

Name: Solutions

Chapter 1 Quiz

1. [6pts] What 3 things does great software development deliver? (Hint: These things were also described in the 3 principles at the end of the chapter.)

(1) What is needed

(2) On time

(3) On budget

2. [8pts] What is "Big Bang" development, and what is iterative development? How are they different?

"Big Bang" development is where you gather all requirements at the beginning, then build the software, and finally deliver the software.

In iterative development, there is a feedback loop. You gather the most important requirements at the beginning (but not necessarily all of them), then build part of the system, then get feedback from the customer, which updates your requirements, and build some more, looping in this feedback ^{cycle} until you have enough of the system built to deliver a release.

A key distinction between Big Bang and iterative development is that requirements are expected to be continually refined/ changing throughout iterative development.

3. [6pts] What is the problem with "Big Bang" development that iteration solves? Why does iteration solve that problem?

The problem with Big Bang development is that requirements change or may not be known at the beginning. Thus, developers may spend a long time building the wrong system.

Iterative development addresses this problem by continually soliciting feedback and new requirements from the customer. These updates enable the developers to correct bad decisions and keep the project on the right track.

4. [1pts] What length of iteration should you shoot for (in days)?

20 days

5. [1pts] Were those calendar days or working days?

Working days

6. [3pts] Fill in the blanks. Every iteration results in (a) and gathers (b) from the (c) every step of the way. (Hint: Item *a* is the most important thing produced by developers in an iteration, and is two words.)

(a) Working software

(b) Feedback

(c) customer