



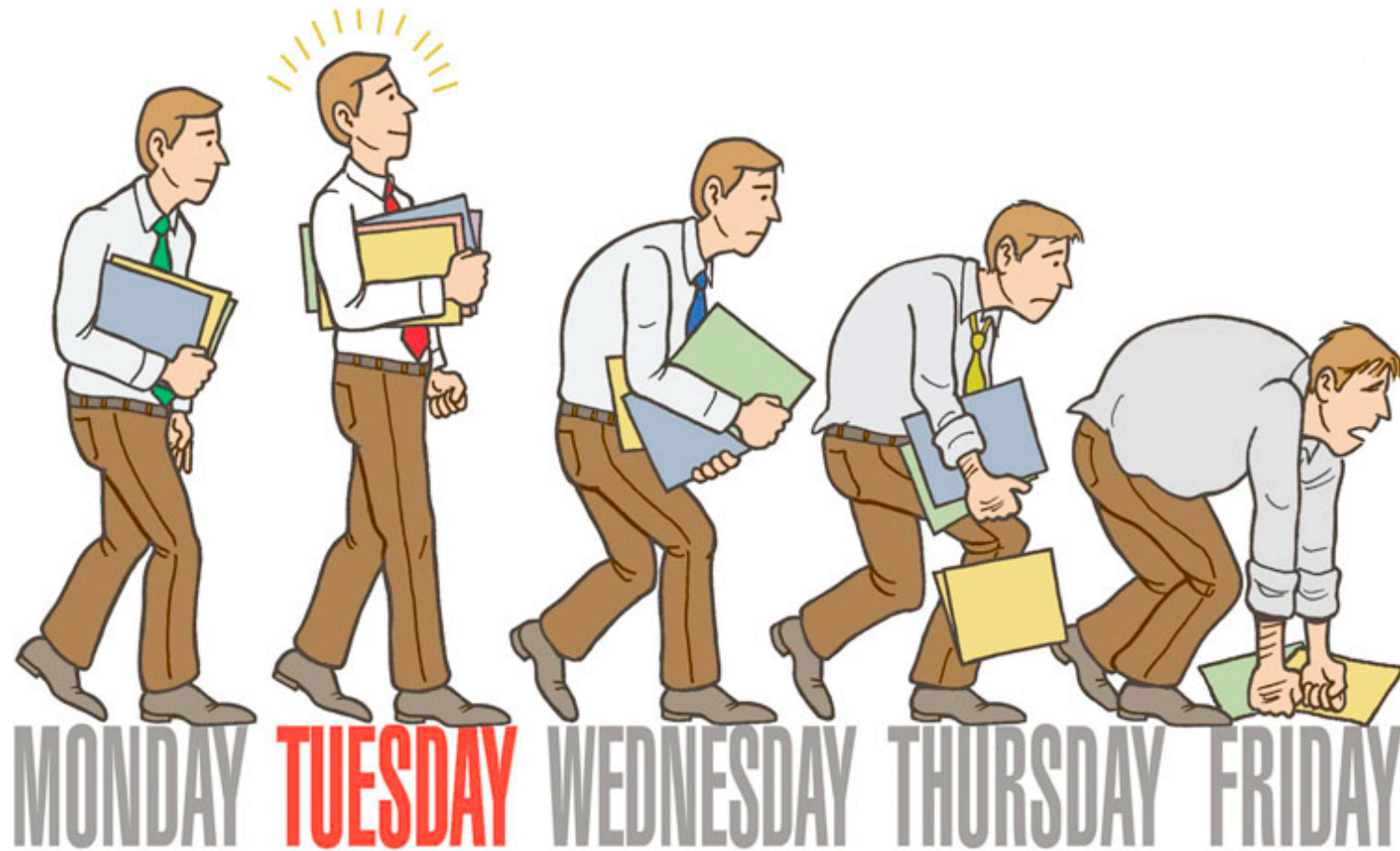
CSSE 372 Software Project Management: Software Processes: An Introduction

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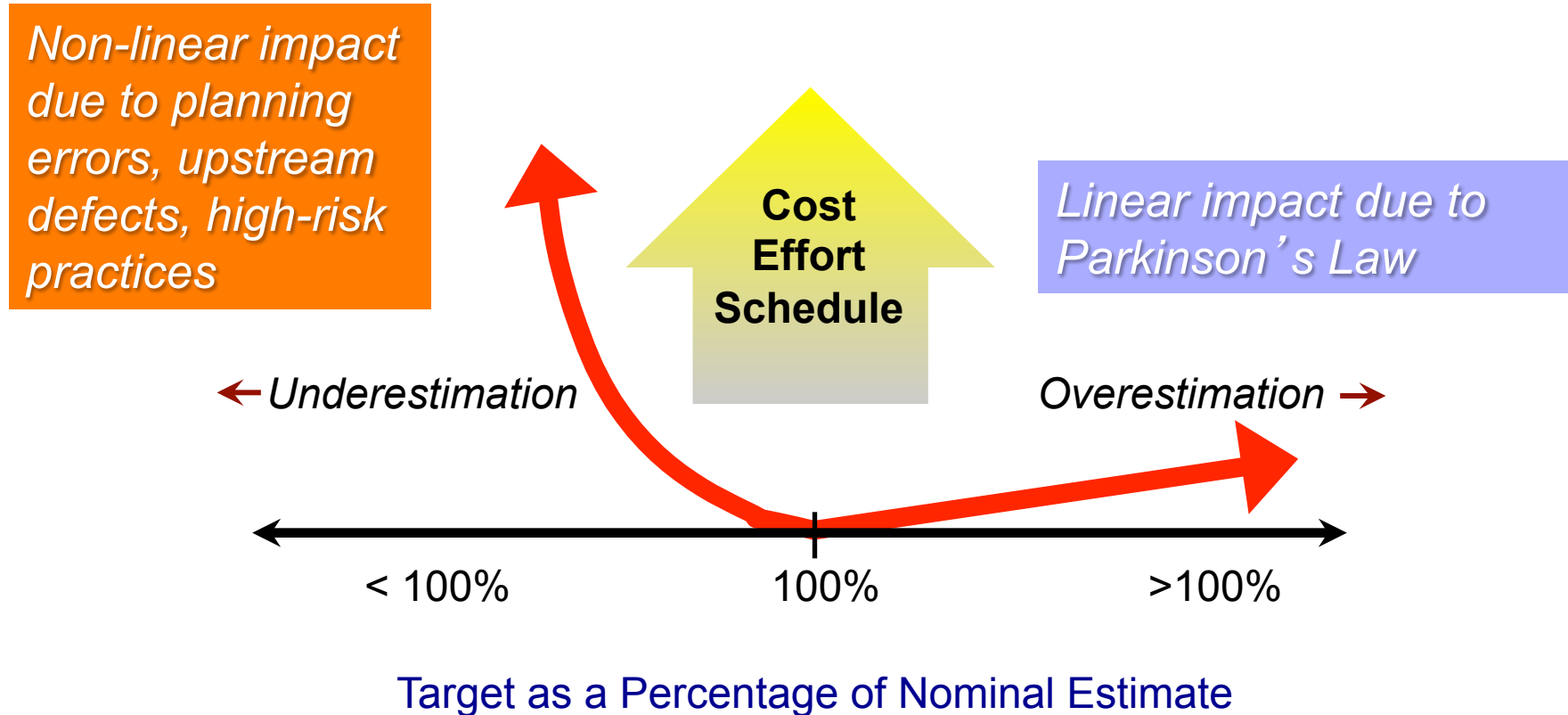


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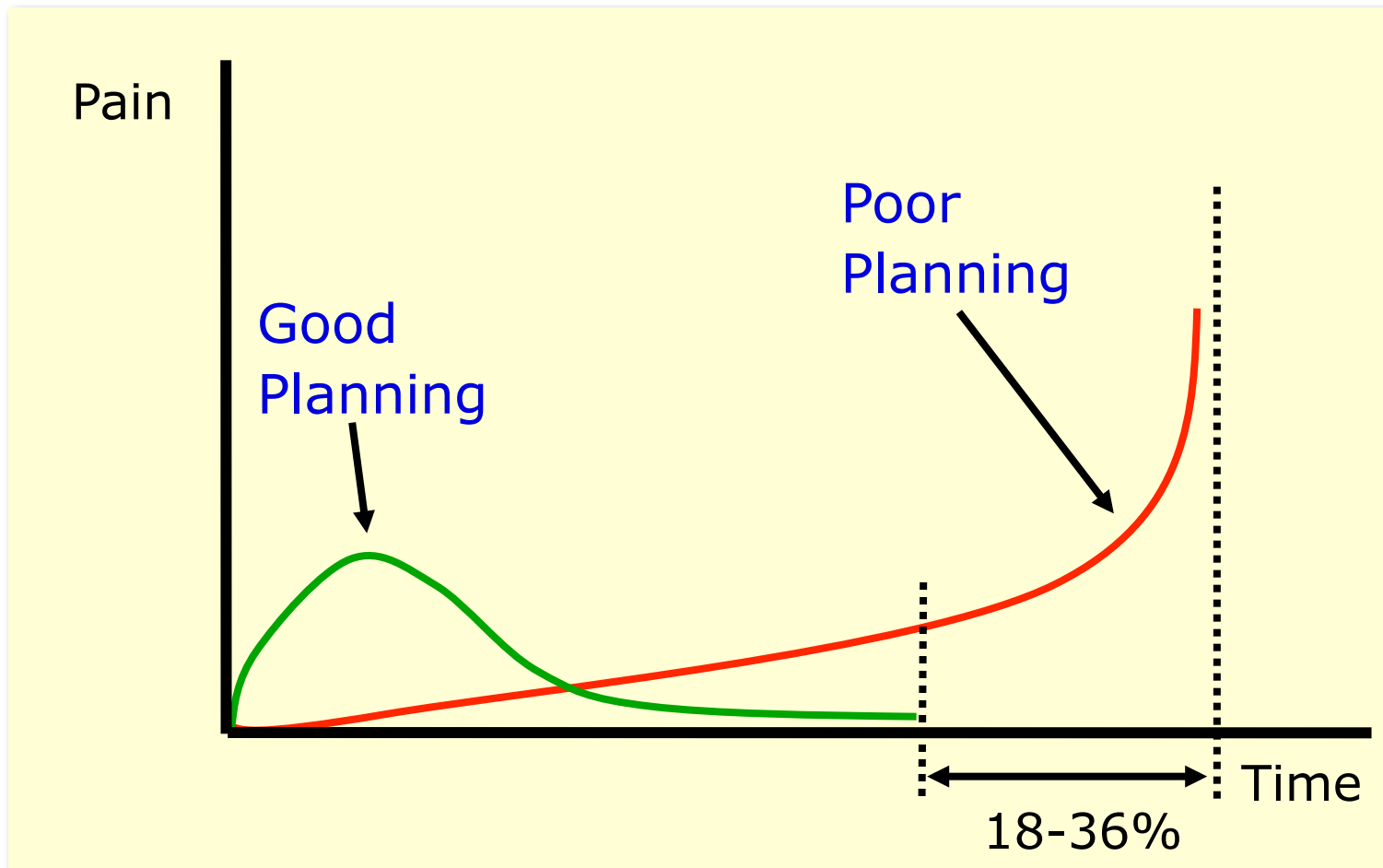
It's Tuesday... are we productive yet?



Effect of Estimation Accuracy



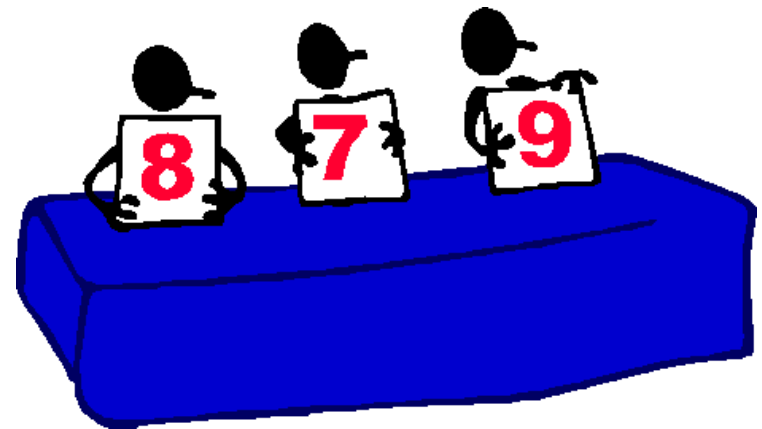
The Pain Curve



The great thing about not planning is that failure comes as a complete and utter surprise!

Importance of Planning

- **Planning Reduces Uncertainty**
- **Planning Increases Understanding**
- **Planning Improves Efficiency**



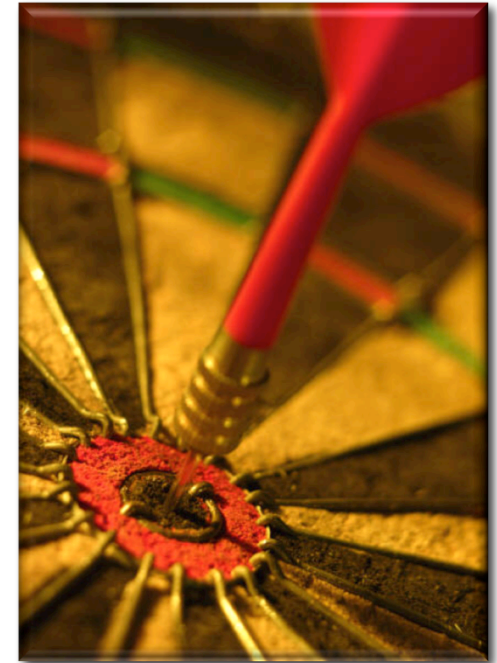
Software Project Planning Packages

Yes

- Very large projects
- Distributed teams
- Extensive use of vendors and contractors

No

- Small projects
- Short duration project increments
- Adds too much non-value-added work



Learning Outcomes: Plan (verb)

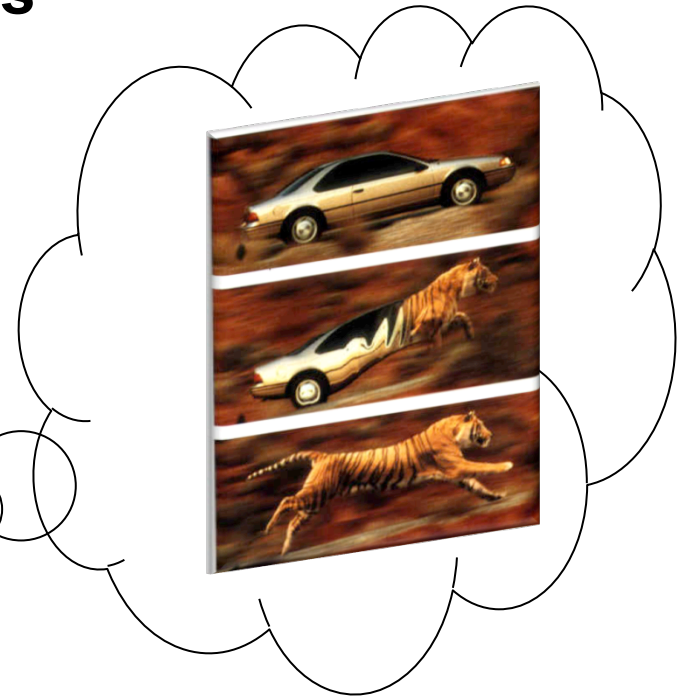
Create a plan for an intermediate size software project & manage to the plan as project evolves.

- Define elements of software life cycle process
- Relate software artifacts to software process activities
- Outline key software process models and applications

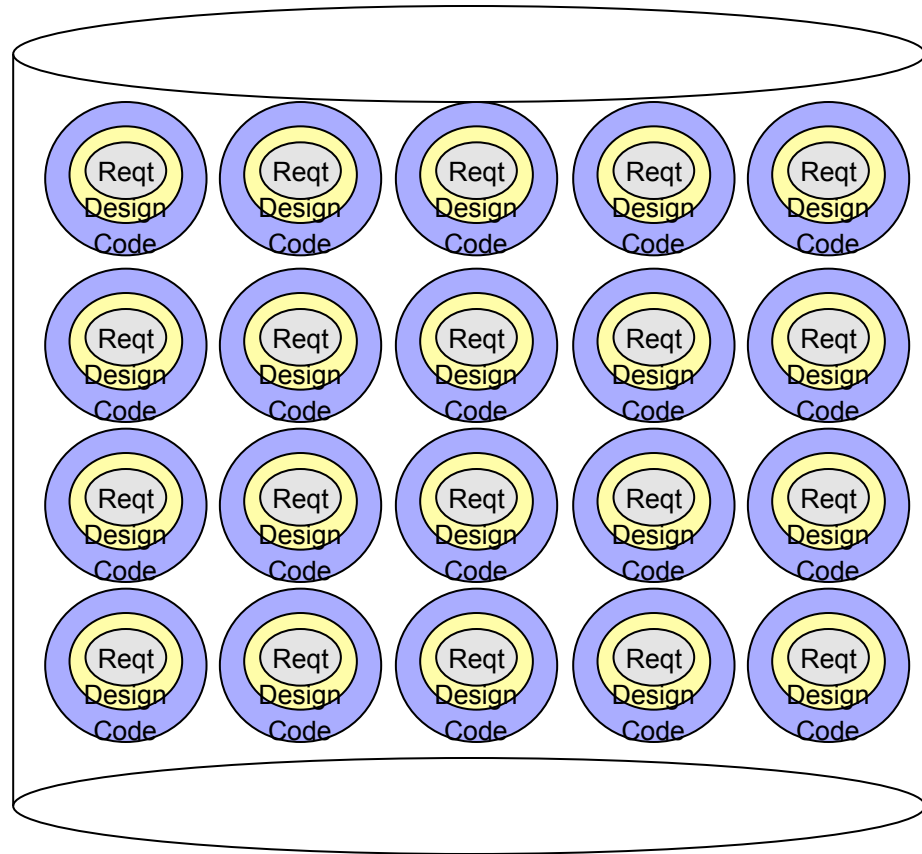
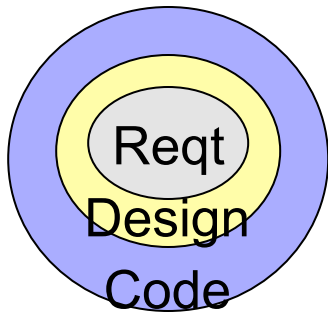


Elaboration and Refinement...

- Starting with Abstract Requirements
- Successively Elaborate and Refine them into specifications, models, and ultimately implementation



From Abstract Requirements to Concrete Systems



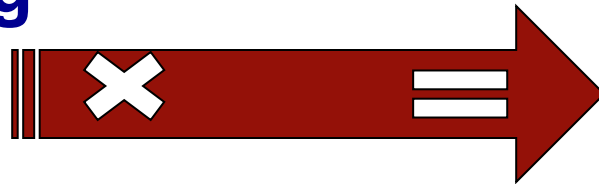
Software Activities & Components

■ Analysis

■ Design

■ Construction

■ Testing



❖ Editor

❖ Compiler

❖ Optimizer

❖ Pretty printer

◆ Editor Requirements

◆ Editor Design

◆ Editor Code

◆ Editor Test Cases

◆ Compiler Req'ts

◆ Compiler Design

◆ Compiler Code

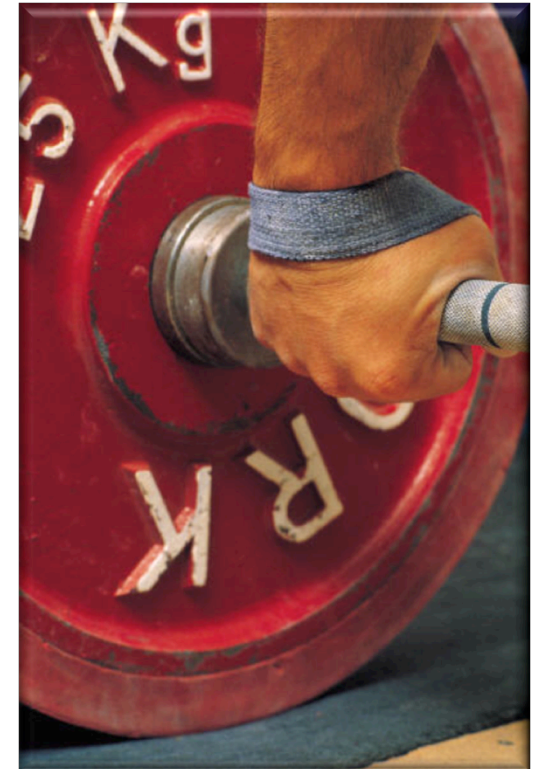
◆ Compiler Test Cases

◆ Optimizer ...

◆ Pretty printer ...

SW Engineering is about Scale & Quality

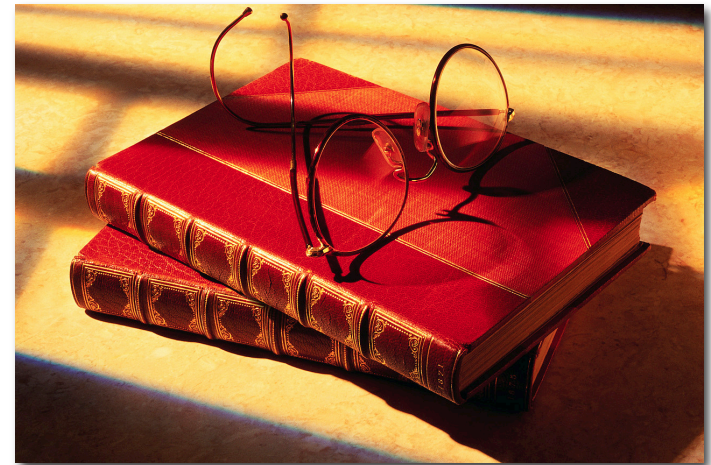
- People have done projects for a long time
- Their experience recorded in **process models** that can help you organize your project
- Small projects often need less process ...



When does a small project need more process?

What is a Software Process?

- A **Software Process** organizes the life cycle activities related to the creation, delivery, and maintenance/evolution of software systems
- **Software Life Cycle Activities** are organized within a software process to provide a systematic approach for producing software products

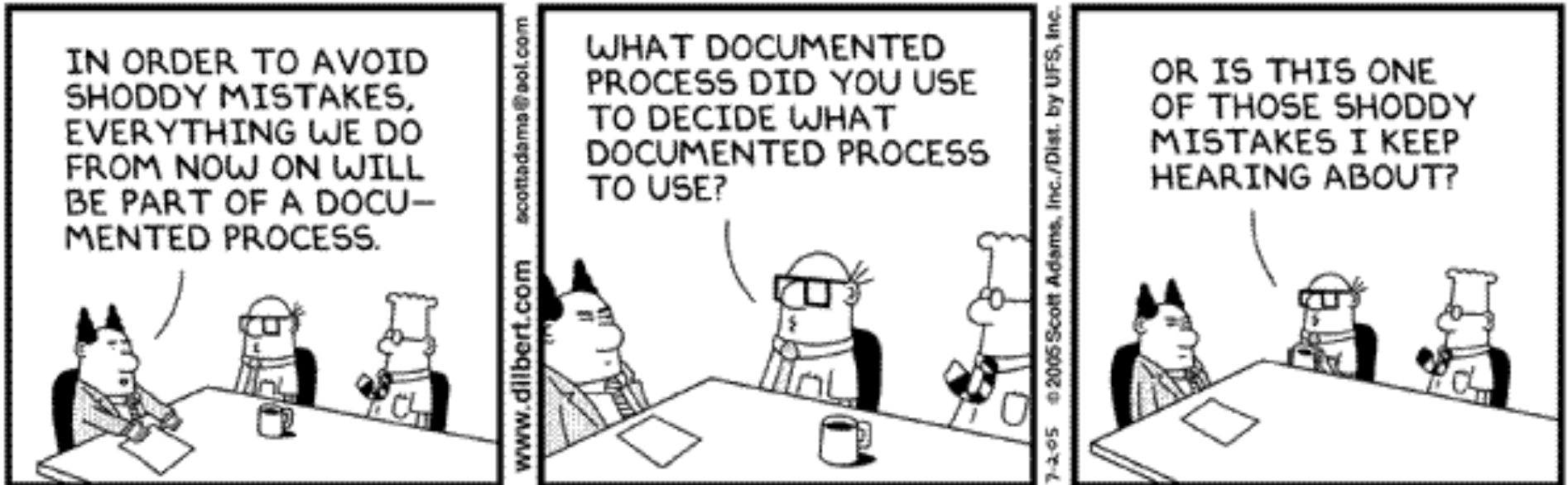


Software Process Models

- A **software process model** is an abstract description of the activities to produce a software system from a particular perspective
- This “model” is used as an archetype for the process used in a specific project

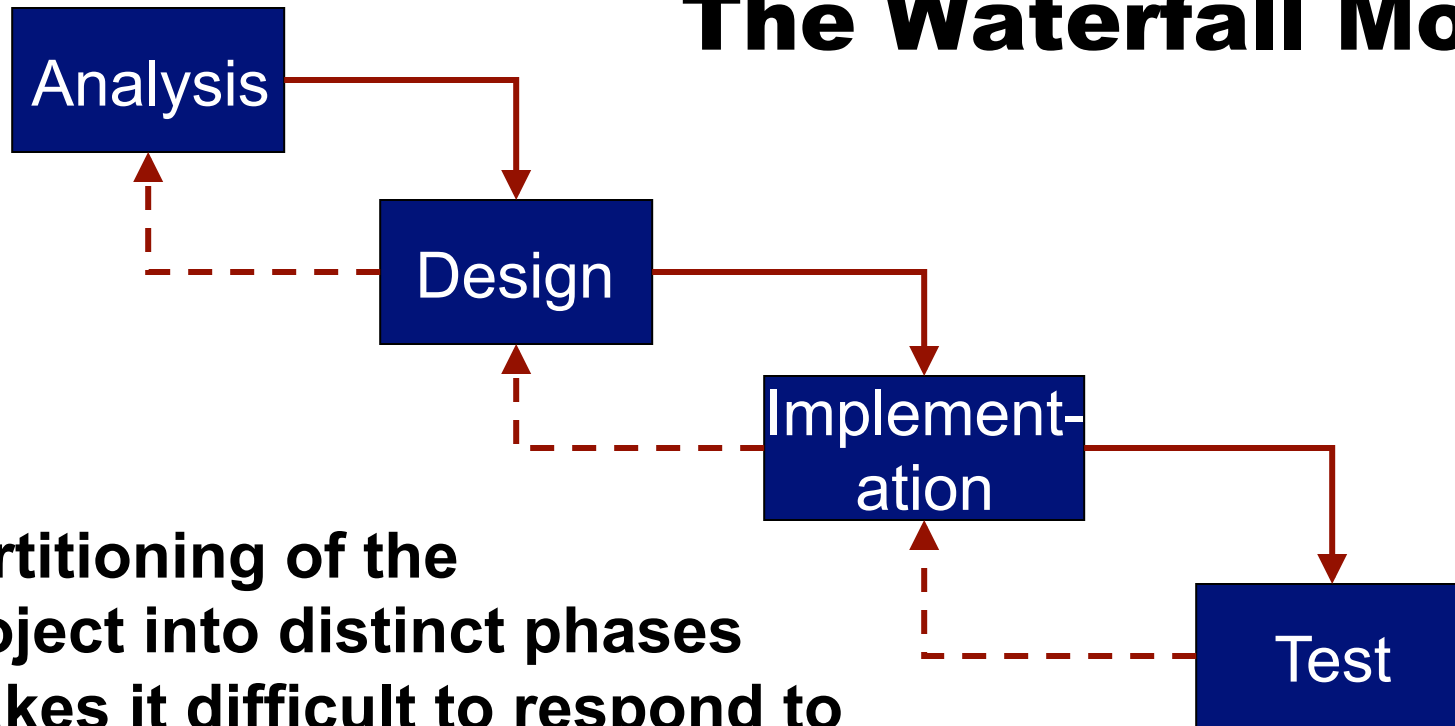


Healthy dose of Skepticism...



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The Waterfall Model



- Partitioning of the project into distinct phases makes it difficult to respond to changing customer requirements
- Appropriate when the **requirements are well-understood** and changes will be governed/limited
- Mostly used for large systems engineering projects where a system is developed at several sites

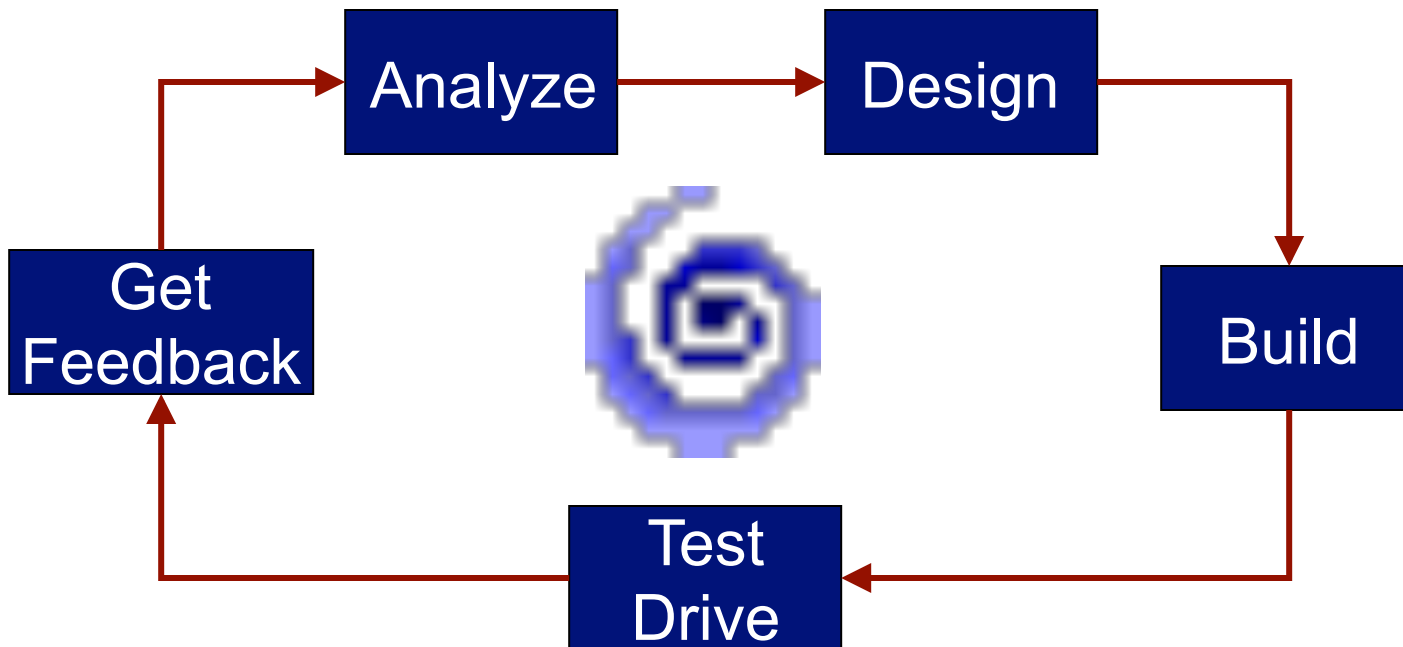
Cross-Life-Cycle Activities

- **Cross-Life-Cycle activities are used to gate or control the life cycle activities for better flow and throughput**

- Project management
- Risk management
- Configuration management
- Quality assurance
- Measurement



Iterative Software Process Models



- AKA “Build a little, test a little” or “Learn as you go”
- Used when requirements evolve or are clarified during the course of a project
- Iteration applied to any of the generic process models



Evolutionary Development Process

■ Exploratory development

- Objective is to work with customers and to **evolve** a final system from an initial outline specification
- Start with **well-understood requirements** and add new features as proposed by the customer

■ Throw-away prototyping

- Objective is to **understand** system requirements
- Start with **poorly understood** requirements to clarify what is really needed



Evolutionary Development (continued)

■ Challenges

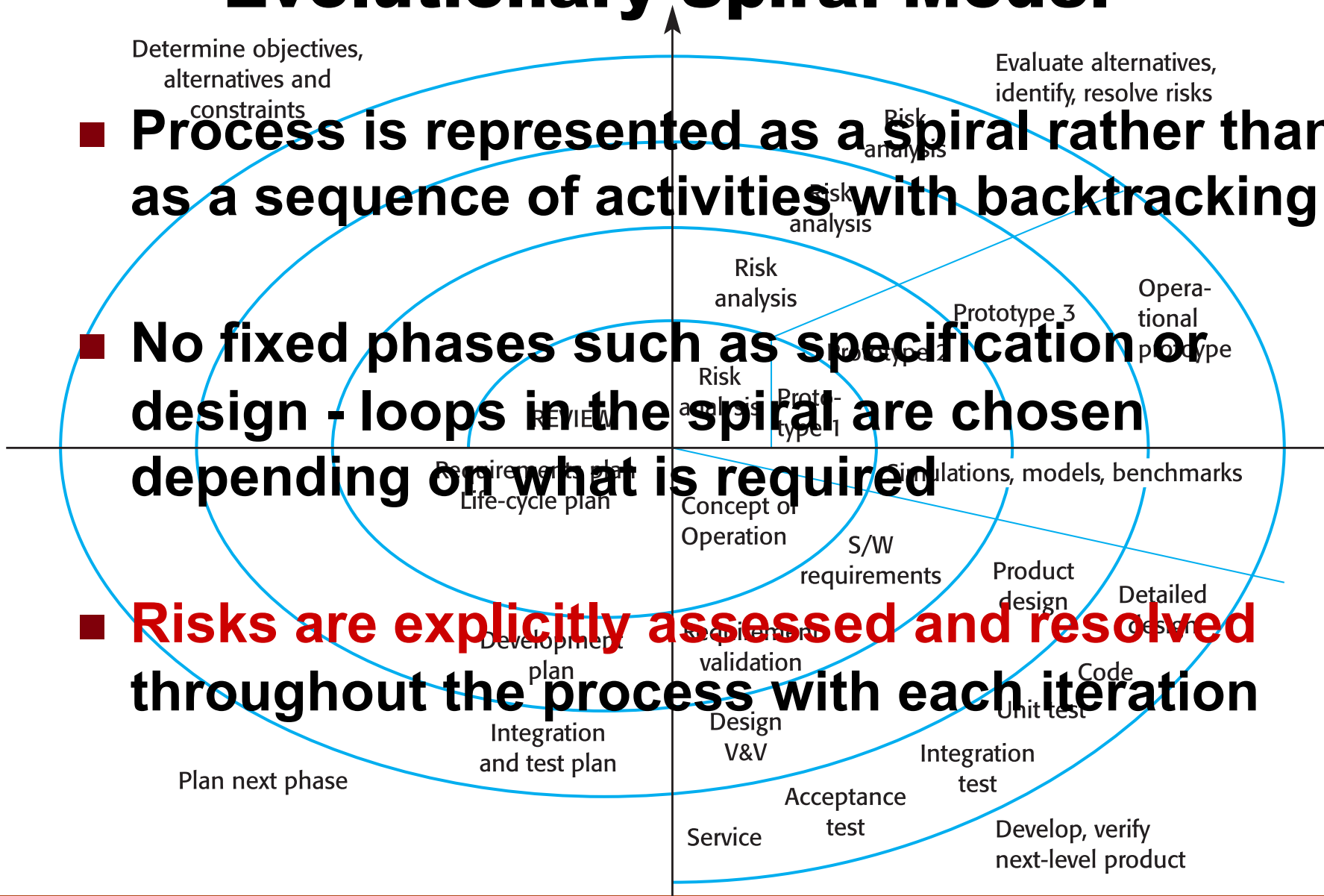
- Lack of process visibility can lead to ad hoc results
- Systems are often poorly structured since the evolution is more organic and less systematic
- Special skills (e.g. in languages for rapid prototyping) may be required

■ Applicability

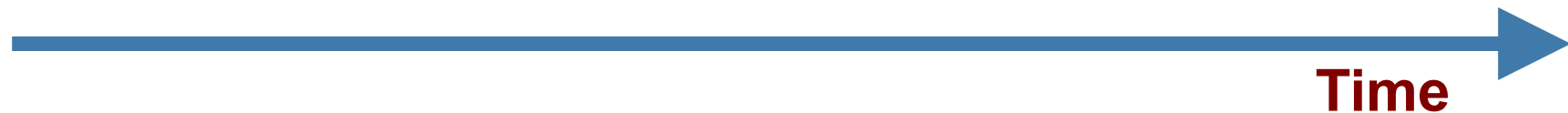
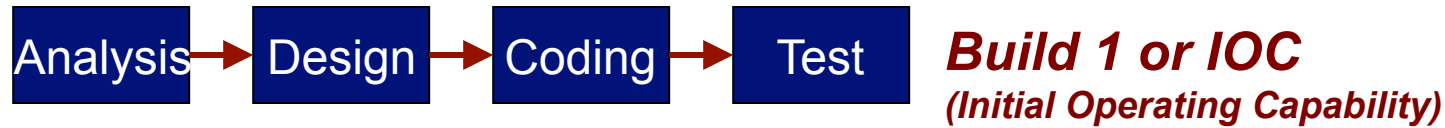
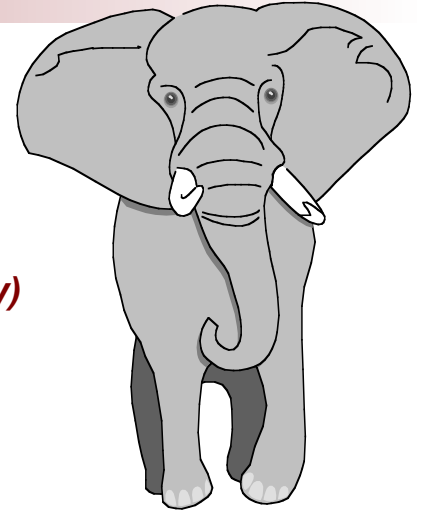
- For small or medium-size interactive systems
- For parts of large systems (e.g. the user interface)
- For short-lifespan systems

Evolutionary Spiral Model

- **Process is represented as a spiral rather than as a sequence of activities with backtracking**
- **No fixed phases such as specification or design - loops in the spiral are chosen depending on what is required**
- **Risks are explicitly assessed and resolved throughout the process with each iteration**



Incremental Process Models



Systematic divide and conquer strategy for completing projects using concurrent activities

Incremental Development/Delivery

- **Starting with an initial operating capability (IOC), delivery is broken down into increments**
 - Each increment delivers set of required functionality
 - High-priority requirements in early increments
 - When increment starts, the increment requirements are frozen
- **Advantages of Incremental Development**
 - Customer value can be delivered with each increment so system functionality is available earlier
 - Early increments act as a prototype to help elicit requirements for later increments
 - Reduced schedule scope => Lower risk of project failure
 - High priority system services tend to receive the most testing
- **Applied when the components are isolated and there are teams that can work concurrently**



Homework and Reading Reminders

- Read SimSE Introduction
- Watch SimSE Tutorials
- Complete Homework 2 – Play SimSE Game and report results
 - Due by 5pm, Tuesday, September 18th, 2012.