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|  | | Interview Report | | | | |  | |
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|  | | | | Oct 5, 2022—Software Engineering Concepts—Sir Attique Ahmad |  | | | |
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***Table of Contents***

1. Introduction

……………………………………………………………… 04

1. Interviewee

……………………………………………………………… 04

1. Methodology

……………………………………………….…………….... 04

1. Ongoing Projects

……………………………………………….…………….... 04

1. Findings

……………………………………………….…………….... 05

1. Comparison with our Academia

……………………………………………….…………….... 05

**Structured Interview: Summary Report**



* **Introduction:**

On September 3rd, 2022, Malaika and Moeez conducted in-depth interviews of **Farhan Ijaz, a** **senior developer** of Infinity Bits software house. The purpose of this interviews was to investigate what **Software Development Life Cycle (SDLC)** they are using in software development and to better understand the **market trends** in Software Engineering.

* **Interviewee:**

The person we interviewed is **the Co-founder of Infinity Bits**, a software house in Islamabad. He is leading the whole team over there. His job is to manage and lead the overall development of the software within that software house. They have previous **3-4 years of experience** as a developer. As the co-founder, he has to look into some business development things and marketing and sales things as well.

* **Methodology:**

They prefer **Agile Development method** as it is very flexible approach. It may also varies from project to project. Sometimes they have to go for **Hybrid approach** to accomplish a particular task. In agile method, they use **Scrum Model.** They use to held meetings with the clients and gain their trust in this way.

* **Ongoing Projects:**
* Healthcare industry Projects
* Educational Projects
* E-commerce Projects
* Delivery system Projects
* **Findings:**

Following are our observations:

1. They prefer Agile Method because it has **higher client satisfaction** rate.
2. More particularly, they use **Scrum Model** for their **Project visibility & transparency.**
3. They never go for **Extreme Programming** method because it is **very resource hungry method.**
4. They usually set their milestones before starting any project.
5. They use to **hold meetings** with the client **after every sprint** to make them involve as a part of their development team.
6. **Requirements are settled** during these meetings with client and further **discussions are made** for another sprint cycle.
7. **For big projects** they don’t use scrum model as they need more clarification in requirements to build the whole architecture at the beginning. So in this case they will go for **Waterfall model** as it is a rigid method.
8. Their **average delivery time** is **4-5 weeks** but **2-3 months** for bigger projects.

* **Comparison with our Academia:**

Strong organizational support is essential when implementing agile methods. We reviewed the **success factors** in this category, having the following: organizations support the adoption of agile methods, the organization ensures project success, guiding the improvement of agile teams, the organization establishes their product development processes. To increase the **effectiveness** of implementing the Scrum method in a distributed software development environment.