



M E T O D A

Metodyka dla projektu „SYRIUSZ”

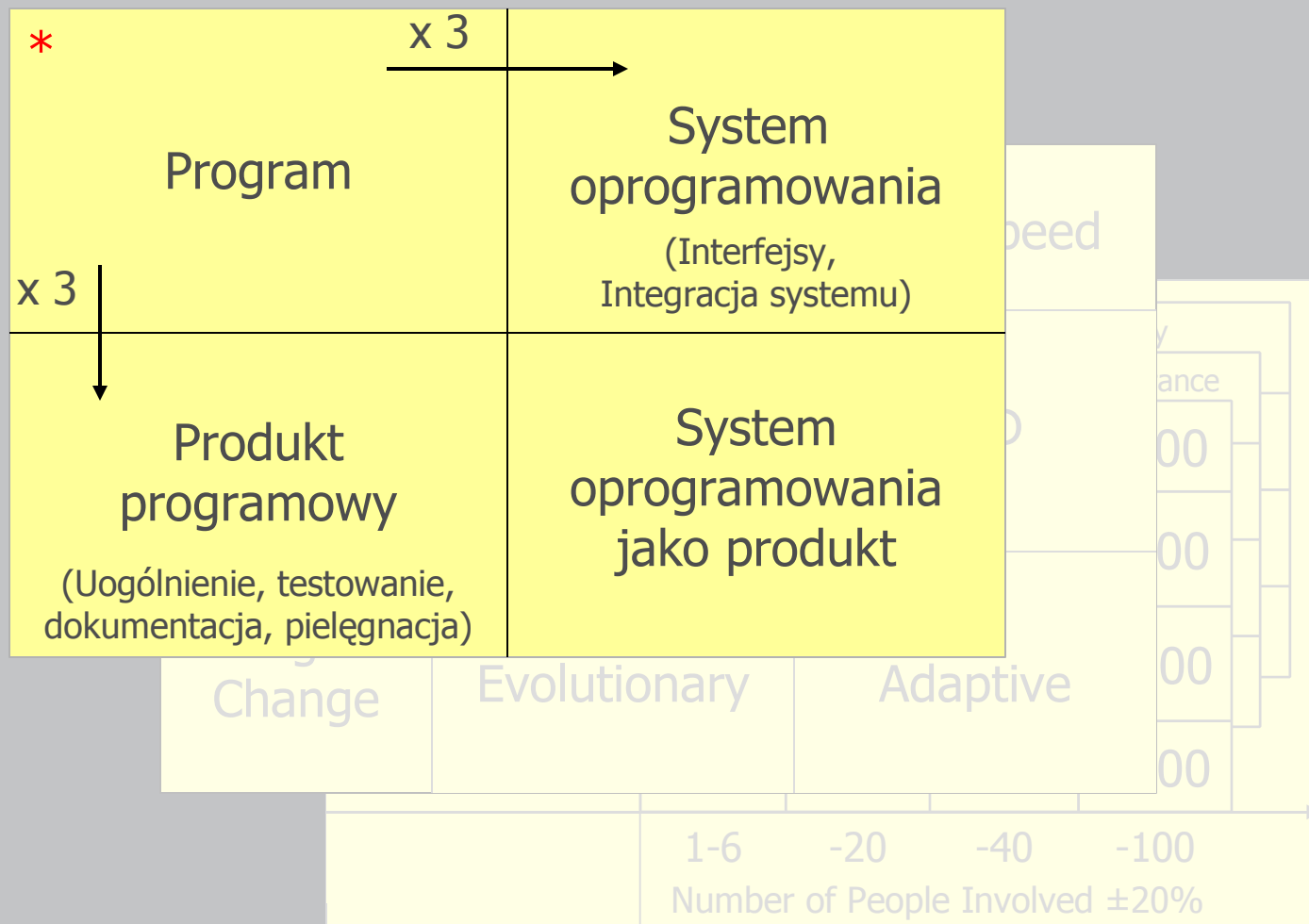
Wprowadzenie

Robert Ganowski

Warszawa, 29 lipca 2003 r.

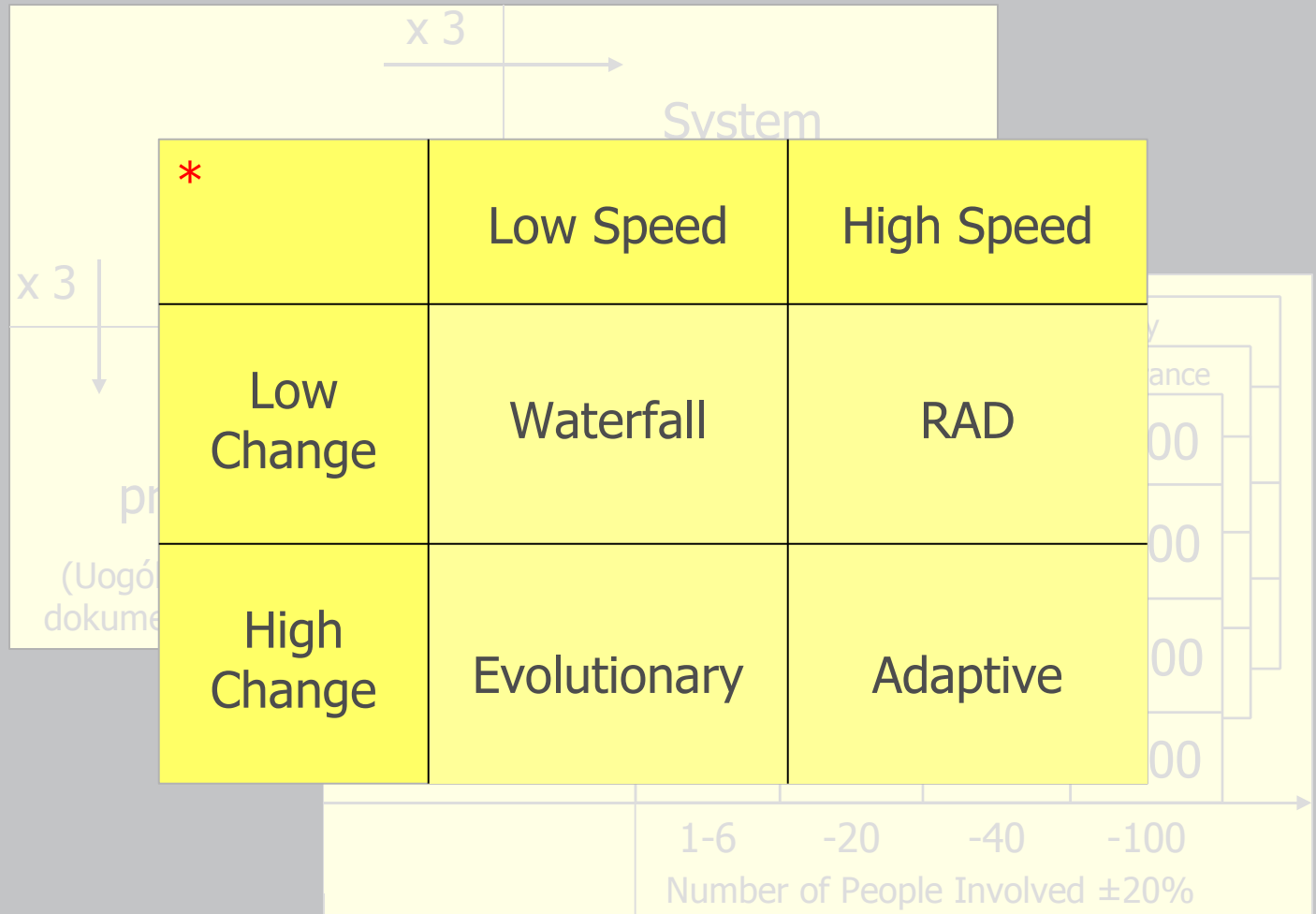


Czym się zajmujemy?



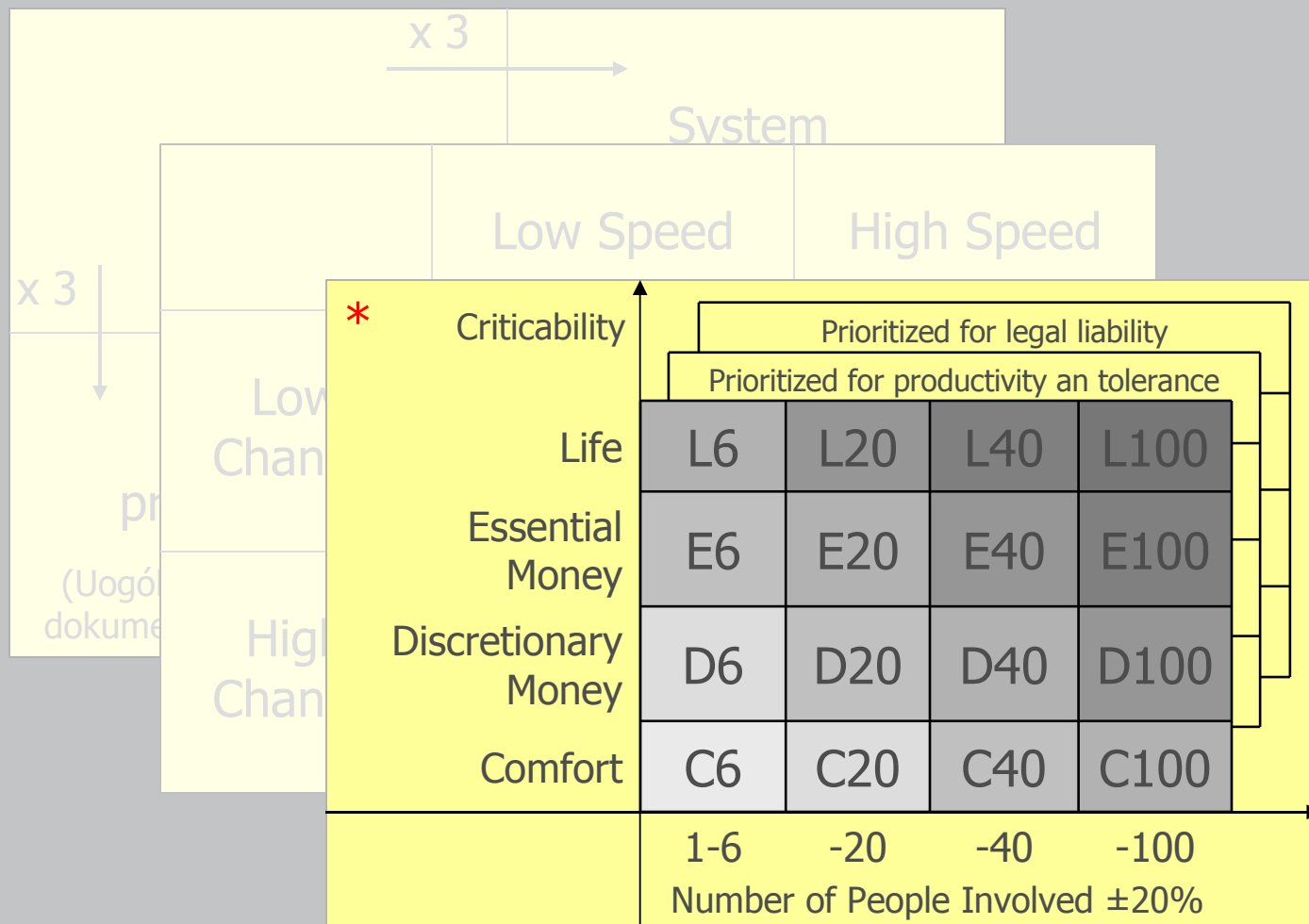
* Frederik P. Brooks „Mityczny Osobomiesiąc”

Czym się zajmujemy?



* James A. Highsmith III, Adaptive Software Development

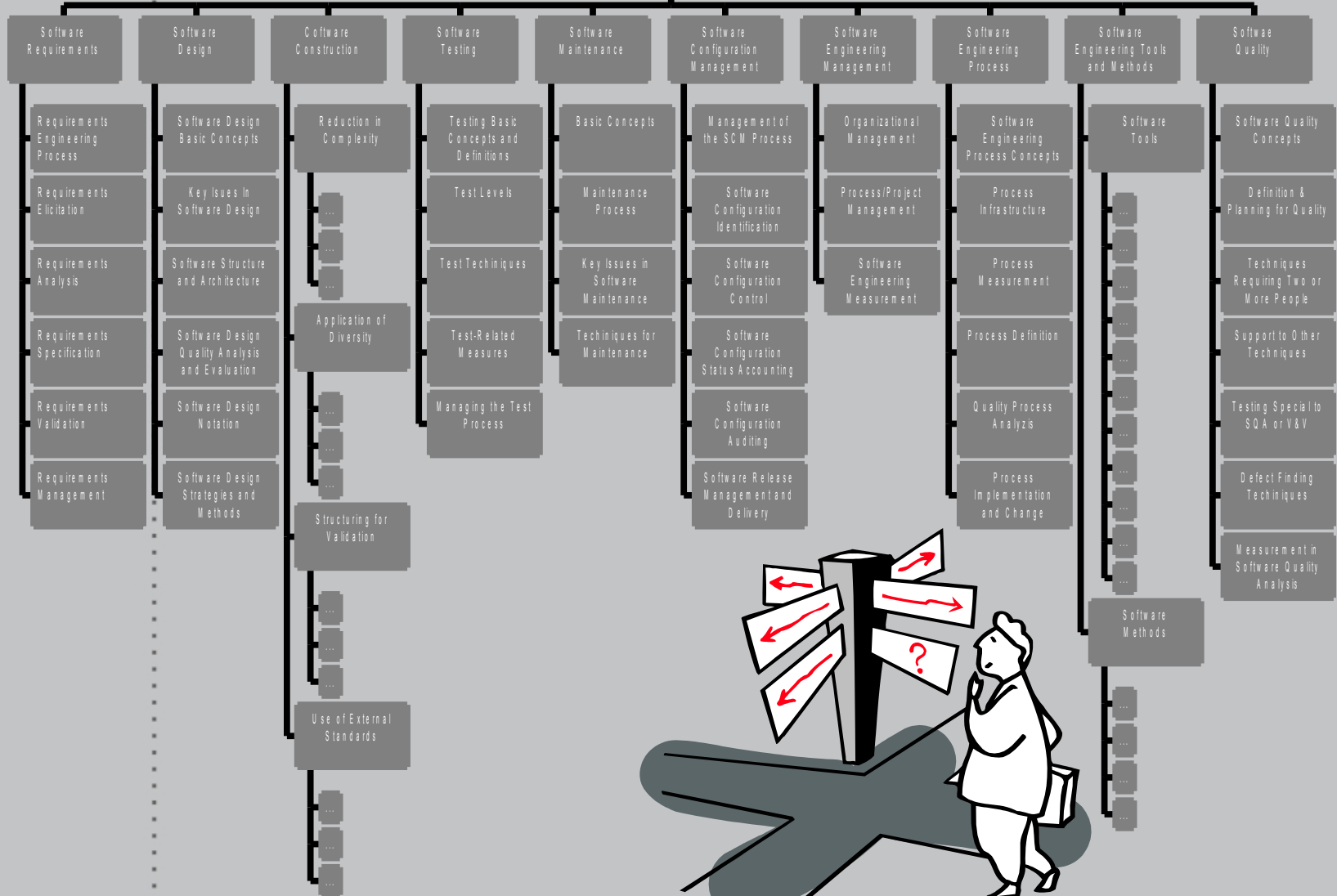
Czym się zajmujemy?



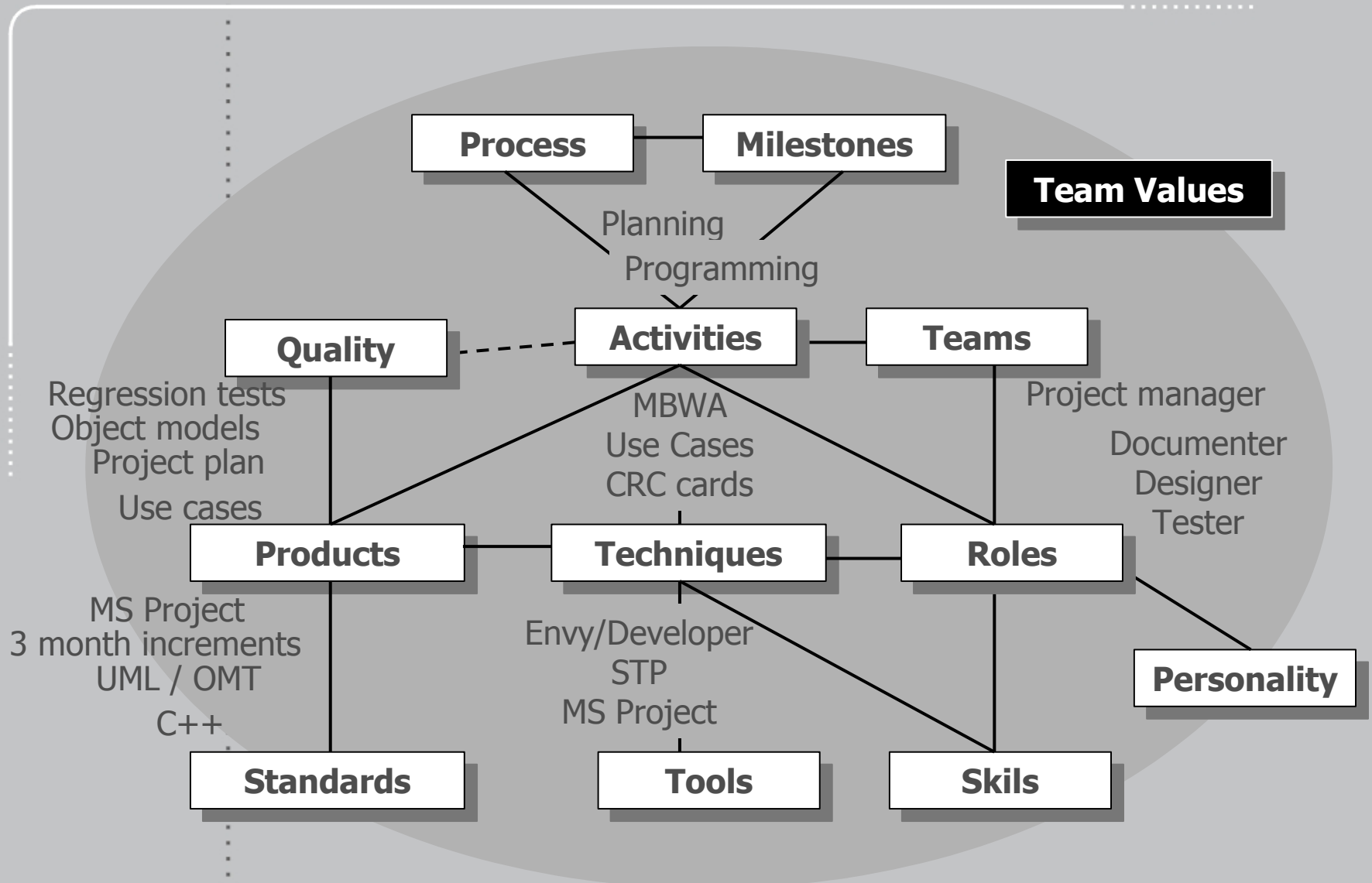
* Alistair Cockburn, Agile Software Development

Co by tu zrobić? Może ...

Guide to the Software Engineering Body of Knowledge



Inne spojrzenie ...



Jeszcze jakieś pomysły?



- SE-CMM key process areas; CMMI-SE/SW (SEI);
- ISO 9001:2000 QMS requirements; ISO 9004:2000 QMS guidelines for performance improvements; ISO 12207 Software Life-Cycle Standard; ISO 15504 Software Process Assessment;
- Project Management Body of Knowledge (PMI);
- PRINCE 2 (Projects IN Controlled Environments, UK Government); RUP (Rational Unified Process); Select Perspective; Parnas Rational Design Process;
- Agile Software Development Processes: Extreme Programming; Scrum; Crystal family of methodologies; Feature Driven Development; Dynamic Systems Development Method; Adaptive Software Development; Lean Software Development