CSci 3081W: Program Design and Development

Lecture 13 – Development Processes



explained it



understood it



How the analyst designed it





How the business consultant described it



How the project was documented



What operations installed



How the customer was billed





What the customer really needed

Software Development Models

- We have all the pieces of the system: req, spec, design, implementation, testing
- Piece them together with a model
 - Many models
 - Why use so many? Why not just one?
- Model Classification
 - Predictive vs adaptive
 - Incremental vs iterative

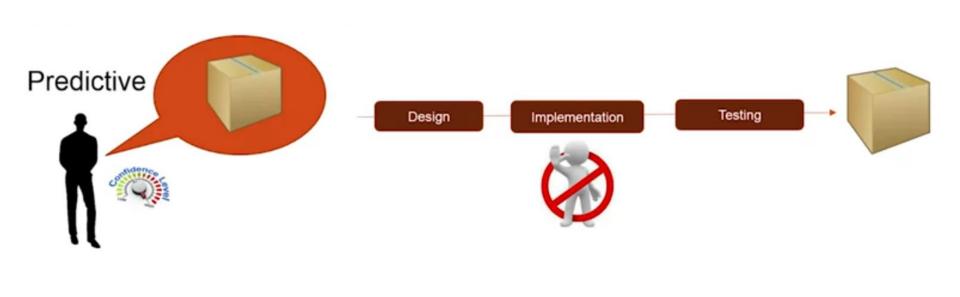
- Some models
 - Waterfall
 - Sashimi (similar to waterfall)
 - V-model

Predictive vs. Adaptive



Predictive vs. Adaptive

3 month



6 month

9 month

12 month

Predictive vs. Adaptive



Incremental vs. Iterative

Incremental



Incremental vs. Iterative

Iterative







Incremental vs. Iterative

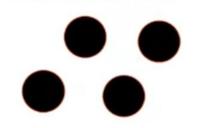
- Incremental
 - Pretty clear idea
 - Build on top of existing system
 - Can be predictive or adaptive

Iterative

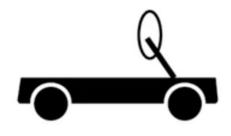
- Not a super clear idea
- Sometimes there's actual replacement

Incremental vs. Iterative vs. Both vs. None

Incremental









Iterative



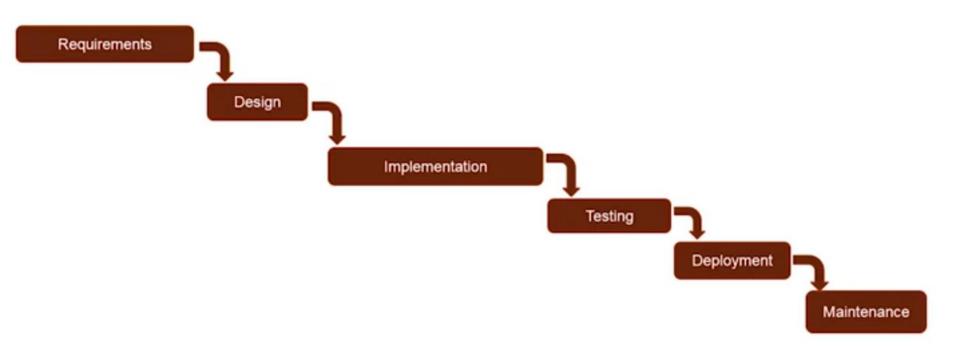


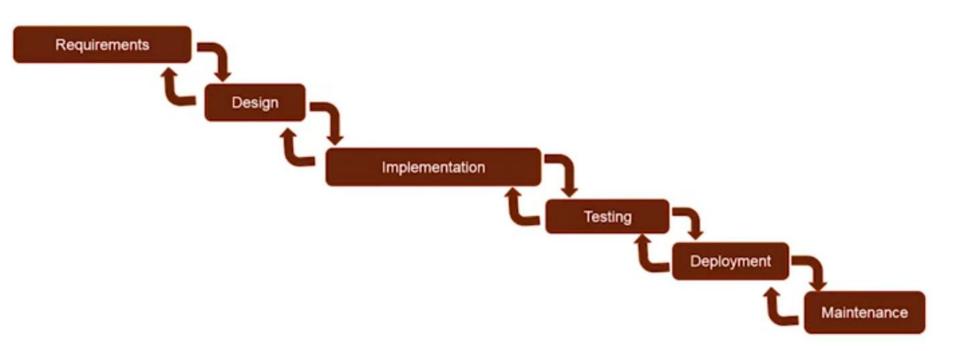




What we will learn about models

- Model name
- Mechanics
- Characteristics
- Predictive vs. adaptive
- Pros vs. cons
- When to use?

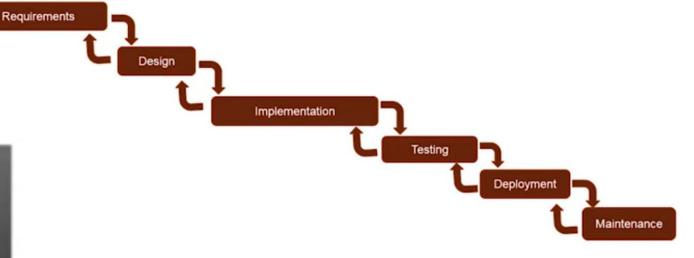




Cost of change

As time elapses, cost of change increases





3 month 6 month 9 month 12 month

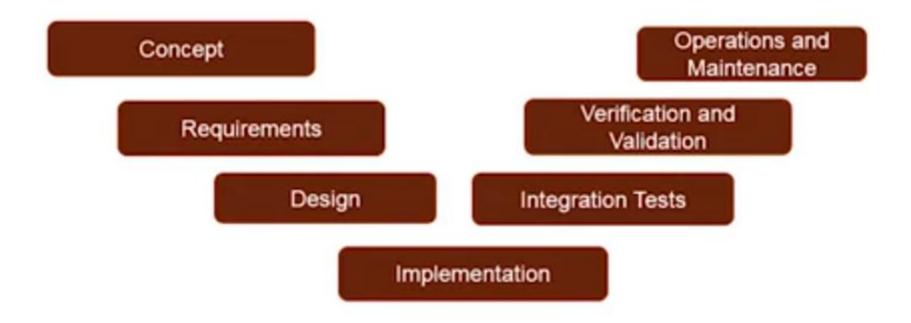
Assumptions

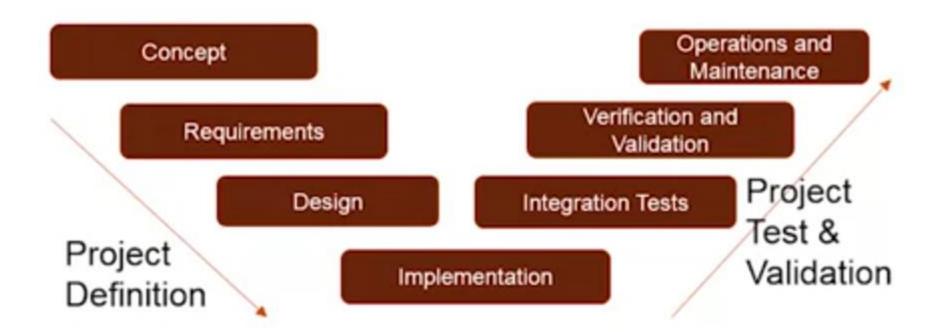
- 1. We fully understand the requirements, we were given the requirements with no mistakes in them, the requirements won't change
- 2. Team has experience building similar software.
- 3. The whole process from requirements all the way until the release will be perfect.

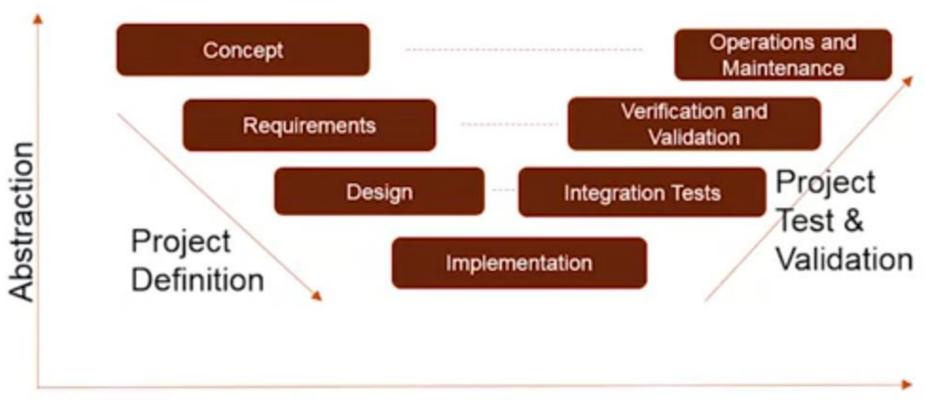
When to use

Predictable, repeatable work

- Predictive/Adaptive Scale
 - Completely predictive
- Pros
 - Simple, easy for everyone to understand
 - Predictable
 - Efficient
- Cons
 - Not flexible for change
 - First release happens at the end of the process







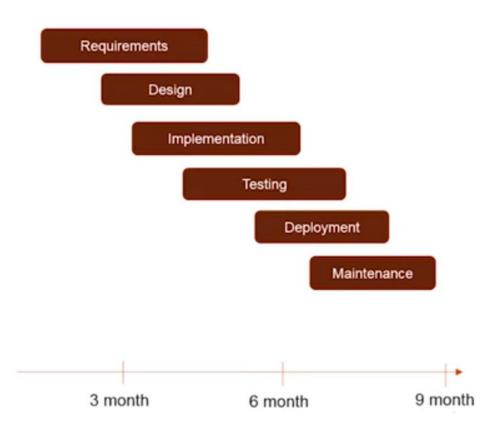
Project Completion

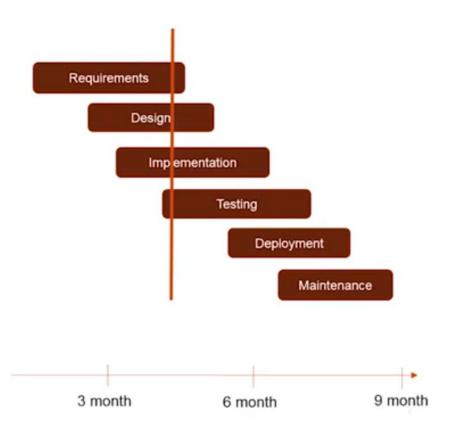
Mechanism – emphasis on validation earlier in the process

- Predictive/Adaptive Scale
 - Predictive no feedback/changes

- When to use?
 - When there's some ambiguity in the requirements so having early validation could be useful.

- Pros
 - Earlier detection of potential issues
- Cons
 - More upfront work





- Mechanism a phase can start before the previous phase ends
- Predictive/Adaptive Scale
 - Almost completely predictive but maybe a little bit adaptive
- When to use?
 - To shorten the time scale
 - Resource utilization

- Pros
 - Shorten development time
 - People can start working without waiting for the previous phase to finish
 - Can learn more easily
- Cons
 - Reworks

Software Development Memes



SOFTWARE DEVELOPMENT PROCESS

- 1. I CAN'T FIX THIS
- 2. CRISIS OF CONFIDENCE
- 3. QUESTIONS CAREER
- 4. QUESTIONS LIFE
- S. OH IT WAS A TYPO, COOL

Project Management Textbook (optional)

Software Project Management: A Unified Framework

Hardcover is \$5.78 Used Hardcover is \$0.88

Project Management Textbook (optional)

Requirements analysis and evolution activities consume 40% of life cycle costs

Software design activities have an impact on more than 50% of the resources

Coding and unit testing activities consume about 50% of software development effort and schedule

Test activities can consume as much as 50% of a project's resources

Configuration control and change management are critical activities that can consume as much as 25% of resources on a large-scale project

Documentation activities can consume more than 30% of project engineering resources

Project management, business administration, and progress assessment can consume as much as 30% of project budgets

Project Management Memes





Project Management Memes



