Virtual University	**Assignment No. 01** **Semester: Spring 2022** **CS605 Software Engineering II**	**Total Marks: 15** **Due Date: 03-05-20**

Assignment no. 1 covers Lec#1 to Lec#9.

Objectives of Assignment:

- You will learn the different concepts relevant to software engineering.

Uploading instructions:

- Your assignment must be in .doc format. (Any other formats like scan images, PDF, Zip, Rar, BMP, etc. will not be accepted).
- No assignment will be accepted through email.

Rules for Marking:

It should be clear that your assignment will not get any credit if:

- The assignment is submitted after the due date.
- The submitted assignment does not open or the file is corrupted.
- Your assignment is copied from the internet, handouts, or from any other student (Strict disciplinary action will be taken in this case).

Assignment

Question No 1: **10 Marks**

You are required to choose a suitable name/term against each description given in the below table. You are required to write only index numbers (No alphabet) of name/terms in the below table against each descriptio
Note: Solution according to the above guidelines will be acceptable only.

Name/Terms

1. Rapid Application Development (RAD)
2. Spiral Development Lifecycle Model
3. CMM Level 4
4. Waterfall Development Lifecycle Model
5. CMM Level 3
6. Rapid prototyping model
7. Construction Activities
8. CMM Level 5
9. Management Activities

Note: Answer Sheet on next page (Scroll Down)

Answer Sheet

Note: Zero Marks if

- Create any other answer sheet format.
- Write any other alphabet (character) instead of the Numeric index number

Name / Terms	Descriptions
7. Construction Activities	Identifying the description of features and functionalities of the intended software product that can be regarded as part of the software development process.
8. CMM Level 5	The focus is on maintaining statistical probability while discussing variation/change to achieve the process improvement objectives. It ensures the project risk is at its lowest level while software quality at its best.
2. Spiral Development Lifecycle Model	The errors/bugs can be identified and rectified at the earlier stages. It is adopted by developers mostly for larger projects.
2. Spiral Development Lifecycle Model	It is not best suited for smaller projects. Its cost is more expensive while involving a lesser risk factor.
6. Rapid Prototyping Model	The ability to explore and refine concepts more quickly. The ability to thoroughly test and refine a concept. Followed in situations where the client's requirements have conflict.
5. CMM Level 3	It involves organizational training, risk management along with decision analysis and resolution to ensure that the processes are well understood. The software processes and procedures for a specific project are tailored according to the organization's followed processes to favor a particular project.
1. Rapid Application Development (RAD)	The project leader engages the client/user for necessary feedback. It is evolved/adapted where the intended system is made functional in a span of two to three months.
9. Management Activities	The responsibility is to carry out the development activities with the aim to perform them in a smoother, better, and more successful manner.

4. Waterfall Development Lifecycle Model	It is comprised of separate and isolated phases of specification and development. Well-defined documentation and clearly defined requirements. The project progresses in a linear fashion and never moves back to the closed phase. It does not allow alteration once a phase has been completed.
3. CMM Level 4	It is concerned with addressing special causes of process variation and providing statistical predictability of the results. Though processes may produce predictable results, the results may be insufficient to achieve the established objectives. It ensures the project risk level to be at lower criticality but not the lowest criticality while ensuring the quality at a higher level.

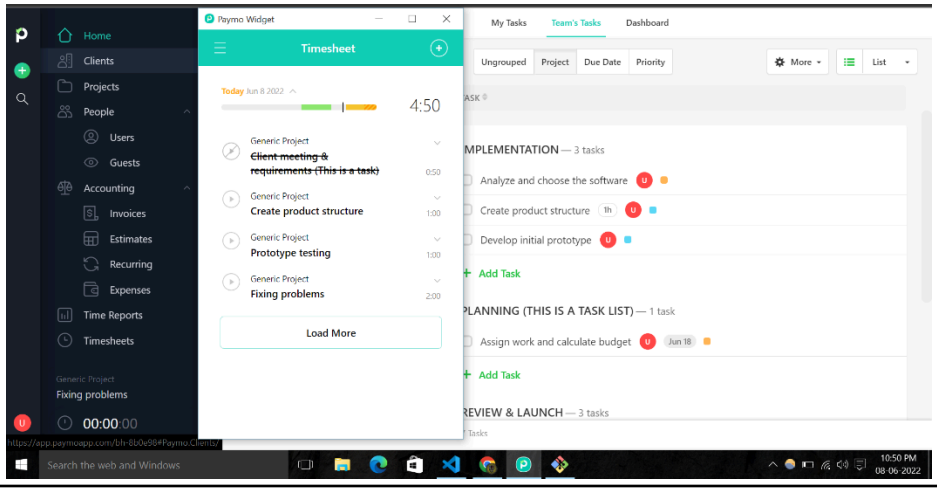
Question No 2: **05 Marks**

When we talk about software project scheduling and software project management, there are several so tools available to manage software projects. One of them is "Paymo" which is a work and project manag solution for small and medium client-based businesses, especially for free Gantt chart scheduling. This so supports remote work and offers project planning, resource scheduling, team collaboration, file proofing tracking, and project accounting within a single suite.
It can be found at the following link:

https://www.paymoapp.com/downloads/

Your task is to install this tool on your Computer/Laptop. After installing it, you have to submit screensh the installed software. The screenshots must include the current date and time. These screenshots shou pasted in this file below:

Paste your screenshots here:



Note: You are required to watch video lessons and consult handouts along with relevant materials from the internet to solve this assignment.

Deadline: Your assignment must be uploaded/submitted on or before 03-05-2022