**Experiment No.03**

PART A

(PART A: TO BE REFFERED BY STUDENTS)

**A.1 Aim:** Select appropriate Generic Process Model/ Evolutionary process Model/ Agile Model for your project.

**A.2 Prerequisite:** User requirements, Process framework, SDLC.

**A.3 Outcome:**

**After successful completion of this experiment students will be able to**

Identify the perspective process model / Evolutionary Model /agile model suitable for their project

**A.4 Theory:**

A software process is a collection of various activities.  
  
**There are five generic process framework activities:**  
  
**1. Communication:**   
The software development starts with the communication between customer and developer.  
  
**2. Planning:**   
It consists of complete estimation, scheduling for project development and tracking.  
  
**3. Modelling:**

Modeling consists of complete requirement analysis and the design of the project like algorithm, flowchart etc. The algorithm is the step-by-step solution of the problem and the flow chart shows a complete flow diagram of a program.

**4. Construction and Testing:**

Construction consists of code generation and the testing part. Coding part implements the design details using an appropriate programming language. Testing is to check whether the flow of coding is correct or not. Testing also check that the program provides desired output.

**5. Deployment:**

Deployment step consists of delivering the product to the customer and take feedback from them. If the customer wants some corrections or demands for the additional capabilities, then the change is required for improvement in the quality of the software.

**A.5 Task to be completed in PART B**

**A.5.1. Task 1:**

**Every student needs to follow following steps and record the findings in appropriate section of PART B**

1. Identify the suitable process model through literature survey
2. Justify, why the model selected in Task 1 is most suitable for your project. Why other models are not suitable for your project.

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**PART B**

(PART B: TO BE COMPLETED BY STUDENTS)

**(Students must submit the soft copy as per following segments within two hours of the practical. The soft copy must be uploaded on the Blackboard or emailed to the concerned lab in charge faculties at the end of the practical in case the there is no Black board access available)**

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| --- | --- |
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| Program: Btech | Division: A |
| Batch: A | Date of Experiment: |
| Date of Submission: | Grade : |

**B.1 Tasks given in PART A to be completed here**

*(****Students must write the answers of the task(s) given in the PART A)***

For my Project, I am going to use the waterfall Model.

The waterfall model is best suited for my project because :

* Simple and easy to use and understand.
* Requirements are very clear and fixed.
* There are no ambiguous requirements.
* Easy to manage due to rigidity of the model, because each phase of the model had specific deliverables and review process.
* Well understood , so easy to arrange tasks.

Other models such as Agile model is used when there is limited planning to start the project. Agile model assumes that the customers’ needs are dynamic and ever changing unlike waterfall model.

**B.2 Observations and Learning:**

*(****Students must write the observations and learning based on their understanding built about the subject matter and inferences drawn)***

**Literature review and process model was submitted.**

**B.3 Conclusion:**

*(****Students must write the conclusive statements as per the attainment of individual outcomes listed above and learning/observation noted in section B.2)***

**The experiment was completed successfully.**

**B.4 Question of curiosity:**

1. Why do the requirements change? After all, don’t people know what they want?

Requirements change so much, that it is difficult to predict in advance which software requirements will persist and which will change. It is equally difficult to predict how customer priorities will change as the project proceeds

1. What is spike solution in XP?

A spike is a product development method originating from Extreme Programming that uses the simplest possible program to explore potential solutions. It is used to determine how much work will be required to solve or work around a software issue.

1. Discuss “Change cost as a function of time in development”.

We have to accept that the incremental cost of change will go up over the life of a system, especially once a system is being used. The more people using the system, the more people who might be impacted by the change if you get it wrong, the more careful you have to be. This means that you need to spend more time on planning and communicating changes ,which adds extra cost over time

1. Come up with one more agility principle that would help a software engineering team become even more maneuverable.

A team should know whose skills suit a particular project, and get these people on their project, for software development to become more effective", and "Communication is the key, the consumer and developer should constantly be communicating even if they are geographically separated, they can web talk".

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