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Q. Discuss the prototyping model. What is the effect of designing a prototype on the overall cost of the project?

The prototyping model is a popular software development model that involves building a functional model of the software before creating the final product. The process typically involves creating several prototypes, each one building on the feedback and insights gained from the previous one, until the final product is developed.

However, it's important to note that creating prototypes can also increase the overall cost of the project in the short term.

Q. Compare iterative enhancement model and evolutionary process model?

In summary, both the Iterative Enhancement Model and the Evolutionary Process Model are effective software development models that emphasize iterative development and feedback gathering. However, the Iterative Enhancement Model is more focused on refining and enhancing an existing software system, while the Evolutionary Process Model is more focused on rapid prototyping and feature development.

Some key differences between the two models include:

* Feedback: The Iterative Enhancement Model emphasizes feedback gathering from stakeholders at the end of each iteration, while the Evolutionary Process Model emphasizes continuous feedback gathering throughout the development process.
* Emphasis on prototyping: The Evolutionary Process Model places a greater emphasis on prototyping and rapid development than the Iterative Enhancement Model.

Q. As we move outward along with process flow path of the spiral model,

what can we say about software that is being developed or maintained ?

As the development process progresses outward along the process flow path of the Spiral Model, several things can be said about the software being developed or maintained:

1. The software becomes more complex.
2. The software becomes more stable:
3. The software becomes more refined:
4. The software becomes more complete:

Q. Explain the Scrum Agile methodology?

Scrum is an Agile methodology that is widely used for managing and delivering software projects. It emphasizes on iterative development, continuous improvement, and team collaboration. The Scrum methodology is based on three key roles, ceremonies, and artifacts, which are as follows:

Roles:

1. Product Owner: The product owner is responsible for defining the product vision, maintaining the product backlog, and ensuring that the development team has a clear understanding of the product requirements.
2. Scrum Master: The Scrum Master is responsible for ensuring that the Scrum framework is implemented correctly and that the team is working effectively. The Scrum Master facilitates the team's meetings and removes any obstacles that may be hindering progress.
3. Development Team: The development team is responsible for designing, coding, testing, and delivering a potentially releasable increment of the product at the end of each sprint.

Q. Explain the utility of Kanban CFD reports?

Kanban teams use a variety of visual tools and techniques to manage their work, one of which is the Cumulative Flow Diagram (CFD). A CFD report is a visual representation of the flow of work in a Kanban system. It shows how work items are moving through various stages of the process and how long they are taking to complete each stage. The report is created by tracking the number of work items in each stage of the process over time.

In summary, CFD reports are a useful tool for Kanban teams to track the flow of work, predict delivery dates, identify bottlenecks, track progress, and facilitate communication. By visualizing the flow of work, CFD reports help teams to make data-driven decisions and continuously improve their processes.