

# Software Engineering

## Lecture 3: Process

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# Waterfall

# Microsoft Experience, Etc

- Phases:
  - Coding
  - Stabilization
  - Delivery
- Got rid of Stabilization phase
- Waterfall is broken because
  - Don't understand processes until we code them
  - Blend, merge, improve as we learn about things
  - Circumstances change

Ideation

# Brainstorming

# Prioritization

# Backlog Creation

# Ideation Exercise



# Getting Software Done

# SCRUM



## The Scrum Guide™

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The Definitive Guide to Scrum:  
The Rules of the Game

# Scrum Definition

## Definition of Scrum

Scrum (n): A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.

Scrum is:

- Lightweight
- Simple to understand
- Difficult to master

# The Scrum Team

- The Product Owner
- The Development Team
- The Scrum Master
- (Notice the lack of business context...)

# Scrum Events

- The Sprint
- Sprint Planning (what and how)
- Daily Scrum (yesterday,today,problems)
- Sprint Review (review with Product Owner)
- Spint Retrospective (introspection)
  
- (Again, no business context)

# Scrum Artifacts

- Product Requests (Perhaps outside of Scrum)
- Product Backlog
- Sprint Backlog
- Increment

# Product Demo