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Teste 1

2.5) The Umbrella Activities are applied throughout all the software project. They are used to assess, manage and control progress, quality, change and risks that might appear during the project.

4.10) Because some teams think that constructing a project is only about coding. They believe that the requirements will become clear as they code. Must team don't plan their work process, and when the process is weak, the end product will suffer.

5.3)

a) Because you don't get stuck in a same activity, you just have to make it simple since it's hard to accomplish all requirements in a single try. Iteration provides customers feedback, so the project can be improved.

b) Yes, the first agility principle says: "our highest priority is to satisfy the customer through early and **continuous** delivery of valuable software". This basically means that more import than deliver the project fast, it must be improved to satisfy the customers.

c) No. A single iteration is only used when the requirements are well defined by the customers, then you can use a model such as the waterfall. For being agile, it must be incremented.

6.6)

a) The closed paradigm. They don't have to innovate. The only need is to keep it as safe as possible. In the closed paradigm, they might repeat the actions they had used in past projects.

b) The open paradigm, because buildings are different from each one. Depending on the project, it can be similar from past projects, but different in some points. So that's why I would chose the open paradigm.

c) The random paradigm. When the building a game, creativity is widely required. The random paradigm allows the team members have more autonomy on what to do and put their ideas on. But it shall need to have a strong communication within them, so it will excel.

d) The open paradigm. Even communication must be hard when you are working in big teams, an effective communication brings better results. The team can break the project into small teams (as the synchronous paradigm does), but they need to work collaboratively.

7.9) The degree of how detailed the schedule is. It assesses how organized the schedule is.

7.13) According to Glen Myers, a successful test is that one that reveals a new errors.

8.17) Distributed debugging; runtime verification; runtime validation; business activity monitoring and; evolution and codesign.