**Software Development Lifecycles (Advocate: Thiago Viana)**

**Describe two iterative and two sequential software lifecycle models.**

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| <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#sdlc-methodologies>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#what-is-sdlc>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#waterfall-method>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#spiral-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#evolutionary-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#prototype-model> |
| The links above will take you to the page where I discuss 4 software development lifecycle’s. The last 4 links actually take you to each one of the four lifecycles where I explain them and go into more detail, however the first 2 links will take you to the introduction and explanation of what a SDLC is. |

**Explain how risk is managed in the Spiral lifecycle model.**

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| <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#how-risk-is-managed> |
| The link above will take you to an area in my SDLC repo where I talk about how risk is managed within the software development lifecycle. |

**Explain the purpose of a feasibility report.**

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| <https://github.com/s-j-pearce/Feasibility-Report/blob/master/README.md#feasibility-report>  <https://github.com/s-j-pearce/Feasibility-Report/blob/master/README.md#purpose-of-a-feasability-report> |
| The links above will take you to where I have discussed feasibility reports. Within the second link is the main purpose of what a feasibility report is for. |

**Describe how technical solutions can be compared.**

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| <https://github.com/s-j-pearce/Glossary-of-Tech-Terms/blob/master/README.md#technical-solutions>  <https://github.com/s-j-pearce/HND-VG-PROJECT-1#ide-used-and-features>  <https://github.com/s-j-pearce/HND-VG-PROJECT-2#ide-used-and-features> |
| The first link will take you to an area of my glossary where I discuss and go into detail about technical solutions and how they can be compared to one another. The last 2 links will take you to areas within my projects where I show the IDE I used, I explain why I used that IDE as well as the programming language. |

**Undertake a software investigation to meet a business need.**

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| <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#ii-first-client-meeting-2nd-october-2017>  <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#v-concept-pitch-17th-october-2017>  <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#vi-adapting-to-feedback> |
| The links above will take you to areas of my ZSL documentation where I discuss the how we received information about the requirements of the client and how we received feedback on our initial idea. There is also how we adapted to the feedback on the third link which shows the changes we made to meet to the client’s wants and needs. |

**Use appropriate software analysis tools/techniques to carry out a software investigation and create supporting documentation.**

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| <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#ii-first-client-meeting-2nd-october-2017>  <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#v-concept-pitch-17th-october-2017>  <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#vi-adapting-to-feedback>  <https://github.com/s-j-pearce/HND-VG-PROJECT-1#ide-used-and-features>  <https://github.com/s-j-pearce/HND-VG-PROJECT-2#ide-used-and-features> |
| The links above will take you to areas of my ZSL documentation where I discuss the how we received information about the requirements of the client and how we received feedback on our initial idea. There is also how we adapted to the feedback on the third link which shows the changes we made to meet to the client’s wants and needs. The concept pitch which was used to show the clients our idea as well as to get vital information about how they wanted the application to work on their systems. |

**Explain how user and software requirements have been addressed.**

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| <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#ii-game-objective>  <https://github.com/s-j-pearce/HND-VG-ZSL-AMAZING-ANIMAL-RESCUE#design-documentation>  <https://github.com/s-j-pearce/HND-VG-PROJECT-1>  <https://github.com/s-j-pearce/HND-VG-PROJECT-2>  <https://github.com/s-j-pearce/HND-VG-PROJECT-3> |
| The very first link is the main point. It takes you to the objective area about the ZSL project, from here I explain the game and what exactly the client wants from us and what they want the people using the game to get out of it. |

**Describe, with an example, why a particular lifecycle model is selected for a development environment.**

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| <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#sdlc-methodologies>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#what-is-sdlc>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#waterfall-method>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#spiral-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#evolutionary-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#prototype-model> |
| The links above will take you to my SDLC repo where I take a look at 4 different software development lifecycles and have a look at the advantages and disadvantages of each one. |

**Discuss the components of a feasibility report.**

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| <https://github.com/s-j-pearce/Feasibility-Report/blob/master/README.md#components-of-a-feasability-report> |
| The link above will take you to a section of my repo where I discuss the components of a feasibility report whilst also going into detail on each component. |

**Analyse how software requirements can be traced throughout the software lifecycle.**

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| Please use this section to provide all appropriate, valid and checked http Links that point to your evidence; use multiple lines to separate multiple links |
| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  TO DO (you can leave it blank now, we are going to address this un future sessions) |

**Discuss two approaches to improving software quality.**

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| <https://github.com/s-j-pearce/CMM/blob/master/README.md#cmm-capability-maturity-model> |
| The link above will take you to my repository on CMM (Capability maturity model), Within this repo I explain what the CMM is and also look at the 5 different stages there are. Within the five stages are 2 different approaches to improving software quality. |

**Suggest two software behavioural specification methods and illustrate their use with an example.**

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| Please use this section to provide all appropriate, valid and checked http Links that point to your evidence; use multiple lines to separate multiple links |
| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  TO DO (you can leave it blank now, we are going to address this un future sessions) |

**Differentiate between a finite state machine (FSM) and an extended- FSM, providing an application for both.**

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| Please use this section to provide all appropriate, valid and checked http Links that point to your evidence; use multiple lines to separate multiple links |
| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  TO DO (you can leave it blank now, we are going to address this un future sessions) |

**Assess the merits of applying the Waterfall lifecycle model to a large software development project.**

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| <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#sdlc-methodologies>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#what-is-sdlc>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#waterfall-method>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#spiral-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#evolutionary-model>  <https://github.com/s-j-pearce/SDLC-Methodologies/blob/master/README.md#prototype-model> |
| The links above will take you to my SDLC repo where I take a look at 4 different software development lifecycles and have a look at the advantages and disadvantages of each one. |

**Assess the impact of different feasibility criteria on a software investigation.**

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| <https://github.com/s-j-pearce/Feasibility-Report/blob/master/README.md#components-of-a-feasability-report> |
| The link above will take you to a section of my repo where I discuss the components of a feasibility report whilst also going into detail on each component. |

**Critically evaluate how the use of the function design paradigm in the software development lifecycle can improve software quality.**

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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  TO DO (you can leave it blank now, we are going to address this un future sessions) |

**Present justifications of how data driven software can improve the reliability and effectiveness of software.**

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| Please use this section to provide all appropriate, valid and checked http Links that point to your evidence; use multiple lines to separate multiple links |
| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  TO DO (you can leave it blank now, we are going to address this un future sessions) |