Tutorial 2 Comp319 Software Engineering II

Question 1

Why does Brookes recommend such a large amount of the schedule (50%) is dedicated to testing and debugging?

Question 2

What are the alternatives when a project is lagging behind?

Question 3

Why does simply adding extra staff to a project that is over-running not always improve its delivery time?

Question 4

Which phases of development are more/less sensitive to the addition of extra staff?

Question 5

Comment on each of the following tasks, how many staff do you think you could add to reduce their timescales? (For each example comment on the specification, design, implementation and testing phases). How easy is it to partition the tasks.

a) Specifying, developing and testing a language editor that would work for the following languages: Java, C#, javascript and C++. It would have features such as version control and automatic saving and change tracking.
b) Implementing an encryption algorithm from a standard specification in both C#, C and Java.
c) Porting a class library containing 100 class definitions from Java to C#
d) Developing a game of chess which will be web based and use html5 and javascript and be able to provide user to user chess as well as user against the computer chess. It should also have a login system as well as a high score facility.