

Software Development Management

Main contacts: Edwin Hendriks Semester 1 of 2020

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Lecturer

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Important dates (regarding Edwin's lectures/assignments)

- LECTURE: The process and the client you will manage + START OF MINI PROJECT (5th of Feb)
- 2. Client of mini project present at Mercator I (12th of Feb 13:30-17:30)
- 3. Client of mini project present at Mercator I (14th of Feb 08:30-16:30)
- 4. Deadline of mini project (14th Feb 16:30)
- 5. LECTURE: Verifying that you delivered what was agreed upon (27th of Feb)
- 6. LECTURE: Learn from each other's lessons (14th of April)



Passing the course

- 1. You need to pass my part of the course to be able to pass the whole course
- 2. Grading: 1 (really bad) to 10 (perfect). A 6 or higher means "Passed", else "Failed"
- 3. Grading will have 2 major parts with equal grading weight:
 - 1. 50% on the quality of your deliverables
 - 2. 50% on how well you manage your client







The process and the client you will manage

The (software) development cycle



Requirements

Definition Requirement (IEEE Sts.610.12):

- 1) A condition or capability needed by a user to solve a problem or achieve an objective
- 2) A condition or capability that must be met or possessed by a system or system component to satisfy a contract, standard, specification, or other formally imposed documents.
- 3) A documented representation or a condition or capability as in (1) or (2).

7

Or in short:

What the system needs to be able to achieve

With (or without) its external actors Under which circumstances



Specifications

Common definition:

An elaboration of the requirements

Definition as used for this course:

A clear (unambiguous) specification of the required end result of

a business-, user, or system process





Question: When building a house



What would be the requirement(s)?

What would be the specification(s)?







Question: When building a process



What could be the requirement(s)?

- "The requester has been informed of the result"
- <u>"the entitled holidays are adjusted if the request is approved"</u>



Why are requirements and specs so important?



How the customer explained it How the business consultant described it

How it was designed

What the customer really needed



11

Developers and testers are stuck with it



How the system was documented



How the programmer wrote it



What the testers received



12

And eventually the customer







When it was delivered



Solving it with the method

SMART Requirements

ÓMER AYDINLI, EDWIN HENDRIKS EN JASPER ZANDVLIET

Prevent risks, reduce costs, get the system the customer actually needs

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SMART Requirements 2.0 is end result oriented



The 3 ingredients to get the end result SMART

- 1. What is the (part of the) end result?
- 2. <u>When</u> will the (part of the) end result be achieve You need them
- **3.** Where does the information needed come from?
 - a) A person or other external actor (**input from**)
 - An available internal or external piece of information (a single b) values, a combination of those)
 - c) A calculation (a formula)
 - And the info that is needed by a) c? d)

And of course: be SMART about all of the ingredients!!



Copy this

in your

notes.

in the next exercise

Exercise:

Point out the What, When,

Where in the

following

example

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Let's try this together

Draw up the requirements of the primary business that you are currently being part of



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Legend: "What" in blue "When" in black "Where" in red



Definition:

A (conditional) sequence of steps

Different types of processes:

- **Business process**: a (conditional) sequence of steps performed by a business. Its steps are either user- or system processes.
- User process: ditto but performed by a (human) user as its main actor.
- System process: ditto but performed by a (non-human) system as its main actor. No (human) users are involved.



Brainstorm: Examples of processes

- Of Business processes
- Of User processes
- Of System processes
- And how about your projects?





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Think back from the result and you won't miss a thing

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Common definition:

Create that what the client wants

Definition as used for this course:

Creation of a software the client wants







Common definition:

Verifying if that what is realized complies to that what is agreed (or desired?)

Definition as used for this course:

A structured way to verify if that what is realized is what is agreed upon/specified







Common definition:

Accept that what was realized

Definition as used for this course:

Formally accept that what was realized.







Definition:

Deploy that what was realized in the intended environment





Architecture

Definition:

The rules and guidelines that define <u>how</u> the system should be build

(versus, <u>what</u> end result the system should produce)





Brainstorm: how to manage your client ("Bill")



(Make sure you have some idea on how to manage your client and still be agile; it is an important part of your grade)



- His Gual
- His customers
- budget
 deadline

- Priv's on specs - Expectation End of project - Be homest about Expectations Give alternatives

Brainstorm: how about Agile or explorative projects



Does this apply to Agile projects? Or explorative (innovation) projects? Is it different? And if so, how to manage those?



No brainstorm done during lecture but know this:

- For Agile projects all that is learned still applies. However it will be harder to plan these project for a longer period in the future. If a client want a long term planning you should always be very clear that as situations will change, the planning will change.
- For explorative projects (e.g. innovation projects) it may be less beneficial to put much effort in having really clear requirements. It is often better to start with a rough idea, try to create a working thing as soon as possible and often decide (with your client) how to proceed.
- On both cases you should put as little effort as possible in creating something to show and ask the client: "Is this what you were looking for?"

Assignment: Do mini-project

Create deliverables for your client	 You figure out which deliverables. Note that: I did not mention all deliverables you may need Software will be done with mock prototyping (e.g. use <u>PowerPoint GUI Prototype</u> or even a whiteboard) You can skip any test deliverables (we will do that later)
Manage your client	I will not explicitly tell you how, but use what we brainstormed about.
Client satisfaction	Your client should be happy about what you realized and how you managed him.
In groups of 2 or 3	You can do this assignment in groups of 2 or 3. One group per GIPHouse project. Enrol in these groups in Brightspace.
Make a profit	You have max 8 hours per student. Each student costs 100 UE's (Uni Euros) per hour. Time registration is required and must be handed over to me. Tip: Spent you time well.
Deadline	Upload deliverables + time registration to Brightspace under assignment Mini-project before 14 Feb 16:30



Your client and his wishes for the mini project

Your client Bill:

- He is a very busy man.
- Interactive contact is preferred through Skype id: eddyhendriks from Lent or +31625014678. Use mail (edwin@xlrit.com) only when necessary.
- He will be present in Mercator I on Wed 12 Feb 13:30-17:30 and Fr 14 Feb 08:30-16:30

His wishes:

- *A.* Create a permit system that makes it possible for a CIVILIAN to enter a request for a building permit. He needs to enter:
 - The construction start date of the building and
 - The height in meters

The system will need to automatically add the following information:

- The REQUESTOR (which is CIVILIAN who entered the request).
- The current date
- **B**. The system needs to have an automatic approval if the height of the building is below 5 meters. If not an APPROVER should give his/her approval

C. The system should produce a message send to the REQUESTOR informing him / her of the result (approved or not).

