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4) Semester : 4

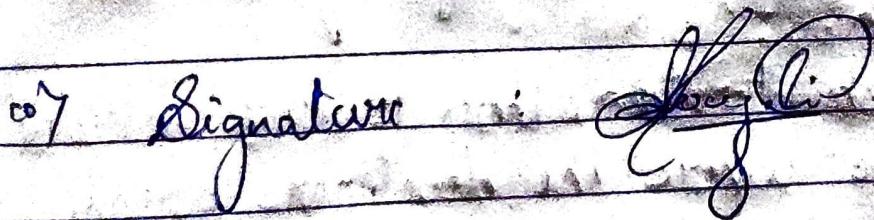
5) Course Name : S.E

6) Course Code : 18CS45

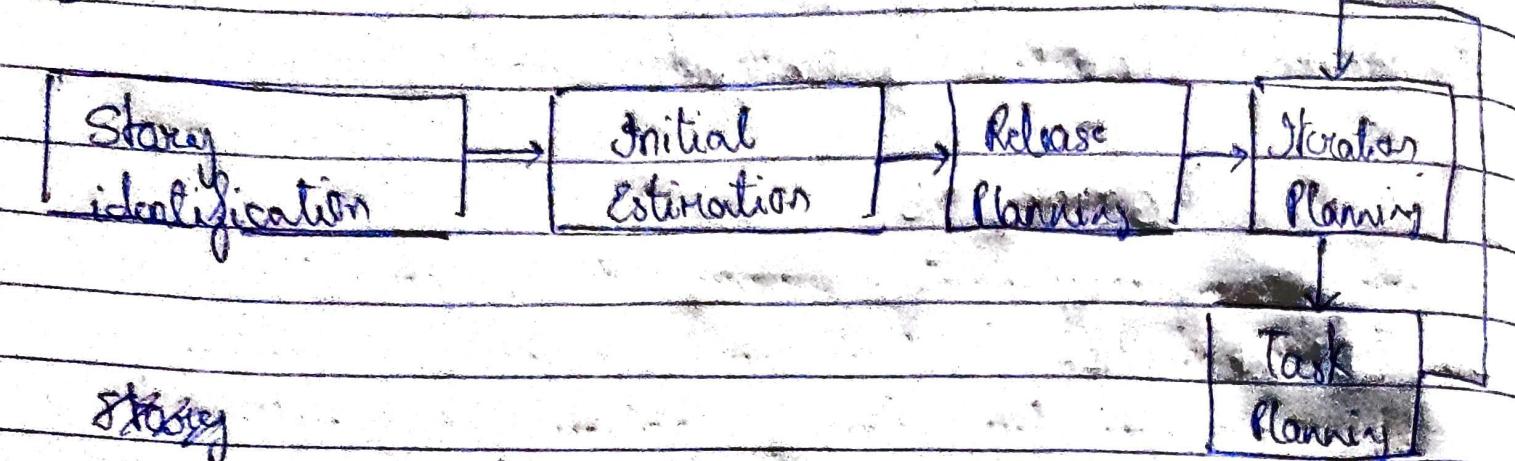
7) College : KLS GIT

8) Date & Time : 22-07-21 ; 10:30AM

9) Mob. Number : 9972287030

10) Signature : 

4)



- The system specification in XP is based on user stories that reflect the features that should be included in the system.
- The project team read & discuss stories & rank them in order of the amount of time they think it will take to implement the story.
- Release Planning involves selecting & refining the stories that will reflect the features to be implemented in a release of a system & the order in which the stories should be implemented.
- Stories to be implemented in each iteration are chosen with the number of stories should reflecting the time to deliver an iteration.
- At the start of each iteration, there is more detailed planning stage where the developers break stories down into development tasks which take 4-16 hours. All the tasks that must be completed to implement all of the stories in that iteration are listed.

2.)

- * An internal perspective, where you model the content or environment of the system.
- * An interaction perspective, where you model the interactions b/w a system & its environment or b/w the components of a system
- * A structural perspective, where you model the organization of a system: structure of data flow.
- * A behavioral perspective, where you model the dynamic behavior of the system & how it responds to events.

Examples:

- i) Internal perspective: Content model
- ii) Interaction perspective: Use case
- iii) Structural perspective: Structural activity
- iv) Behavioral perspective: Behavior state model

6.) Agile

- v/s Plan driven Process
- i) Small products & teams
scalability limited
 - ii) Untested or safety of critical products
 - iii) Good for dynamic, but expensive for stable environment
 - iv) Require experienced agile personnel throughout
 - v) Personnel succeed on freedom & chaos
 - a) Large products & teams; hard to scale down
 - b) Handles highly critical products; hard to scale down
 - c) Good for stable but expensive dynamic environments.
 - d) Require experienced personnel only at start if stable environment
 - e) Personnel succeed on structure & order.

- i.) It defines the roles & responsibilities of project management team members. It also determines project constraints.
- ii.) Refactoring is the process of changing a software system in such a way that it does not alter the function of code, yet improve its internal structure.
- iii.) System Modelling is the process of developing abstract models of a system with each model presenting a different view or perspective of that system.
- iv.) UML - Unified modelling language.
- v.) Cost is estimated as mathematical function of product, project & process attributes whose values are estimated by project manager.
 - * Effort = $A \times \text{SIZE}^B \times M$
 - * According to ~~single~~^{again} size - notion points assigned to every story.
 - * The most commonly used product attribute for cost estimation is code size, application points.
 - * Most models are similar but they use different values for A, B & M.

3.)

Tasks Week 1 Week 2 Week 3 Week 4 Week 5 Week 6 Week 7 Week 8 Week 9

T₁ | 5 days |

T₂ | 5 | 10 | 150 days |

T₃ | 5 | 10 | 150 days |

(T₁, M₁)

T₄ | 5 days | 10 days |

T₅ | 5 days | 10 days |

(T₂, T₄, M₂)

T₆ | 50 days |

(T₁, T₂, M₃)

T₇ | 5 Days | 10 Days | 15 Days | 20 Days |

(T₁, M₄)

T₈ | 5 Days | 10 Days | 15 Days | 20 Days | 25 Days |

(T₄, M₅)

5.) Diagram

