

# **CSE4708: Software Project Management**

## **Unit II : Project Evaluation & Estimation**

**Topic: Process Models: Problems on Agile Development ,  
Process - V Model**

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# Agile Developmental Methodology

# Questions

**3.3.** Why does an iterative process make it easier to manage change? Is every agile process discussed in this chapter iterative? Is it possible to complete a project in just one iteration and still be agile? Explain your answers.

# Questions

**3.7.** Why do requirements change so much? After all, don't people know what they want?

# Questions

3.5. Try to come up with one more “agility principle” that would help a software engineering team become even more maneuverable.

# Questions

**3.10.** What is a spike solution in XP?

**3.11.** Describe the XP concepts of refactoring and pair programming in your own words.

# Questions

**3.8.** Most agile process models recommend face-to-face communication. Yet today, members of a software team and their customers may be geographically separated from one another. Do you think this implies that geographical separation is something to avoid? Can you think of ways to overcome this problem?

# Process V Model

Must Read :

- <https://www.geeksforgeeks.org/software-engineering-sdlc-v-model/>
- [https://www.tutorialspoint.com/sdlc/sdlc\\_v\\_model.htm](https://www.tutorialspoint.com/sdlc/sdlc_v_model.htm)



# References

- Pressman, Roger S., “Software Engineering – A practitioner’s Approach”, “Chapter -3: Agile Development”, 7<sup>th</sup> edition, pp. 65-93.