Ans to the Q:NO: (1)

write a number of examples that indicate the impact of software on our socity:-

Computer software continues to be the single most important technology on the world stategy. And its also prime example of the Law of unintended conse-quences. sixty years ago no on could have predicted that software would be come an indispsable thechnology for buisness. Science and Engineering that enable the creation of new technolgies Example of genetic engineering and nanoteenolg the extension of existing technology

and the radical change in older technology. Example of the medical. That software would be the driving force behind the personal computer revolution; that software application would be purchased by consumers using their smart phone; that software would be purchaed slowly evolve from by Product to services as "on demand" that a vast software-driven network would evolove and change everything from library research to consumer shopping. So we say software very important impact in our society.

Ans to the Q: NO: (2)

Describe the iterative Process make it easiser to manage change ?->

when Since each iteration is a mini Project, the Project team address to some extent, all the risk associated with the Project as a whole each time it builds an increment of the system. As risks became greater, as delays occur, and as the environment become more unstable. the teams is able to make necessary adjustments on a relatively small scale and propagate those adjustment. Hence it is easier to manage the change

Ans to the Q: NO: (3)

write the core Principles that guid Process:

There are 8 Principles that guide Process →

(1) Be agile Process

(2) Focus on quality at every step

(3) Be ready to adapt

(4) Build an effective team

(5) Establish mechanisms for Communicat and coordination.

(6) manage change.

(7) Assess Risk.

(8) create work Product that Provided value for other.

(1) Be agile: whether the Process model you chose is describe on agile.

(2) focus on quality at every step: the exit condition for every Process activity

(3) Be ready to adapt: Process is not a religious experience and dogma has no place in it.

(4) Build and effective team: Software engineering Process and Practices are important.

(5) Establish machanisum. Statholder fail because important information fall into the cracks.

(6) manage change: the approach may be either formal or informal.

(7) Asses risk: Lots of thing can go wrong as software.

(8) Create work Product: create only those work tha

Ans to the Q: NO: (4)

Desctived granlority means in the contex of a Project shedule :-

Gtranularity trefers to the level of detail that is introduced as a Project Plane is developed over the next few weeks or month, the Project can be Planed in significant detail. and then sheduliking them thougout the week/ month. It's granular because it is trefined at the micro-scale, as apposed to grand-vision planing at the macro-scale. And a shedule also includes a Planned start and finish date, duration, component of Successfull time management.

Ans to the Q: NO: (5)

umbrella activities occur throughout the Software Process :→

(1) Software Project tracking and control.

(2) Risk management.

(3) Technical reviews

(4) measurement

(5) Software quality assurance

(6) Software configuration management

(7) Reusability management.

(8) work Product Preparation and Production.

Yes, I Think they are applied evenly across the Process or are some

concentrated in one or more frame work activities :-

Software engineering Process framework activities are complemented by a num ber of umbrella activities. In general, umbrella activities are applied through out a Software Project and help a Software ~~thoo~~ team management and control Progress, quality, chang, and risk management. So I say that that is possible they are applied evenly across the Process.

Ans to the Q: NO: (6)

Define a stask set for a larger and more complex software Project:

(1) make a list stakeholders for the Project
(2) Interview each stakeholder separately determine overall and needs.
(3) Build a Preliminary list of function and feactured based on stakeholder Input.
(4) Shedule a series of faciliate applicatio specificition meetings.
(5) conduct meeting
(6) Product informal user scenarios as Part of each meeting.
(7) Refine user seneariors based on stakholder Feedback.
(8) Build a revised list of stakeholder requirment.

Ans to the Q: NO: (7)

List the objective for team Software Project define by Humphery:

(1) Build self-directed teams that plan and track their work, establish goals, and own their process and plans.

(2) Show managers how to coach and motivate their teams and how to help them.

(3) Accelarate Software Process improvement by "CMM" Level 5 behavior normal and expected

(4) Provide improvement guidance to high maturity organization.

(5) Facilitate university teaching of Industrial - Grade Skills.

Ans to the Q: No: (8)

IXP is an organic evolution of XP. It is an ~~organic evolut~~ imbued xp's minimalist, customer-centric, Test-driven spirit. IXP differs most from the original XP in its greater inclusion of management. Its expended role for customers and its upgraded technical Practices; IXP incorporate six new Pratices that are designed to help ensure that an XP Project work successfully for significant Project within the larger organization:

Readness Assessment: The IXP teamp ascertains weather all members of the Project community ex: stack holder, devolopers, management.

Project community: the Project team determines weather of right people.

Project chartering: The IXP team assesses the Project itself to determine weather an appropriate bussness.

Test-driven management: An IXP team establishe a series of measurable destination.

Retrospectives: A IXP team conduct ~~is~~ a specialized thehnical review after a software increment is delivered.

Continuous Learning : The IXP team is encouraged to learn new method and techniques.