**Software Engineering Exam 1 Review**

Things to Study

1. Definitions
   1. Risk
   2. Validation
   3. Verification
2. Models
   1. Waterfall model
   2. V-model
   3. Prototype model
   4. Iterative/Incremental model
3. Do not need know
   1. Rational Unified Process (RUP)
   2. Adaptive Software Development (ASD)
   3. Any model that isn’t a UML
      1. No ERD, state machine, etc
4. Agile Software Engineering Process
   1. Know enough about fundamental principles behind agile
      1. Stuff in bold on agile principles
5. Extreme Programming
   1. Characteristics
   2. Issues
6. Requirements Analysis
   1. Requirements Capture Steps
      1. Elicitation, Analysis, Specification, Validation
   2. Types of Requirements
      1. Functional, Non-functional, Design constraints, Process constraints
7. Scrum
   1. Sprint
   2. What goes on during an iteration
   3. All the scrum stuff
8. Planning
   1. Deliverables
   2. Activities
   3. Milestones
   4. Critical Path
9. Crud/Scrud
10. Requirements Products
11. Use Case Diagrams
    1. Definitions
       1. Actor, etc
    2. Use Case Diagram for modeling behavior
    3. Use Case Detail
    4. Usage Scenario
12. UML Lecture
    1. Activity Diagrams to model flow
    2. Advanced AD Example (Flow is created by an external symbol) (time based behavior. Every certain period)
    3. Sequence Diagram
    4. Instance and Class Relationships (UML Diagrams)
13. Important Terms to define:
    1. Elicitation
    2. Validation
    3. Specification
    4. Requirements Management
    5. Risk
    6. Stakeholder

Extreme Programming

1. Communication
2. Simplicity
3. Feedback
4. Courage
5. Respect
6. Treat customer as team member
7. Issues
   1. All-or-nothing commitment to XP (partial is bad)
   2. Customer as team member makes requirements volatile
   3. Work products are limited
   4. Minimal design

Agile Manifesto

1. Individuals and interactions
2. Working software
3. Customer collaboration
4. Responding to change

Agile Principles

1. Working software is delivered frequently
2. Even late changes in requirements are welcomed
3. Face-to-face conversation is the best form of communication
4. Projects are built around motivated individuals, who should be trusted
5. Simplicity
6. Self-organizing teams (team itself, the process, and sprint schedule)
7. Regular adaptation to changing circumstances

Requirements Analysis

1. Elicitation
   1. Collecting user requirements
2. Analysis
   1. Understanding and modeling the desired behavior
3. Specification
   1. Documenting the behavior of proposed system
4. Validation
   1. Checking that specification matches requirements
5. In a Nutshell
   1. Identify user stakeholders
   2. Gather each user SH view of the system
   3. Analyze each SH statement for behavior, data objects, entities, and constraints
   4. Put analysis into a specs document and fix problems
   5. Check for correctness with user SHs (fix problems)
   6. If okay, take specs to Planning

Capturing Requirements

1. An activity in the software engineering process
2. This is the transformation of requirements into a specification
3. Clients rarely know precisely what they want

Types of Requirements

1. Functional
   1. Behavior, a transformation of data
   2. Processing of input into output
2. Non-functional
   1. Characteristic that software must possess
   2. Huge data, good response time, secure, high reliability
3. Design constraints
   1. Restricts design of system
   2. Target runtime platform, external entity interface, communication protocol
4. Process constraints
   1. Restricts the software engineering process
   2. Spire model to incorporate risk management stakeholders
   3. Agile methods for early release of some components

Requirements Products

1. Requirements definition
   1. A description of everything client wants the system to do and which entities are involved in each behavior
   2. Software must realize this definition
2. Specification
   1. Each requirement restated from developer perspective.
   2. Work product used by all other developer stakeholders

Scrum

1. Agile method delivering highest business value first
2. Sprint length: 2 to 4 weeks
3. Sprint
   1. Scrum team selects subsets of work tasks for next iteration
4. Lots of meetings for task assignment, progress updates, problem resolution, brainstorming
   1. Planning, standups, reviews

Scrum Backlogs

1. Product Backlog
   1. Master list of things to do
   2. Items have 2 extra descriptors: business value and time to finish
2. Sprint Backlog
   1. A subset of product backlog items for that sprint
   2. Items selected based on
      1. Business value
      2. How long items will take
      3. How much team feels it can do that sprint
         1. Velocity – calculated from previous finished sprint items
   3. Items not finished return to Product Backlog
3. Product backlog can change during a sprint but the spring backlog **should not** be changed.

Scrum-specific Rules

1. Product Owner
2. User Story
   1. A free text, step-by-step description of a functional requirement from an end-user perspective
3. Scrum Master
   1. Enforcer of scrum rules

Questions

* He could give us a software description that we would need to produce a model for. Be able to produce a use case diagram for a piece of software.

1. **What is a sprint?**

A subset of work tasks for a specific iteration in Scrum

1. **What is a gantt chart used for?**
2. **When would you use the waterfall model and why?**

It is acceptable to use the waterfall model when the client knows exactly what they want for fast software production.

1. **How does the waterfall process model differ from the iterative process model?**

The waterfall process model is for quicker development, but does not account for change like the iterative process model. Iterative has the same back structure as the waterfall model, but it also for a back track to one of the earlier steps in the process. This causes the iterative process model approach to take longer.

1. **What basic concepts do all agile methods have in common?**

All deal with the same basic actions (requirements, design, etc) and all accept change as part of the process.

1. Why should the development of software follow an engineering process?
2. **What are the five values of extreme programming?**

Communication, Simplicity, Feedback, Courage, and Respect

1. Can you define the five values of extreme programming?
2. **What is a stakeholder?**

A stakeholder is anyone who is affected by the software engineering process. A stakeholder can be a end-user, developer, investor, etc.

1. What normally takes place during a scrum sprint?
2. What is scrum?
3. What are the capture steps in requirements analysis?
4. What are the fundamental principles behind agile?