Estimate Task

Español

Entries

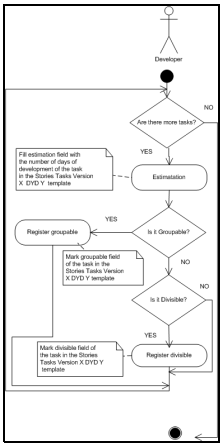
- Story Task version X Developer Y

Exit

- Story Task version X Developer Y

Solution

Process



Development time

- To acquire the necessary knowledge to develop the software product:
- To create the Product Pattern: 45 minutes.
- To apply the Product Pattern:

Explanatory video

- Not applicable

Related Patterns

- Assign Task Pattern
- Divide Task Pattern
- Join Task Pattern
- Set Load Factor Pattern

Quality Controllers

- None

Templates

- Tareas_Historias_Ver_X_DyD_Y.doc

Examples

- None

Support Tools

- It will need a text editor such as OpenOffice Writer o Microsoft Word.
- As well as a tool Visual Paradigm for UMLfor performing exposed diagrams.expuestos.

Initial Context

This product can be used on any project on which it must be estimated the technical tasks to perform resulting from the processing of business records in these tasks.

Result Context

Developers get an estimate of the ideal number of days of engineering to implement each of the tasks assigned to them.

Problem

Developers should be able to estimate each task, and divide tasks requiring more than a few days to be implemented or group them.

Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **System Type to develop** This product can be used in projects in which user requirements are changing.
- **Type of Customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Heuristics for use:**: Estimation techniques based on Albretch function points and COCOMO can be used.

Roles

- Developers (2-12)

Lessons Learned

- The programmer must estimate the tasks that are assigned to him, and depending on the result of estimation, comparing the tasks that finish in time or not he must decide if they must be divided into simpler ones or if instead they must be grouped.
- The developers estimate tasks and decide their division or group comparing tasks that finish in time with no.
- The output document Story Task version X Developer Y is exclusive to the developer concerned with the tasks that have been assigned. If the estimation of the task is not acceptable the field is marked. If the task is very simple the field corresponding is marked.

Capability Level

- Not applicable.

Basic Knowledge and Skills

Knowledge

- Knowledge of coding standard that defines the shared code ownership and the rules for writing and documenting code and communication between different pieces of code developed by different teams. Programmers have to follow the so that the code in the system look like if it had been written by one person.

- Knowledge of the common vision of how the program works in which the activities take place.

Abilities

- Ability to work in group. All on an XP computer contribute in any way they can.
- Predicting what will be completed by the deadline, and determining what to do next.
- Programming capability in pairs. Besides to generate better code and tests, used to communicate knowledge through teams.

Information Resources

- Álvarez, José R. y Arias Manuel. Método Extreme programming.Recuperado el 2010-03-05 de http://www.ia.uned.es/ia/asignaturas/adms/GuiaDidADMS/node61.html
- Anaya Villegas, Adrian. A proposito de programación extrema XP(extreme Programming).Recuperado el 2010-02-10 de http://www.monografias.com
- Beck, K.(2000), Una explicación de la programación extrema. Aceptar el cambio. Ed. Addisson Wesley.
- De Seta, Leonardo. Una introducción a Extreme Programming.Recuperado el 2010-03-02 de http://www.dosideas.com/noticias/metodologias/822-una-introduccion-a-extreme-programming.html
- Extreme Programming: A gentle introduction. Recuperado el 2010-03-15 de http://www.extremeprogramming.org/

- Joskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Joskowicz.pdf
- Letelier, Patricio y Panadés Mª Carmen. Metodologías Ágiles en el desarrollo de software: extreme programming. Recuperado el 2010-03-15 de http://www.willydev.net/descargas/masyxp.pdf
- Newkirk, James y Martin, Robert C.(2001), La programación Extrema en la Práctica.Ed Addisson Wesley.