

PSP 0 (English)



Español

Entries

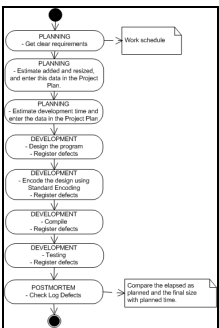
- Summary Form of PSP 0 Project Plan
- Time and default logs record
- Standard of types of defects
- Description of problem
- Chronometer

Exit

- A carefully tested program
- The Form Project Plan Summary completed with the estimated and actual data.
- The Logs Record Time and Defect completed

Solution

Process



Development time

- ♦ To acquire the necessary knowledge to develop the software product: 6 hours.
- ♦ To create the Product Pattern: 2 days.
- ♦ To apply the Product Pattern: 3 hours.

Explanatory Video

[Psp 0 Class](#)

Related Patterns

- None

Quality Controllers

- None

Templates

 [Logs of PSP 0.](#)  [Script templates PSP 0](#)

Examples

 [Defects Log Example and Project Summary..](#)

Support Tools

- Word processor [[Microsoft Word](#)], [[OpenOffice Writer](#)]

- Programming language [Java]
- Chronometer



Initial Context

This product provides a framework for writing for the first time a program using PSP and collect data about your job. By Logs (templates) and Scripts it facilitates the work.



Result Context

The system user will get the statement of documented requirements, form Project Plan Summary completed with estimated time development data and completed time registration Log.



Problem

It is desired to incorporate basic steps in the software development process and use an appropriate structure to carry out small-scale tasks and a framework for measuring the time taken for such tasks. In turn would be suitable to have a well-defined basis for improvement and process definition. Control and correction of defects is intended.



Restricciones (*Forces*)

- **System Type:** It applies to all types of systems.
- **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. A Conceptual Design is necessary. Not useful for small programs.
- **Type of customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Programming Paradigm:** OO (Object Oriented).



Roles

- Analyst
- Customer
- Project Manager
- System Users
- Developers



Lessons Learned

- Large programs or those that are not well understood may require an iterative approach. With small programs or well understood, you can run the steps in order.
- Using Scripts (scripts). Strive to use this paradigm until it becomes a habit.



Capability Level

- Capability Level 5 CMMI..



Basic Knowledge and Skills



Knowledge

- Definition of software requirements (functional and non-functional).
- Knowing how to obtain data on how it really works.
- Accustomed to using a particular paradigm.
- Take registration experience as defects are found and corrected.



Abilities

- Capacity of Abstraction.
- Capacity of Analysis.



Information Resources

- Watts S. Humphrey. Introducción al proceso software personal. Addison Wesley. 2001.
 - Watts S. Humphrey. Introduction to the personal software process. Addison Wesley. 1997.
 - Watts S. Humphrey. PSP: a self-improvement process for software engineers. Addison Wesley. 2005.
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