Object-Oriented Life-Cycle Models

- Need for iteration within and between phases
 - Fountain model
 - Recursive/parallel life cycle
 - Round-trip gestalt
 - Unified software development process
- All incorporate some form of
 - Iteration
 - Parallelism
 - Incremental development
- Danger
 - CABTAB

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Conclusions

- Different life-cycle models
- Each with own strengths
- Each with own weaknesses
- Criteria for deciding on a model include
 - The organization
 - Its management
 - Skills of the employees
 - The nature of the product
- Best suggestion
 - "Mix-and-match" life-cycle model

Quality Assurance?

- There is NO QA phase
- QA is an activity performed throughout software production
- Verification
 - Performed at the end of each phase
- Validation
 - Performed before delivering the product to the client

Documentation Phase?

- There is NO documentation phase
- Every phase must be fully documented before starting the next phase
 - Postponed documentation may never be completed
 - The responsible individual may leave
 - The product is constantly changing—we need the documentation to do this
 - The design (for example) will be modified during development, but the original designers may not be available to document it

Phase	Documents	QA
Requirement	Rapid prototype, or	Rapid prototype
Definition	Requirements document	Reviews
Functional	Specification document (appositionations)	Traceability
Specification	(specifications)	FS Review
	Software Product Management Plan	Check the SPMP
Design	 Architectural Design 	Traceability
	Detailed Design	Review
Coding	Source code	Traceability
	• Test cases	Review
		Testing
Integration	Source code	• Integration testing
	• Test cases	Acceptance testing
Maintenance	Change record	Regression testing
	• Regression test cases	

Traceability matrix

Requirement	Use Case	UID	Class/	Test
ID	ID		function	Case ID