W08 Prepare: Reading and Quiz

Due Jun 8 at 11:59pm	Points 20	Questions 10	Time Limit None	Allowed Attempts Unlimited	
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Instructions

• Task: Complete the reading and quiz

• Purpose: Apply CMM principles to an existing software project

• Time: 60 minutes

Notes

- The Prepare activity for this week will be one chapter from the Mythical Man-Month and one article.
- To see more about this item, please click here. (https://content.byui.edu/file/a2001083-4378-4d58-a641-903d8b5bbaa6/1/Prepare/432.08.Prepare.html)
- · Please take the quiz after doing the reading.

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	Attempt 3	2 minutes	18.33 out of 20
LATEST	Attempt 3	2 minutes	18.33 out of 20
	Attempt 2	6 minutes	15.33 out of 20
	Attempt 1	less than 1 minute	0.33 out of 20

(!) Correct answers are hidden.

Score for this attempt: 18.33 out of 20

Submitted Jun 8 at 11:37pm This attempt took 2 minutes.

Question 1	1 / 1 pts

Be very careful with the architecture of the software system. If more than one design philosophy is used, it is likely that the boundary between the sub-systems will be a problem. You can avoid this with careful interface definitions.

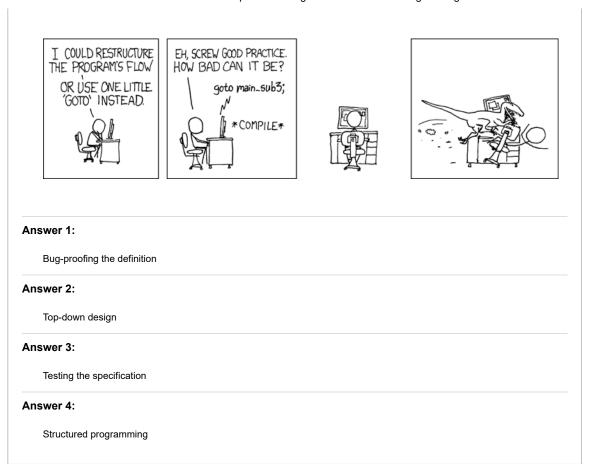
Bug-proofing the definition

Start with big task the software system is designed to do. Break this into smaller tasks. Make sure they are well defined and understood. Think cohesion (the task does one thing and one thing only) and coupling (the information interchange between the tasks are as simple as possible). Next, take each of these tasks and break them down into smaller sub-tasks. Continue this process until the task is readily understood. Then, for these small tasks, create tests that will verify them.

Top-down design

Approach the spec. with the same degree of scrutiny with regards to Quality Assurance as you do with the final product. Look for things that are missing from the spec. as well as things that are wrong.

Testing the specification



0.33 / 2 pts **Partial** Question 2 Brooks describes several component and system debugging techniques. Some are so dated that they have absolutely no relevance in today's environment (such as memory dumps and the such), but some have become so ingrained in our experience that we take them for granted. Please match the technique with the description. Similar to the Agile notion of a Sprint: a Quantize updates potentially shippable and properly tested product. Bottom-up testing. Start by testing Use debugged components individual modules. When they are working, integrate them with other tested modules and test them together. Only as the last step is the entire system tested together. Use a tool such as GDB (on Linux), Visual Control changes Studio (on Windows computers), or X Code (on the Macintosh) to set breakpoints, view the value of variables, and set conditions. This is similar to the concept of Software Interactive debugging

Configuration Management (SCM) that we discuss in CS 416. The idea is that

Structured programming

modifications to the system are recorded and go through a formal process. Use debug components (like asserts and Add one component at a time 💙 debug-only tests) to exercise the code. This is similar to XP's notion of testing: "Unit tests are written by the programmers, in order to prove that programs work the way they are expected to." This is used in modern development Build plenty of scaffolding environments. Multiple developers are able to check code into the larger repository. The repository is then locked periodically (say once a day or once a week) and the code is thoroughly tested through automation. If the automation passes, then the build is released for the other members of the development team. This ensures that a baseline of quality exists.

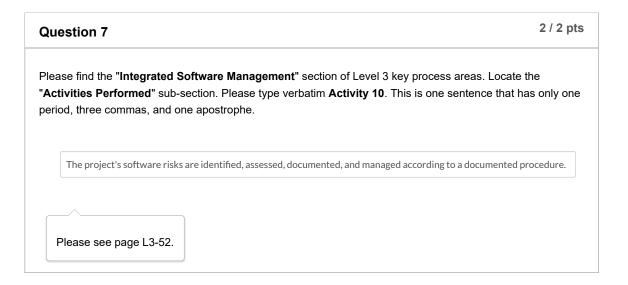
Question 3	3 / 3 pts
The Key Practices document is huge and contains 479 pages. Somewhere in here you need to find information you need! At the bottom right-hand corner of each page, there are pages numbers. The Key Practices" section has 111 pages beginning at "L3-1" and ending at "L3-111". Please find the pnumbers for the following sections.	e "Level 3
Organization Process Focus:	
L3-1	
Organization Process Definition:	
L3-11	
Training Program:	
Integrated Software Management	
L3-37	
Software Product Engineering	
L3-59	

Intergroup Coordi	ination	
L3-85		
Peer Reviews		
L3-97		
Answer 1:		
L3-1		
Answer 2:		
L3-11		
Answer 3:		
L3-25		
Answer 4:		
L3-37		
Answer 5:		
L3-59		
Answer 6:		
L3-85		
Answer 7:		
L3-97		
Hint: the page	e number of "Training Program" is "L3-25"	
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Please find the "Organization Process Focus" section of Level 3 key process areas. Locate the "Activities Performed" sub-section. Please type verbatim Activity 2. This is one sentence that has only one period. The organization develops and maintains a plan for its software process development and improvement activities. Top of page L3-7.

Please find the "Organization Process Definition" section of Level 3 key process areas. Locate the "Goals" sub-section. Please type verbatim Goal 1. This is one sentence that has only one period. A standard software process for the organization is developed and maintained. The top of page L3-12.

Please find the "Training Activity" section of Level 3 key process areas. Locate the "Activities Performed" sub-section. Please type verbatim Activity 1. This is one sentence that has only one period. Each software project develops and maintains a training plan that specifies its training needs. Please see page L3-29.



Question 8 2 / 2 pts

Please find the "Software Product Engineering" section of Level 3 key process areas. Locate the "Goals" sub-section. Please type verbatim Goal 1. This is one sentence that has only one period and two commas.



Please find the "Intergroup Coordination" section of Level 3 key process areas. Locate the "Activities Performed" sub-section. Please type verbatim Activity 7. This is one sentence that has only one period.

Representatives of the project engineering groups conduct periodic technical reviews and interchanges.

Please see page L3-92.

Question 10	2 / 2 pts
Please find the " Peer Reviews " section of Level 3 key process areas. Please type verbatim the firs beginning with "The purpose."	st sentence
The purpose of Peer Reviews is to remove defects from the software work products early and efficiently.	
Please see page L3-97.	

Quiz Score: 18.33 out of 20

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