Student #:\_\_\_\_\_

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## CSC444F'05 Midterm Test

## 50 minutes – No Aids Allowed – 50 points total

Answer all questions in the spaces provided. Use the backs if you run out of space. Write your name and student number on each sheet.

\_\_\_\_\_/3 1. What is "maintenance" as it applies to software? Explain using an example why maintenance is economically important.

\_\_\_\_\_/3 2. What are the three important questions release planning is concerned with? What is more important than any of the three questions?

\_\_\_\_\_/3 3. When coming up with an estimate in Effective Coder Days for a feature, what three underlying contributing factors are being estimated?

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\_\_\_\_\_/14 4. Describe the phases in a release lifecycle. Identify the start and stop points of each phase.

\_\_\_\_\_/4 5. Before dcut, what management actions can be taken if the plan is falling behind? What management options are left after dcut?

\_\_\_\_\_/4 6. What is release proliferation? What is the problem with it and why? How does one combat it?

\_\_\_\_\_/4 7. (4 points) Give your four most important reasons for having source control.

\_\_\_\_\_/3 8. (3 points) What is the shipping codeline used for? Why do we need it?

Student #:\_\_\_\_

\_\_\_\_\_/7 9.a) Draw a probability density function for a feature sizing estimate consistent with the following statements:

- On average, it will take about 25 effective person days.
- Plus or minus 5 days about 60% of the time.
- There is about a 10% chance it'll take longer than 35 days.
- There is no chance at all it'll take longer than 45 days.
- 20% of the time it'll take longer than 30 days.
- If everything goes well, it might come in as early as 15 days there's only a 5% chance of that, though.
- Certainly no earlier than 10 days no matter what.



\_/2 9. b) Give two reasons why the above feature sizing is inconsistent with a Normal distribution?

\_\_\_\_\_/3 9.c) If you must model the above as a Normal distribution, what would you choose as the mean and standard deviation?