SE Test-2

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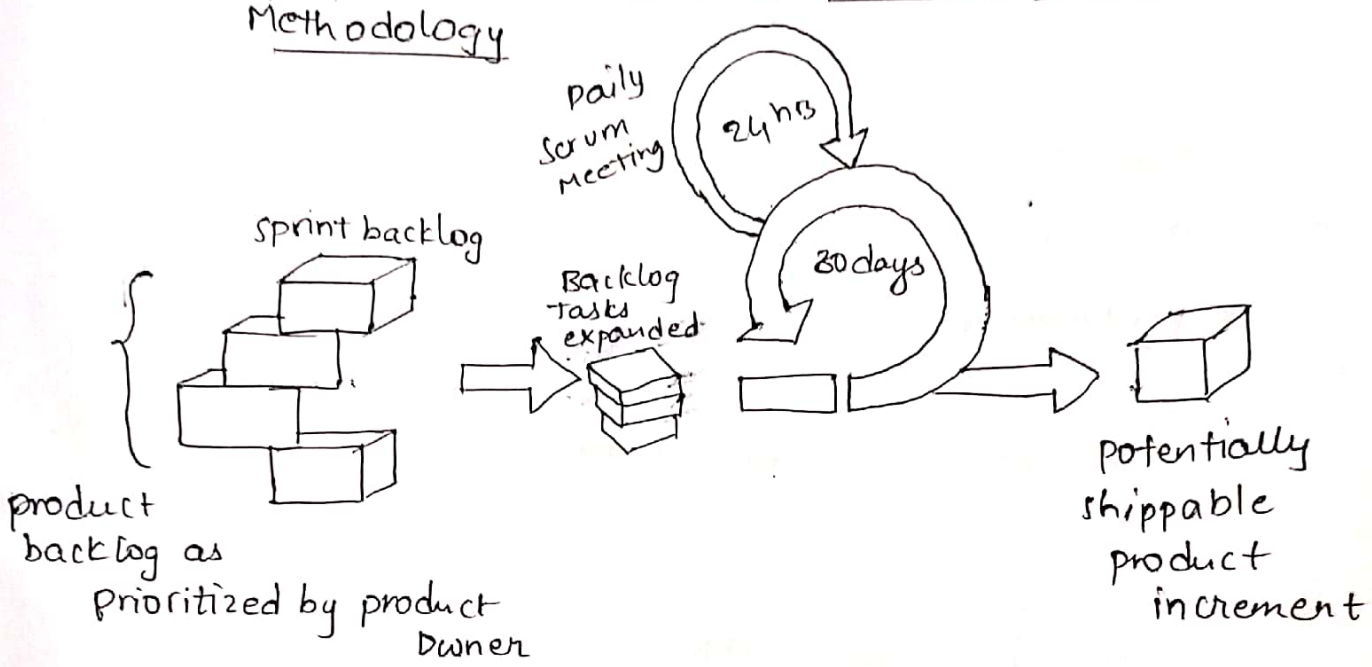
CO3

1.

Life cycle of scrum software development Methodology



Scrum is a agile, light weight process

→ Can manage and control software and product development

→ Has simple implementation

→ Increases productivity

→ Reduces Time

→ Embraces the opposite of water fall approch.

Scrum principles

Iterative Development
Empirical process control
Self organisation
collaboration
value based prioritization
Time-boxing

4. Scrum Meeting

It is heartbeat of scrum and the project.

The following questions are answered by each member (every time)

1. What have you done since last scrum?
2. What will you do blw now and next scrum?
3. What is getting in the way of meeting the iteration goals?
4. Any tasks to add to the sprint backlog

some key practices

→ self directed and self organizing team
→ No external addition of work to an iteration, once chosen.
→ daily stand-up meeting with special questions.
→ Usually 30 calendar day iteration
→ demo to external stake holders at the end of each iteration.
→ each iteration, client-driven adaptive planning

scrum values :-

commitment :- Team members personally commit to acheive team goals.

Courage :- Team members do the right things and work on tough problems.

Focus :- concentrate on the wok identified for the sprint and goals of team.

Openness :- Team members and stakeholders are open about all the work and the challen-ges the team encounters.

Respect :- Team members must respect each other

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11A.

Tradition Approach	Object Oriented Approach
Used to develop the traditional projects th-at uses procedural programming	used to develop object oriented projects that depends on object oriented programming
Uses common processes likes: analysis, design, implementation, testing	Uses UML notations like use case, class, communication diagrams developement & sequence digrams
Depends on size of the projects and types of projects	Depends on the experience of the team and complexity of projects through the no of objects
Needs to large duration sometimes to development the large projects	Needs more time than traditional approach and leads that to more cost
The problem of tradition-al approach using classical life cycle	The object oriented software life cycle identifies the three traditional activities of analysis, design implementation

11B) Specific goal of CMMI

Associated specific practices (SP) defined for project planning are

SG 1 Establish Estimates

SP 1.1 Estimate the scope of the project

SP 1.2 Establish Estimates of Work product and Task attributes

SP 1.3 Defines project life cycle

SP 1.4 Determine Estimates of effort and Cost

SG 2 Develop a project plan

SP 2.1 Establish the budget and schedule

SP 2.2 Identify project risks

SP 2.3 plan for Data Management

SP 2.4 plan for project resources

SP 2.5 plan for Needed knowledge, skills

SP 2.6 plan stakeholder involvement

SP 2.7 establish the project plan

SG 3 Obtain commitment to the plan

SP 3.1 Review plans that affect the project

SP 3.2 Reconcile work and resource levels.

SP 3.3 Obtain plan commitment

CMMI also defines a set of 5 generic goals

(GG) (GP)

The Generic goals and practices for the project planning process area are:

GG 1 Acheive Specific goals

GP 1.1 perform Base practices

GG 2 Institutionalize a Managed process

GP 2.1 Establish an organisation policy

2.2 plan the process

2.3 provide resources

2.4 Assign responsibility

2.5 Train people

2.6 Manage configuration

2.7 Identify and involve relevant stakeholders

GG 3 Institutionalize a Defined process

GP 3.1 Establish a defined process

3.2 collect improvement information

GG 4 Institutionalize a Quantitatively Managed process

GP 4.1 Establish a quantitative objectives for the process

4.2 stabilize subprocess performance

GG 5 Institutionalize an optimizing process

GP 5.1 Ensure continuous process improvement

5.2 correct root cause of problems