Quiz 08: DSDM

Due Mar 30 at 10pm **Points** 50 **Questions** 11 **Time Limit** None

Instructions

You **may** use the slides from the lecture and other sources to answer these questions. Please be sure to cite any references but be sure to answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	1,215 minutes	0 out of 50 *

* Some questions not yet graded

Score for this quiz: **0** out of 50 *
Submitted Mar 30 at 9:24pm
This attempt took 1,215 minutes.

Question 1

Not yet graded / 5 pts

What is produced in the DSDM Business Study phase?

Your Answer:

In business study phase , business specialists and the specialized specialists are totally called upon and conversations happen where in all the fundamental business issues are recorded and contemplated. It is then disregarded into if the specialized abilities accessible are adequate to meet the business necessities. A prioritization is then made upon the prerequisites and application and framework graphs are concluded. Also this phase also produces the development plan which elaborates that how the software is going to be developed and in which manner it is going to be carried out.

Another ***Facilitated Joint Workshop***

Go down to the next level of detail

Does this make good business sense?

Produces:

Business Area definition

Prioritized requirements List

Development plan

System architecture definition

Updated ***risk log***

Question 2

Not yet graded / 5 pts

Describe two ways that RAD reduced development time over the waterfall model approach that it replaces.

Your Answer:

Substituting prototypes for requirements specification: This means that prototypes give the better understanding of what are the requirements. People don't interact with specifications but they can interact more with some model or a prototype.

Adding more features incrementally: By adding features at some intervals of time then it may give a smooth flow of the software development and it reduces the development time. Adding features incrementally it may reduces the conflicts too.

Reduces development time by:

Substituting ***prototypes*** for requirements specifications

Using ***existing*** databases, data models, and tools

Trading features for ***speed***

Implementing ***most important*** features ***first***

Adding more features ***incrementally***

Question 3

Not yet graded / 5 pts

Describe the MoSCoW rules for requirements. How are they used in DSDM?

Your Answer:

MoSCoW technique is used to identify the priority of any feature with the help of customers.

MoSCoW has four different key phrases: Must have, Should have, Could have, and Want to have.

MoSCoW is a method which is used to prioritize the requirements.In every iteration, 60% focus should be on Must-Have, 20% on Could Have and 20% on Should Have.

The MoSCoW rules for requirements can be broken down to four key phrases to describe requirements: Must have, Should have, Could have, and Want to have, in order of priority. In DSDM, they are used as a technique to prioritize requirements. For each iteration the team can only take on so many requirements, so 60% of their time will be focused on the Must haves, 20% Should haves, 20% Could haves, and whatever remaining time left can be used for Want to haves.

Question 4

Not yet graded / 5 pts

Compare and contrast evolutionary and low-fidelity prototypes.

Your Answer:

In evolutionary prototypes, the result can be modified further, it can be used again whereas in Low fidelity prototype the result cannot be used again as the Low-fidelity prototype are throwaway prototype.

The low-fidelity prototypes are used to demonstrate a particular feature, whereas evolutionary prototypes are rapid construction of feature, which means that the feature is implemented rather than demonstrated which can be used later to convert into the final product.

Rather than spend all the effort to develop a complete system, build a ***quick prototype*** to test its ***feasibility***

Prototypes are widely used in most forms of engineering

Low-fidelity (throwaway) prototyping

Quick demonstration of a feature

Result is not useful for development into a product or service

Evolutionary (rapid) prototyping

Rapid construction of a simple feature, often done with special tools

Result may be modified to evolve into the final product or service

Question 5

Not yet graded / 5 pts

Describe two RAD techniques

Your Answer:

Time boxed incremental delivery:

In RAD, timelines are strictly followed that cannot be changed. The whole project is finished in increments. Every increment has a fixed deadline and every increment needs to convey something helpful. The improvement group may drop a few features or expectations (the least significant ones prescribed) so as to fulfill the time constraint. Or on the other hand they may purchase or obtain these features/arrangements from an outsider. Or then again they might add more assets to complete the undertakings until the deadline. The primary concern is the deadline can't be missed.

Facilitated joint workshops:

Joint Application Design is a meeting of a little group of customers and developers. This can keep going for 1-5 days. The area is generally off-

site so individuals are not upset by calls or other meetings. There is additionally a facilitator present who helps both the customers and developers meet the objectives of the meeting. Concentrate is on the most significant highlights. Low-fidelity models may be made. Particular of capacities and highlights may likewise be delivered at these meetings.

Facilitated joint workshops (JAD)

Customers and developers

Evolutionary prototyping evolving into finished products

Time boxed incremental delivery

Strict schedules that can’t be changed

Drop features rather than miss the deadline

Small teams including users (6-12)

CASE tools:

Rapid GUI development, e.g. Visual Basic

Assumes simple data models

Question 6

Not yet graded / 5 pts

What is produced by the Feasibility Study of DSDM?

Your Answer:

In Feasibility Study, the chances of building the application is analyzed and decisions are made accordingly. It analyzes the team available and the budget available ,the possibility of building the functionalities in the resources available. The Feasibility study produces a model and report that documents how the criteria is met. It also produces the outline plan which describes the workflow and how it will be carried out.

The Feasibility Study produces the Feasibility report. This report essentially determines both how "do-able" the project is and whether or not it is worth doing. This determination is done through a short business case, the suitability of DSDM in the creation of the project, and a deeper look into the requirements of the project. Other products of the Feasibility Study include a more detailed schedule of the project including a budget, as well as a risk log that outlines the risks that will come with taking on the project.

Question 7

Not yet graded / 5 pts

Why would RAD not work on a project with a traditional customer-supplier relationship?

Your Answer:

First reason the RAD cannot work with traditional customer supplier relationship because RAD requires more communication with customers. In RAD , requirements can be changed many times but in traditional customer-supplier relationship they cannot update the requirement.

RAD would not work with traditional customer-supplier relationships because it requires more frequent communication than traditional is used to. During the construction phase of the RAD process, users are still involved with development and can make changes or improvements depending on what they'd like to see. The users are still heavily involved with the project team even in the first and second pages of RAD. The traditional team would not be accustomed to this kind of customer-supplier relationship.

Question 8

Not yet graded / 5 pts

Describe what happens at a JAD. What is created?

Your Answer:

Joint Application Design (JAD) is a method which brings up a meeting of a small team for 1 to 5 days. This meeting is conducted off-site and they focuses on the most important features of the software.

Things which can be created are: Low- Fidelity prototypes and detailed specification of features.

Bring ***users and developers together*** to solve a problem

Facilitated joint workshops:

Small team of users and developers work offsite for 1-5 days

Focus on most important features

May create low-fidelity prototypes

May produce detailed specifications of features and functions

Question 9

Not yet graded / 5 pts

Describe two of the principles of DSDM that are consistent with the Agile Manifesto.

Your Answer:

Active User Involvement: In DSDM, continuous interaction is needed with customers while a software development is in progress, and the same thing happens in Agile. If continuous interaction is there, then it provides a smooth flow.

Frequent and incremental delivery: In DSDM, the product is frequently delivered to get feedback from the customers. Frequent delivery gives a

good quality of the software. Agile also follows the incremental delivery method.

1. One principle of DSDM that is consistent to the Agile Manifesto is active user involvement. In Agile methods there are constant interaction with the customer, creating a competitive opportunity for the customer to be able to make frequent changes to their requirements. DSDM works similarly by incorporating customer involvement into their repeatable phases.

2. Another DSDM principle that is similar to the Agile Manifesto is the focus on frequent, incremental delivery of products. Both methods have a timeboxed schedule that requires a delivery to the customer at the completion of the time period, whether the product is entirely completed or not. This frequent delivery system allows both methods to obtain better feedback from the customer and produce a product that is more along the lines of what the customer had imagined.

Question 10

Not yet graded / 5 pts

According to Clifton, under what circumstances is DSDM most likely to succeed? What are the criteria?

Your Answer:

- Team should be able to work in a best way.
- Team should conduct meetings without any issues.
- All team members should be supportive in all situations.

- full management commitment and support
- team must be able to meet together easily
- team must be able to work together easily

Question 11

0 / 0 pts

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!

- (•) True
- ( ) False

Quiz Score: **0** out of 50