

SOFTWARE ENGINEERING

UNIT 3 TASK

Topic – Online Food Delivery System

Ram Selvaraj | PES2UG20CS265

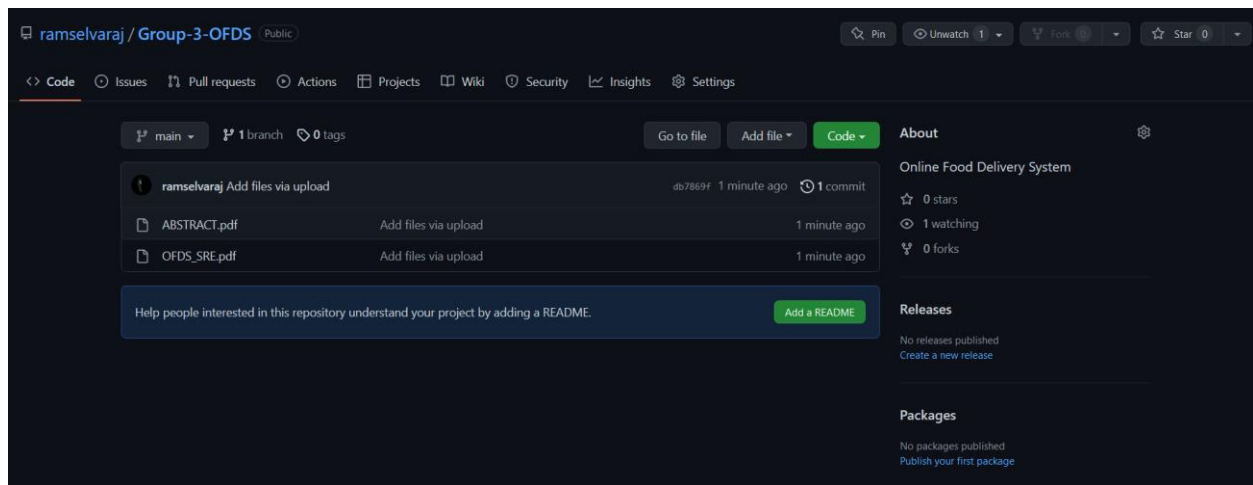
Shafiudeen Kameel | PES2UG20CS320

Riya Hurtis | PES2UG20CS277

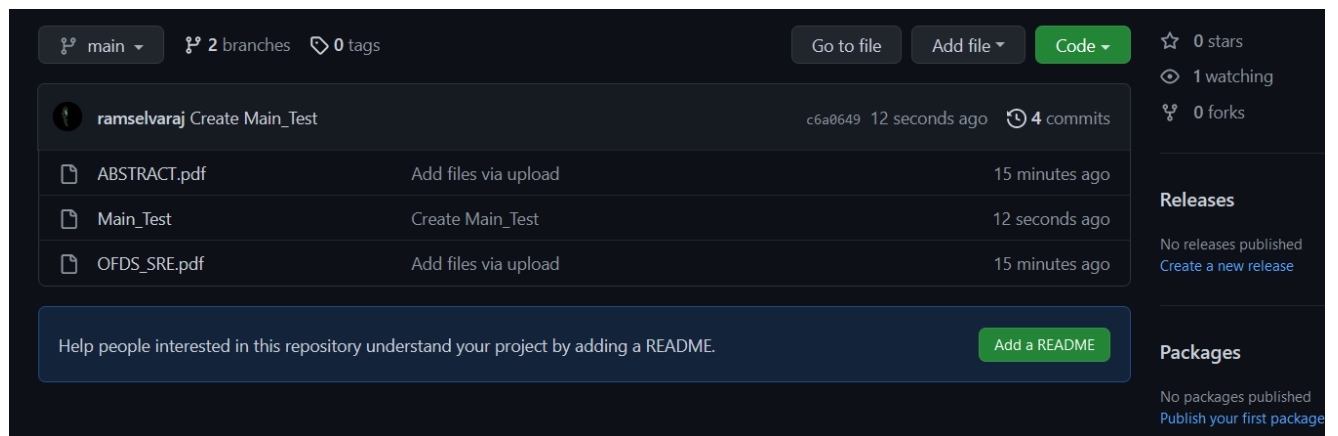
Sagarikha M | PES2UG20CS292

PROBLEM 3-

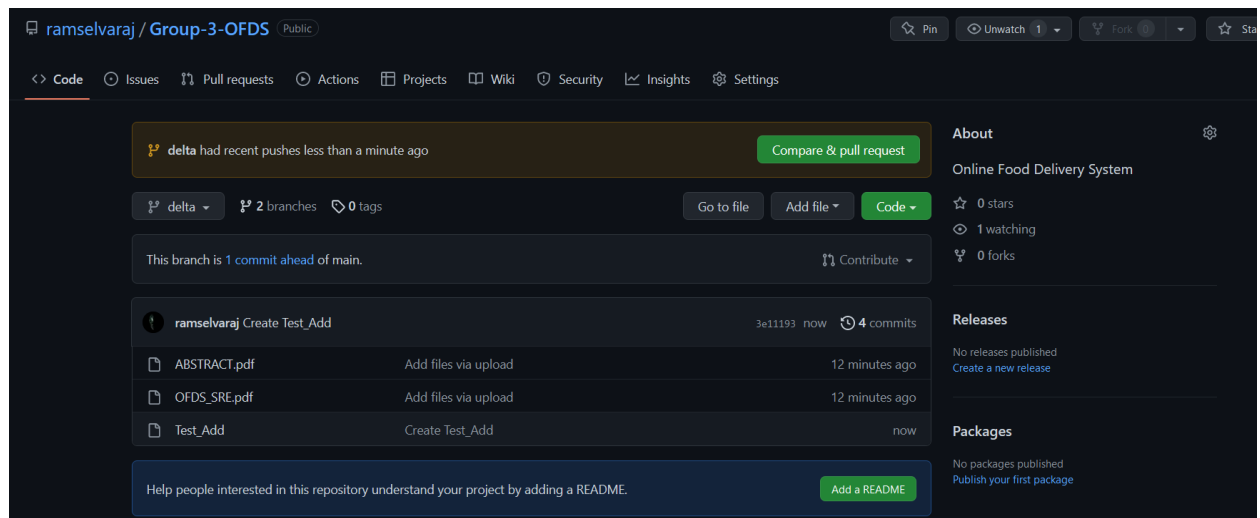
- Build a table to separate all of your files on the project repository into configuration items



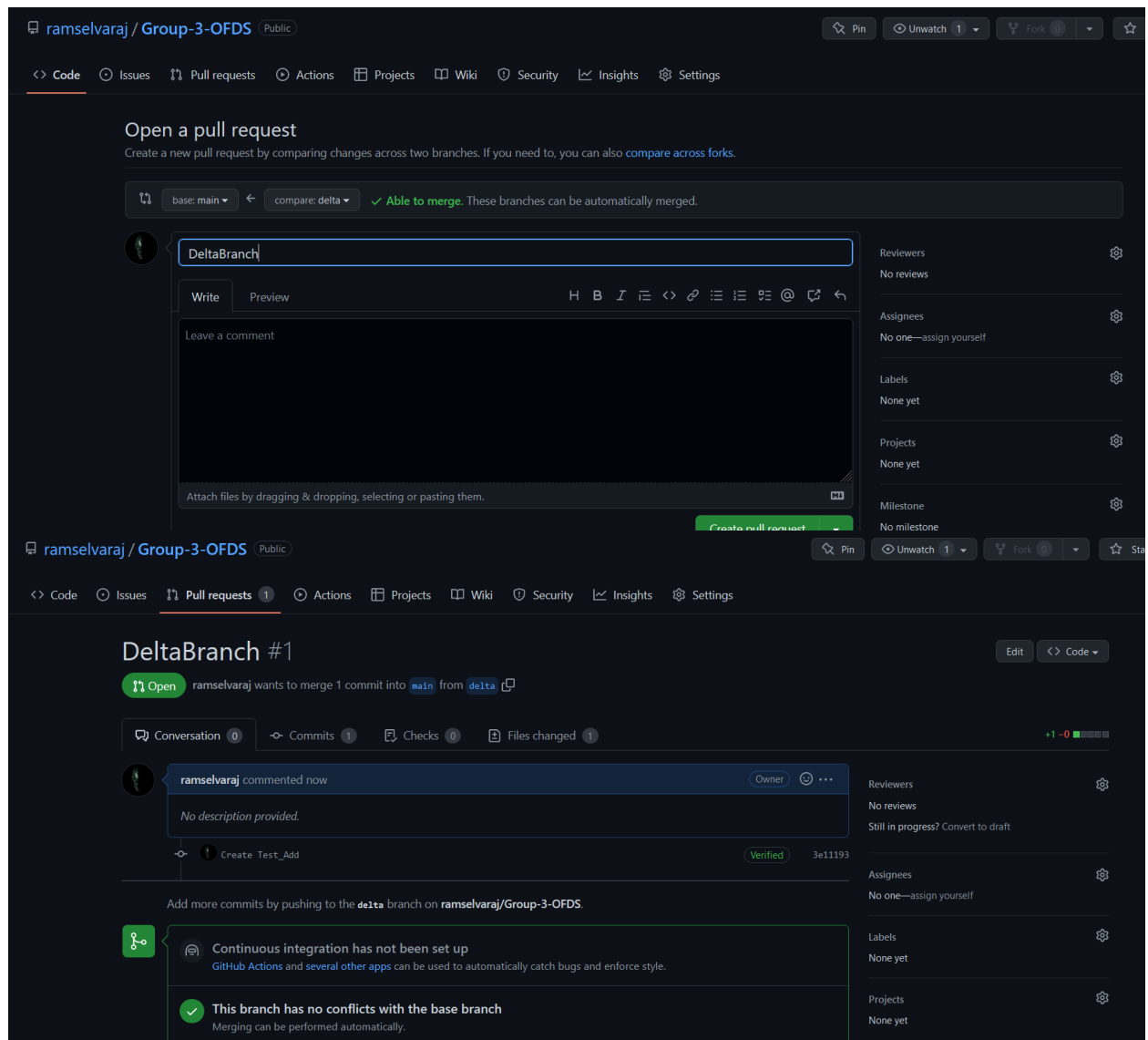
- Each team member should add/modify any of the configuration items on a separate branch



- Assuming your main branch to be the baseline, make further modifications on a different branch to indicate version of the project



- Promote a branch to the baseline by merging



PROBLEM 4-

Initial:

1. Unorganised teams
2. Basic important functionalities of the project have been decided
3. No cost, schedule decided
4. No progress

Managed:

1. Develop plans and processes using basic tools and models like waterfall model

2. Starting to measure progress using online services like JIRA
3. Managing existing requirements like ordering/cancelling food, payment, feedback system
4. Explore Project

Defined:

1. Analysing more requirements, i.e, restaurant guide, recommendation for different cuisines and premium membership system for additional discounts etc.
2. Ensure the software lives up to expectations and the interface runs smoothly displaying the food available, restaurants ready to deliver, payment etc.
3. Detection and correction of potential problems like crashing and payment issues
4. Clarify customer requirements by getting approval from the existing customers

Quantitatively managed:

1. Software's, processes and subprocesses managed more statistically
2. More quantitative
3. Start measuring the process through productivity, halstead's software science
4. Statistical tools to analyse using direct and indirect metrics
5. Performance

Optimizing:

1. Process improvisation and optimisation
2. Upgrading hardware and software backend
3. Deployment of new tools
4. Detecting of smaller bugs and correction