

### What comes next?

Product release!





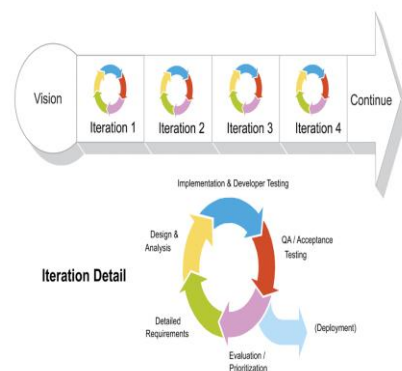
# Characteristics

## Iterative and Incremental

The last three phases that we've seen are divided into a series of timeboxed iterations.

Each iteration results in an increment.

It represents added or improved functionalities compared with the previous release.



## Use-case Driven

- Used to capture functional requirements.
- Refine the content of the iterations.
- Set of use cases or requirements scenarios.



## Architecture-centric

Since no single model is sufficient to cover all aspects of a system, the Unified Process supports multiple architectural models and views.

- Created during the Elaboration phase.
- Partial implementation of the system serves to validate the architecture and act as a Foundation for the rest of the development.

## Risk-focused

- The project team must focus on addressing the most critical risks early in the project life cycle.
- Each iteration, especially in the elaboration phase, must be select to ensure the greatest risks are addressed first.

