

UP & Agile UP

Para Prática do 6º. Encontro [Lab]

17/03/2016

MC 426/436 Profa. C. Baranauskas

UP

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Overview

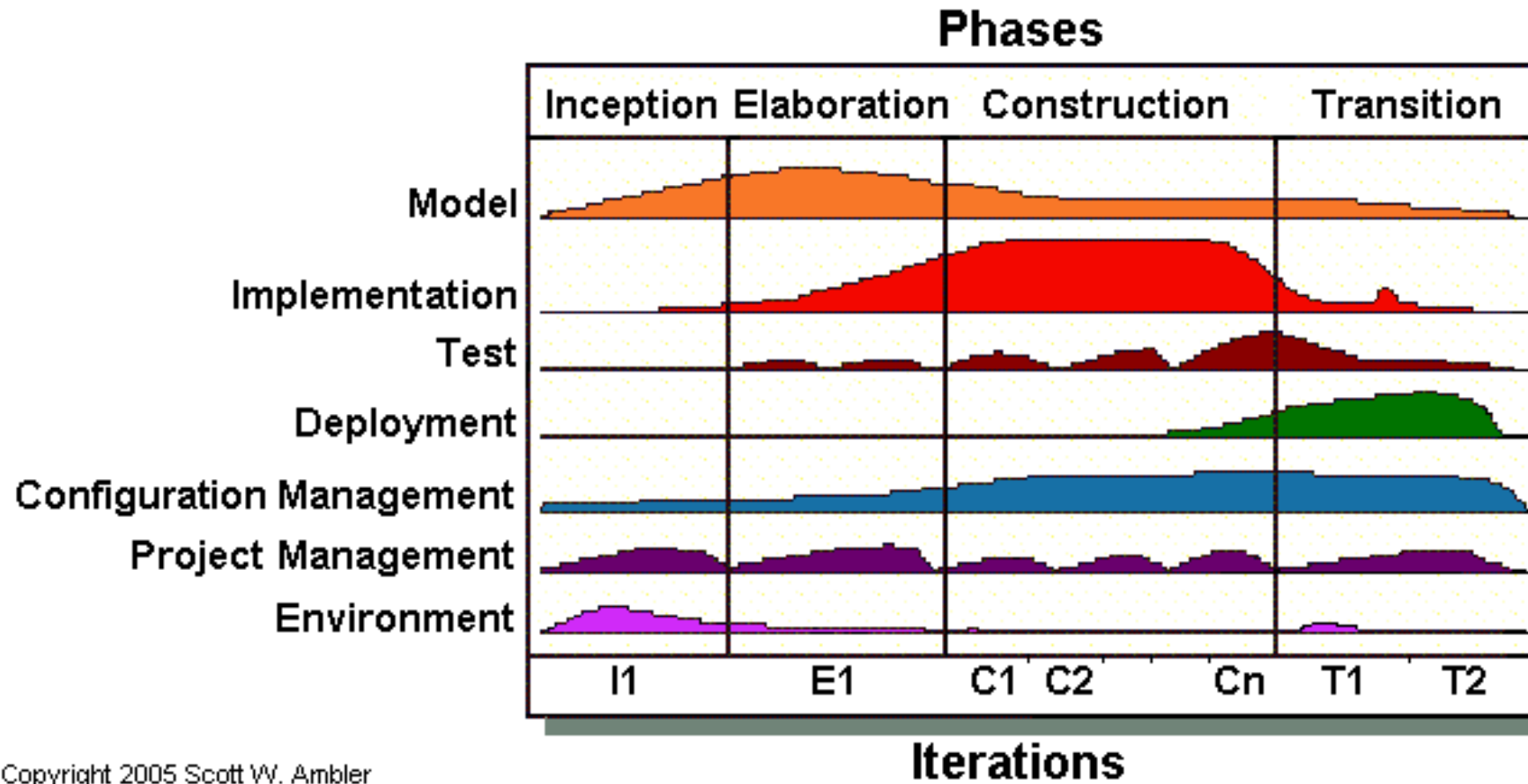
Artifacts Examples Workers Roadmaps Site Map

Phases

Workflows	Inception	Elaboration	Construction	Transition
Business Modeling	High	Medium	Low	None
Requirements	High	Medium	Low	None
Analysis & Design	Low	High	Medium	Low
Implementation	None	Low	High	Medium
Test	None	Low	High	Medium
Deployment	None	None	Low	High
Configuration & Change Mgmt	Low	Medium	High	Medium
Project Management	High	Medium	Low	None
Environment	Low	Medium	High	Medium

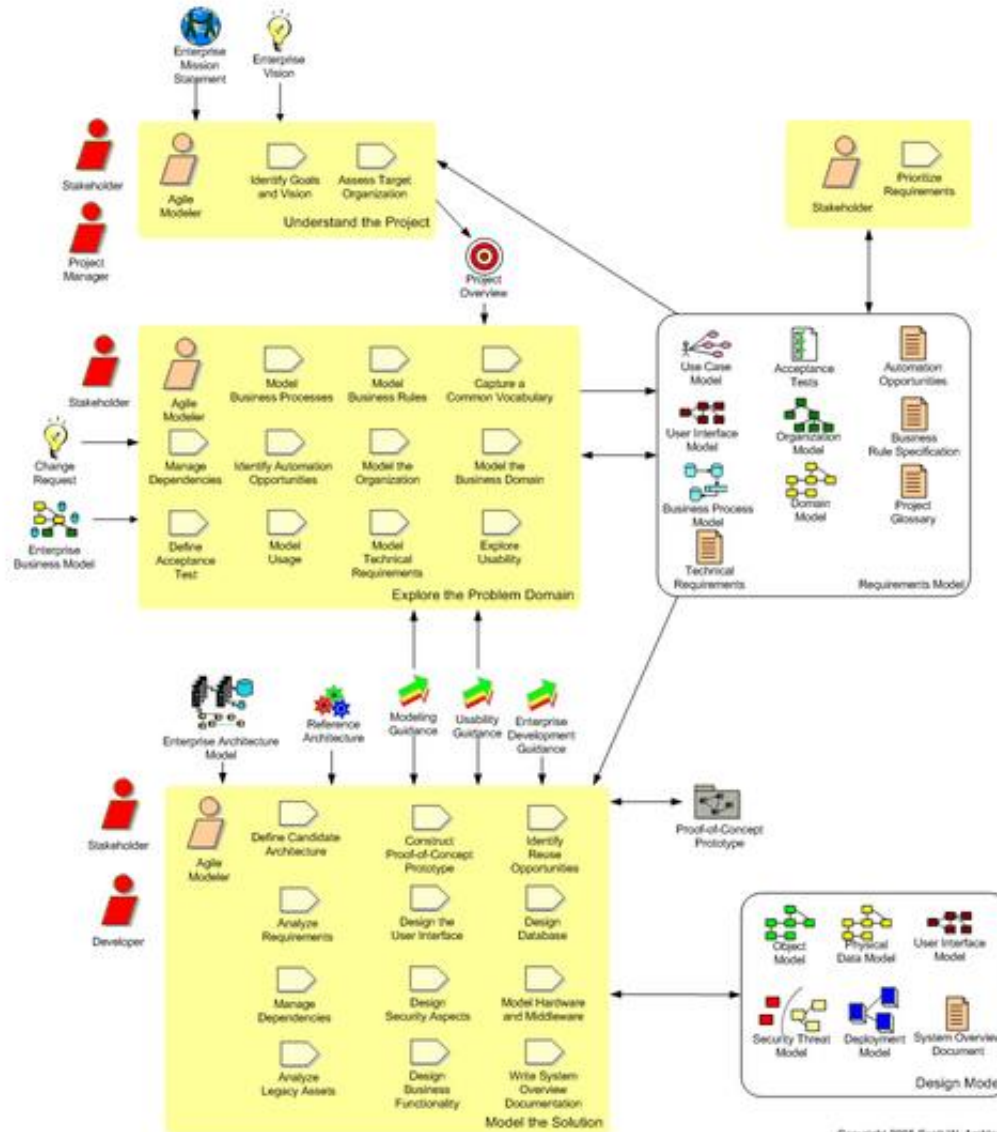
Initial Elab #1 Elab #2 Const #1 Const #2 Const #N Tran #1 Tran #2

AUP



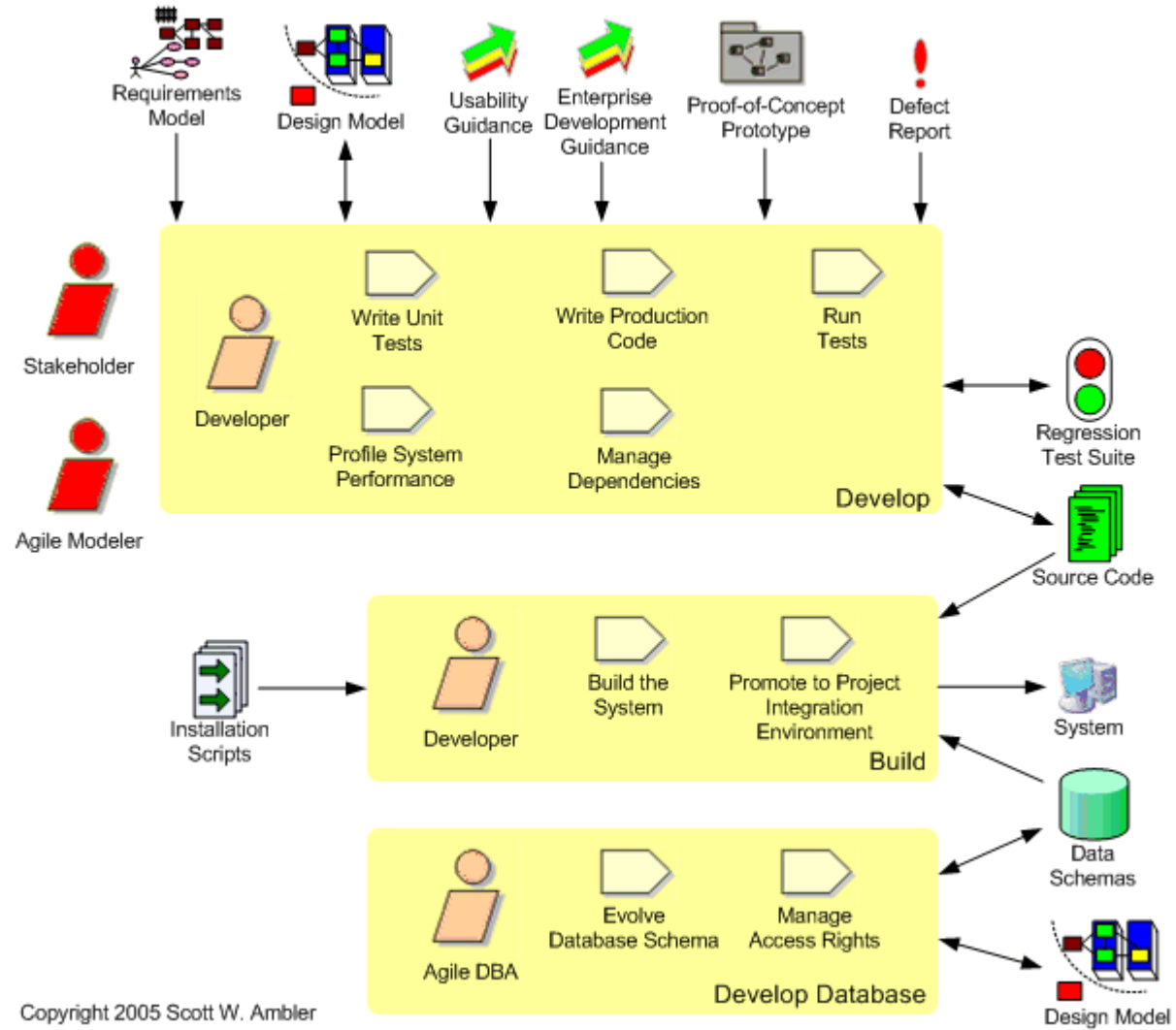
Model

The goal of this discipline is to understand the business of the organization, the problem domain being addressed by the project, and to identify a viable solution to address the problem domain.



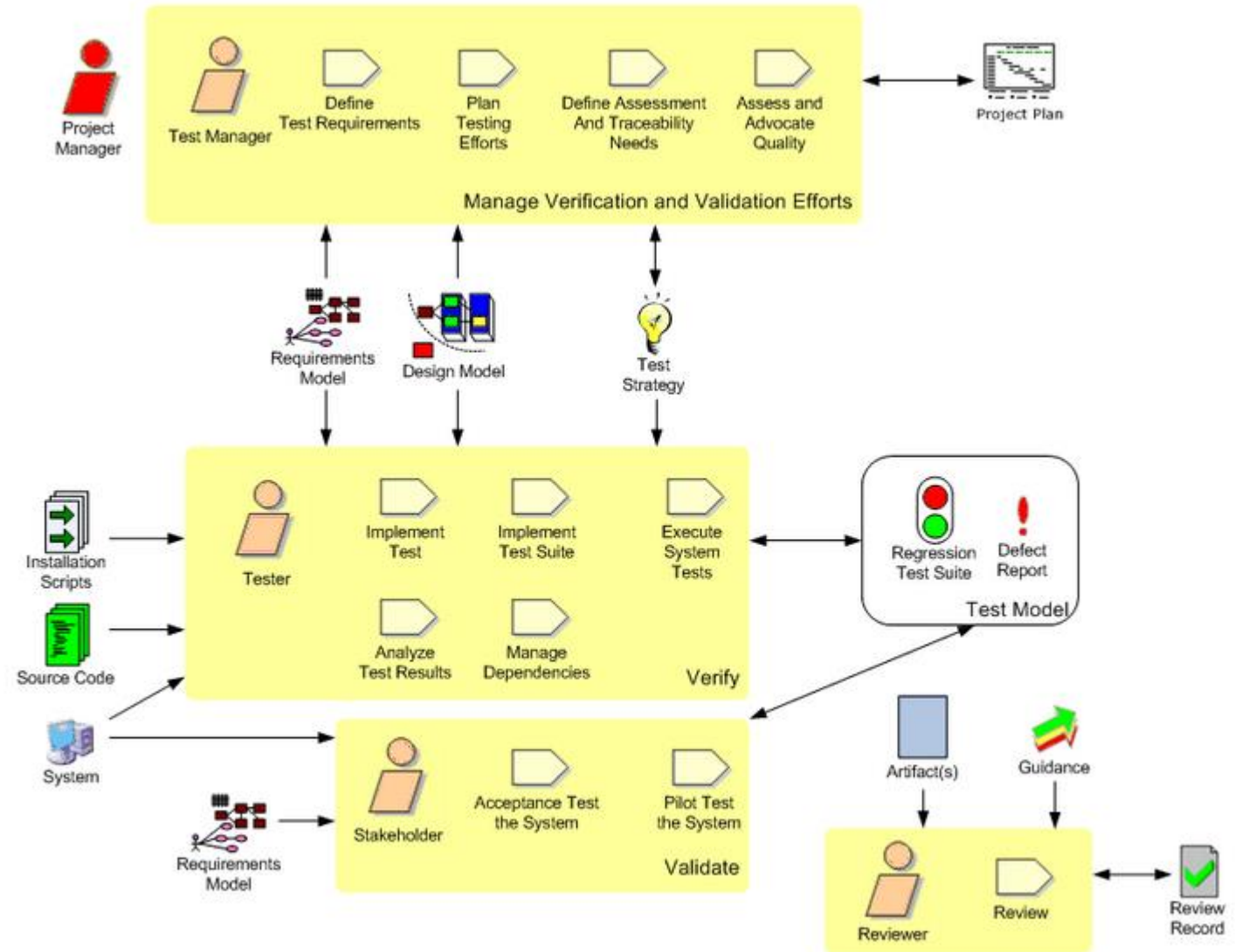
Implementation

The goal of this discipline is to transform your model(s) into executable code and to perform a basic level of testing, in particular unit testing.



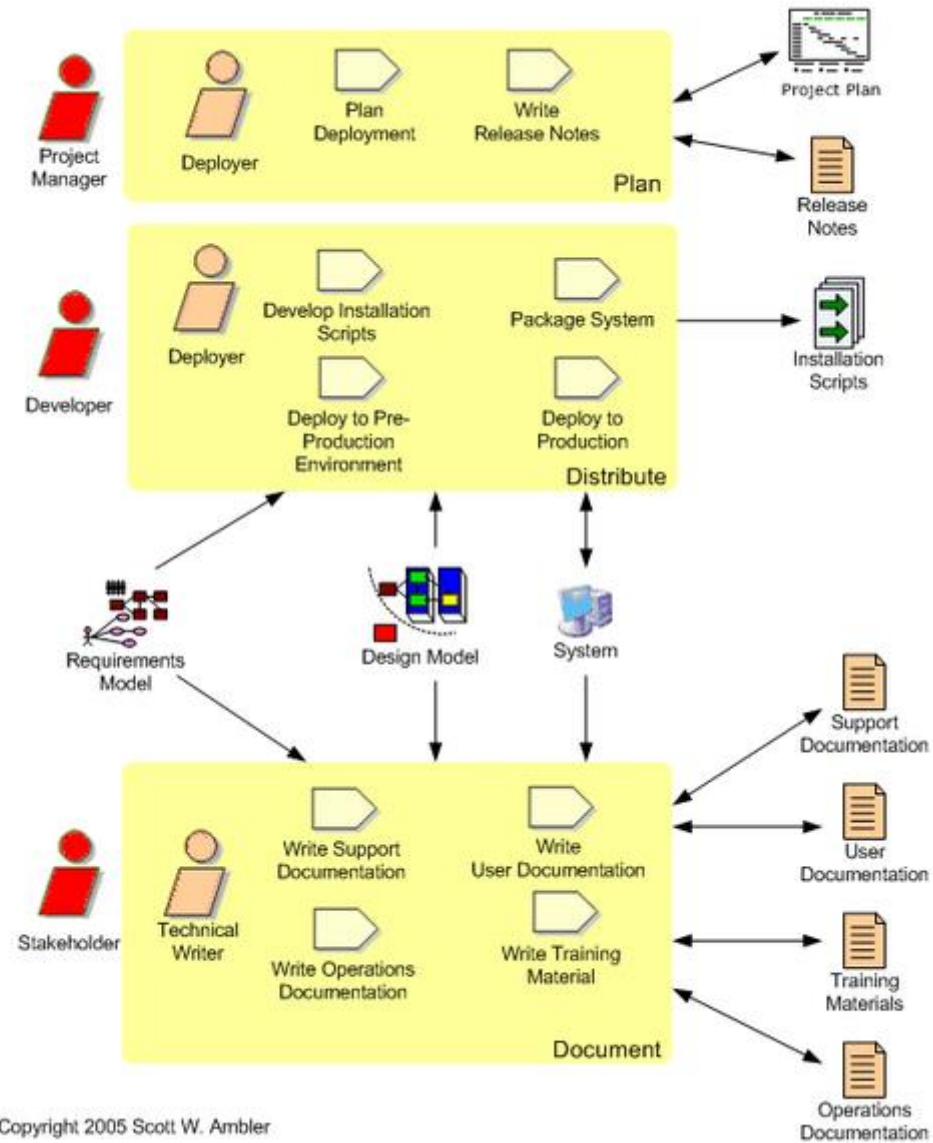
Test

The goal of this discipline is to perform an objective evaluation to ensure quality. This includes finding defects, validating that the system works as designed, and verifying that the requirements are met.



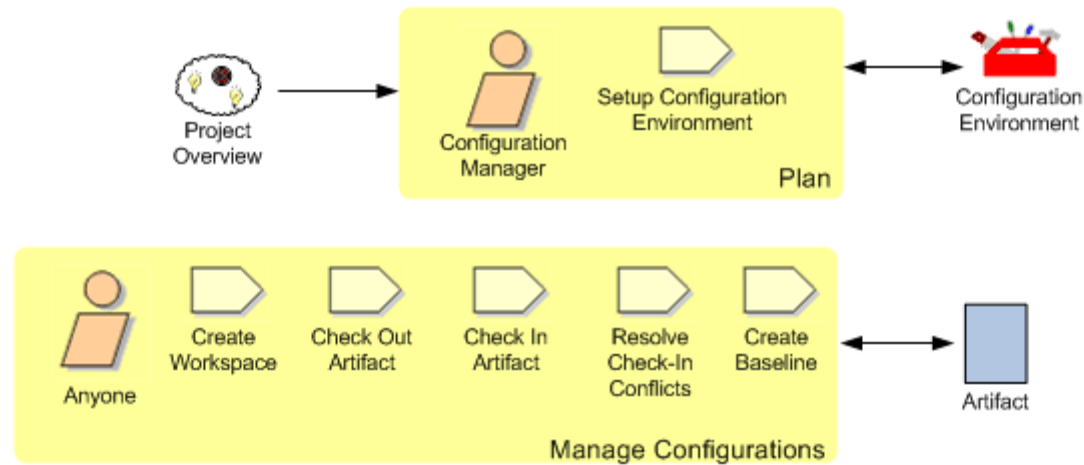
Deployment

The goal of this discipline is to plan for the delivery of the system and to execute the plan to make the system available to end users.



Configuration Management

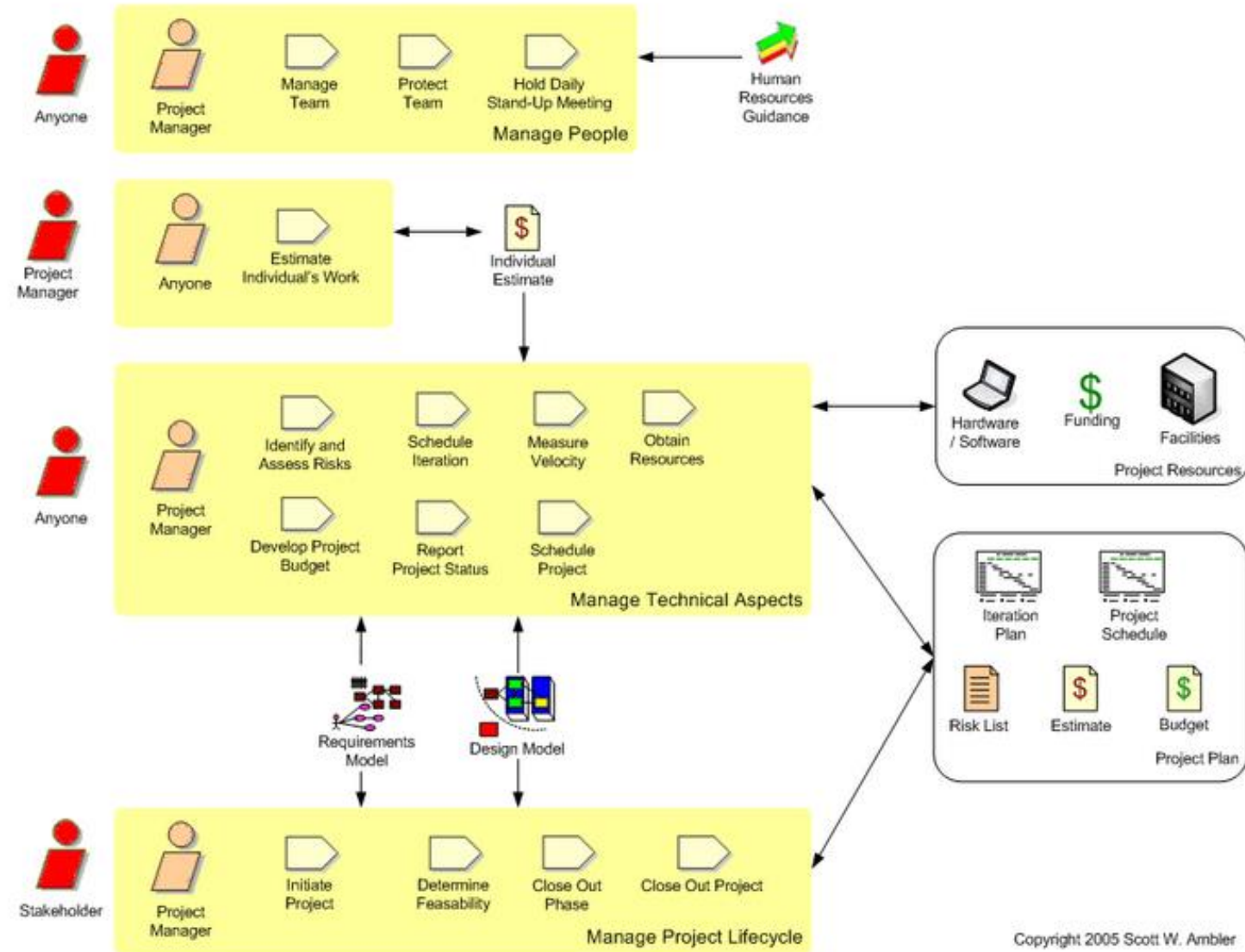
The goal of this discipline is to manage access to your project work products. This includes not only tracking work product versions over time but also controlling and managing changes to them.



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Project Management

The goal of this discipline is to direct the activities that takes place on the project. This includes managing risks, directing people (assigning tasks, tracking progress, etc.), and coordinating with people and systems outside the scope of the project to be sure that it is delivered on time and within budget.



Environment

The goal of this discipline is to support the rest of the effort by ensuring that the proper process, guidance (standards and guidelines), and tools (hardware, software, etc.) are available for the team as needed.

