

*Softwaretechnik / Software-Engineering*

*Lecture 05: Examples of & Metrics for  
Process Models*

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# Contents & Goals

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## Last Lecture:

- procedure models (iterative, incremental, spiral, etc.), difference to process models,
- software metrics

## This Lecture:

- **Educational Objectives:** Capabilities for following tasks/questions.
  - what are the constituting elements of “V-Modell XT”?
  - what does project types and tailoring mean in “V-Modell XT”?
  - how does “V-Modell XT” ‘work’?
  - please explain this “V-Modell XT” building block
  - what are examples of agile process models? what are their principles?
  - describe XP, Scrum: roles, artefacts, activities?
  - is “V-Modell XT” and “agile” a contradiction?
  - what is the purpose of a process metric? What is CMMI, SPICE?
  - how are the levels of CMMI and SPICE defined?
- **Content:**
  - V-Modell XT
  - agile process models, XP, Scrum
  - process metrics CMMI/SPICE

# *Process Models*

# *From Procedure to Process Model*

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A **process model** may describe:

- organisation, responsibilities, roles;
- structure and properties of documents;
- methods to be used, e.g. to gather requirements or to check intermediate results
- steps to be conducted during development, their sequential arrangement, their dependencies (the **procedure model**);
- project phases, milestones, testing criteria;
- notations and languages;
- tools to be used (in particular for project management).

Process models typically come with their **own terminology** (to maximise confusion?), e.g. what we call **artefact** is called **product** in V-Model terminology.

Process models are legion; we will take a closer look onto:

- **Phases**, **V-Model XT**, **(Rational) Unified Process**, **Agile** (**XP**, **Scrum**)

# Light vs. Heavyweight Process Models

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- You may hear about “**light**” and “**heavyweight**” process models.
- Sometimes, “heaviness” seems to be measured in number of rules. . .
- Sometimes, “heaviness” seems to be related to flexibility, adaptability during a process. . .
- “Light” sounds better than “heavy”, so advocates of a certain process model tend to tag theirs “light” and all others “heavy”.
- In the end,
  - a process model is **too “light”** if it doesn’t support you in doing things which are useful and necessary for your project;
  - a process model is **too “heavy”** if it forces you to do things which are neither necessary nor useful for your project.
- Thus following (Ludewig and Lichter, 2013), we will not try to assign the following process models to a “weight class”.

# *Phase Models*

# *The Phase Model*

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- The project is planned by **phases**, delimited by well-defined **milestones**.
- Each phase is assigned a time/cost budget.
- Phases and milestones may be part of the development contract; partial payment when reaching milestones.
- Roles, responsibilities, artefacts defined **as needed**.
- By definition, there is **no iteration of phases**.
- But **activities may span multiple phases**.
- Not uncommon for small projects (few software people, small product size), small companies.

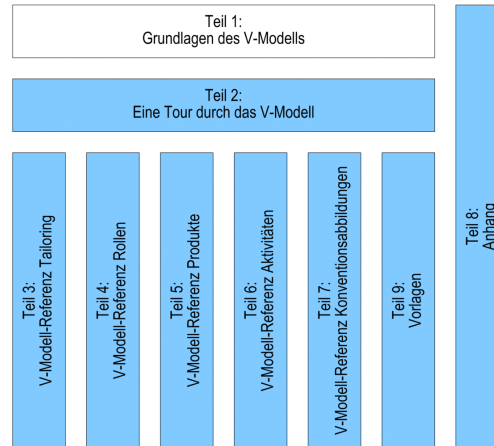
## *V-Modell XT*



# Teil 1: Grundlagen des V-Modells

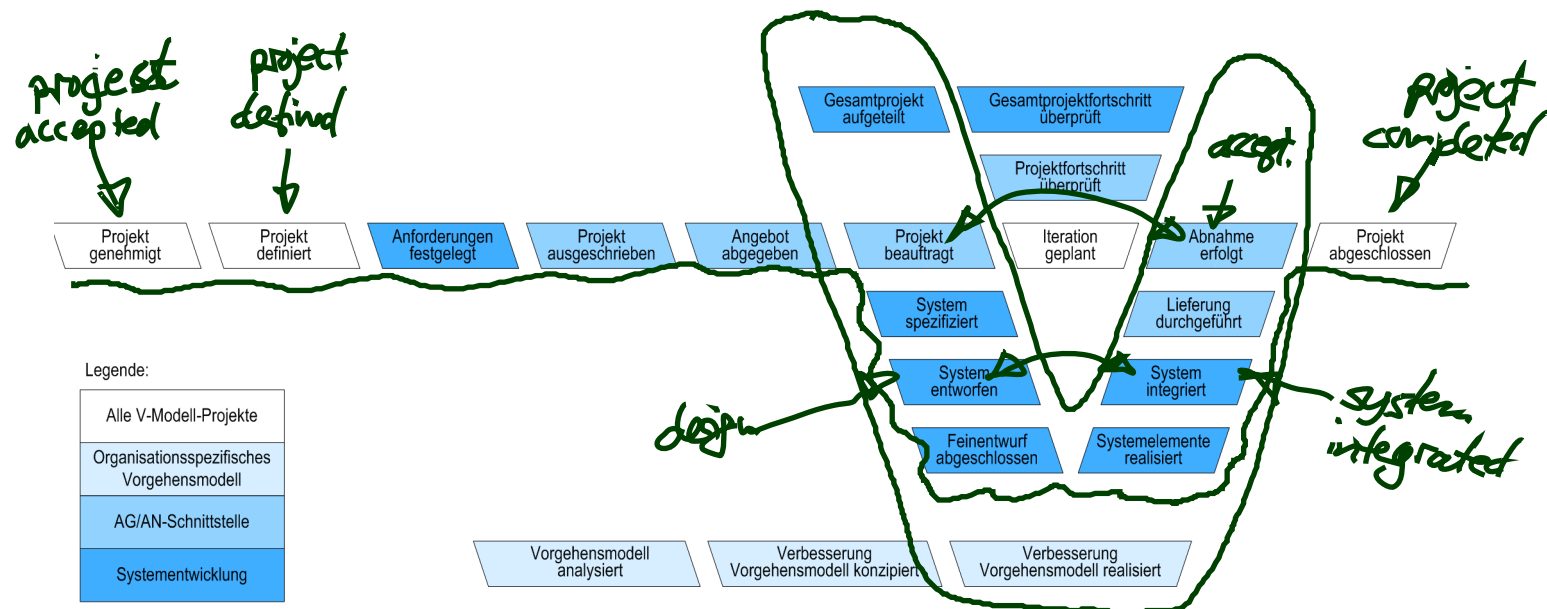


V-Modell® XT



# V-Modell XT

- There are different **V-shaped** (in a minute) **process models**, we discuss the (German) “V-Modell”.
- **“V-Modell”**: developed by company IABG in cooperation with the Federal Office for Defence Technology and Procurement (‘Bundesministerium für Verteidigung’), released 1998
- (German) government as customer often **requires** usage of the V-Modell
- 2012: **“V-Modell XT”** Version 1.4 (Extreme Tailoring) (**V-Modell XT**, 2006)



# V-Modell XT: Project Types

project role	customer 'Auftraggeber'	developer 'Auftragnehmer'	customer/developer 'Auftraggg.'/'Auftragn.'	customer/developer 'Auftraggg.'/'Auftragn.'
<b>project type</b>	system development project (AG)	system development project (AN)	system development project (AG/AN)	introduction and maintenance of specific process model
project subject	HW system	SW system	HW-SW system/embedded	System integration
				introduction and maintenance of specific process model

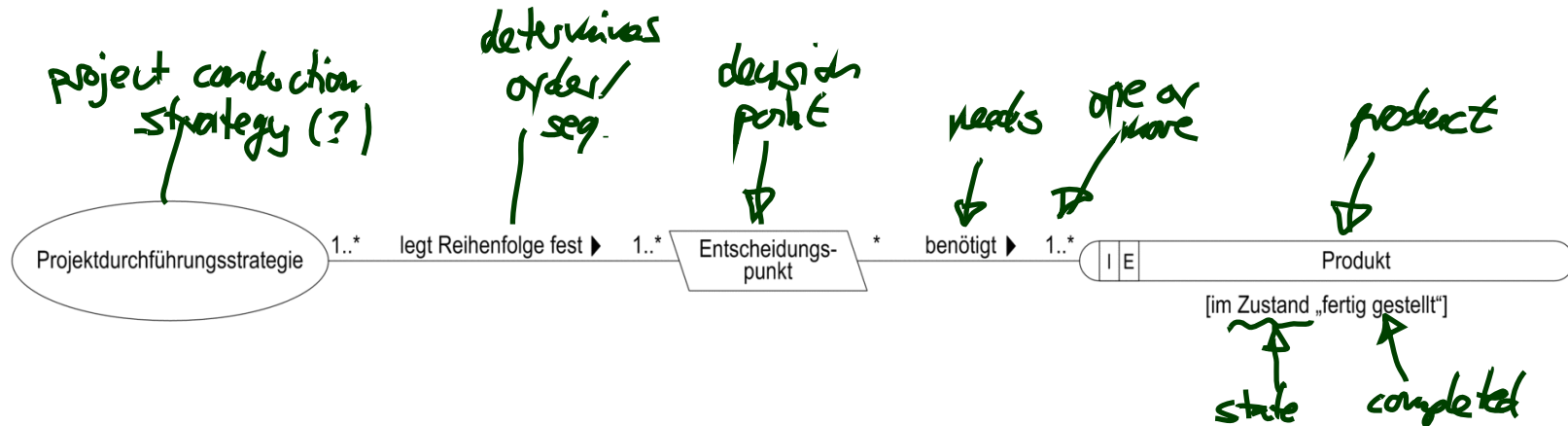
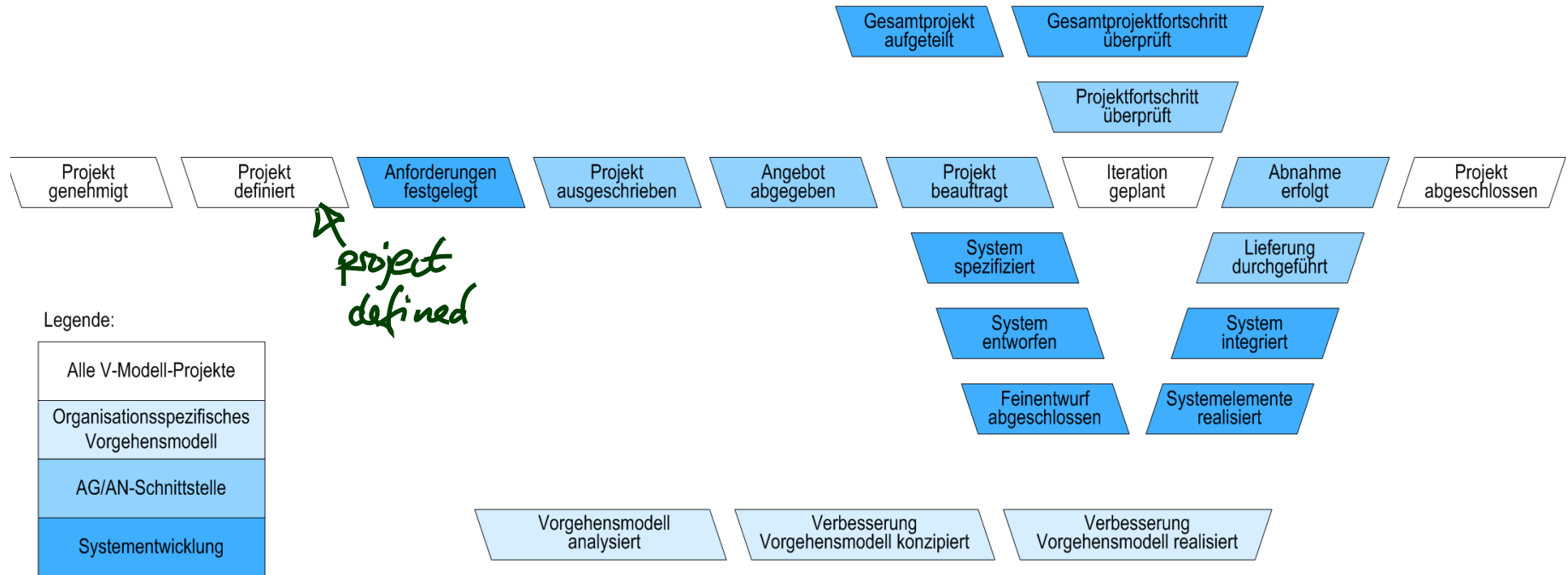
V-Modell XT offers support for four different **project types**:

- **AG**: project from the perspective of the customer  
(create call for bids, choose developer, accept product)
- **AN**: project from the perspective of the developer  
(create offer, develop system, hand over system to customer)
- **AG/AN**: customer and developer from same organisation
- **PM**: introduction or improvement of a process model
- **project type variants**:  
one/more customer; development/improvement/migration; maintenance

# V-Modell XT: Terminology

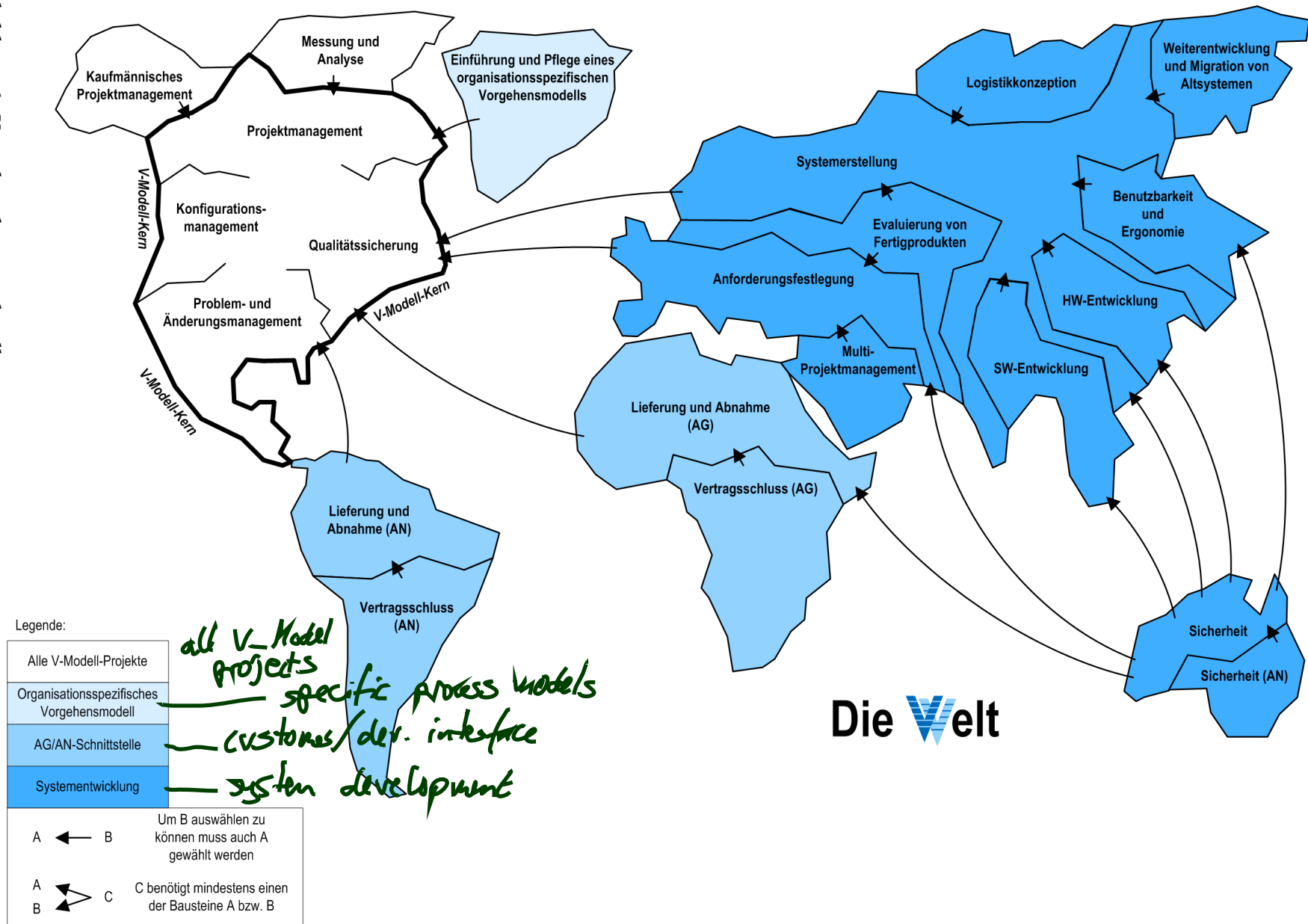
our course	V-Modell XT	explanation
role	role ('Rolle')	✓
activity	activity ('Aktivität')	✓
-	step ('Arbeitsschritt')	parts of activities
artefact	product ('Produkt')	!
-	topic ('Thema')	parts of products
-	discipline ('Disziplin')	a set of related products and activities
phase	project segment (?) ( 'Projektabschnitt' )	

# V-Modell XT: Decision Points

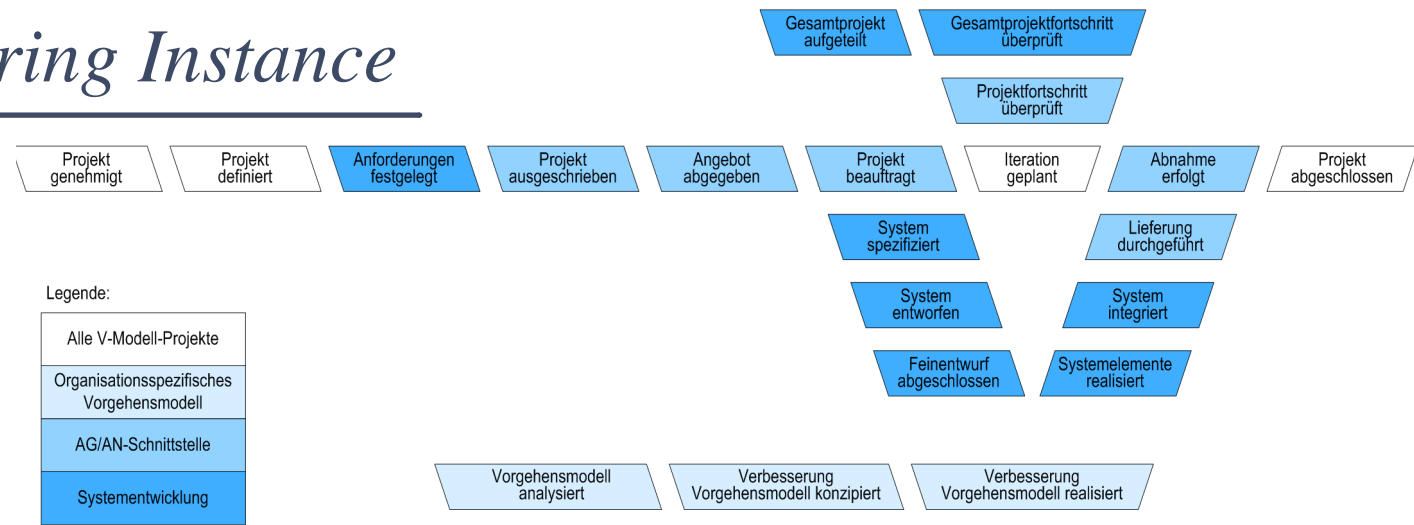


# V-Modell XT: The V-World (naja...)

Abbildung 6: Vorgehensbausteineinlandkarte

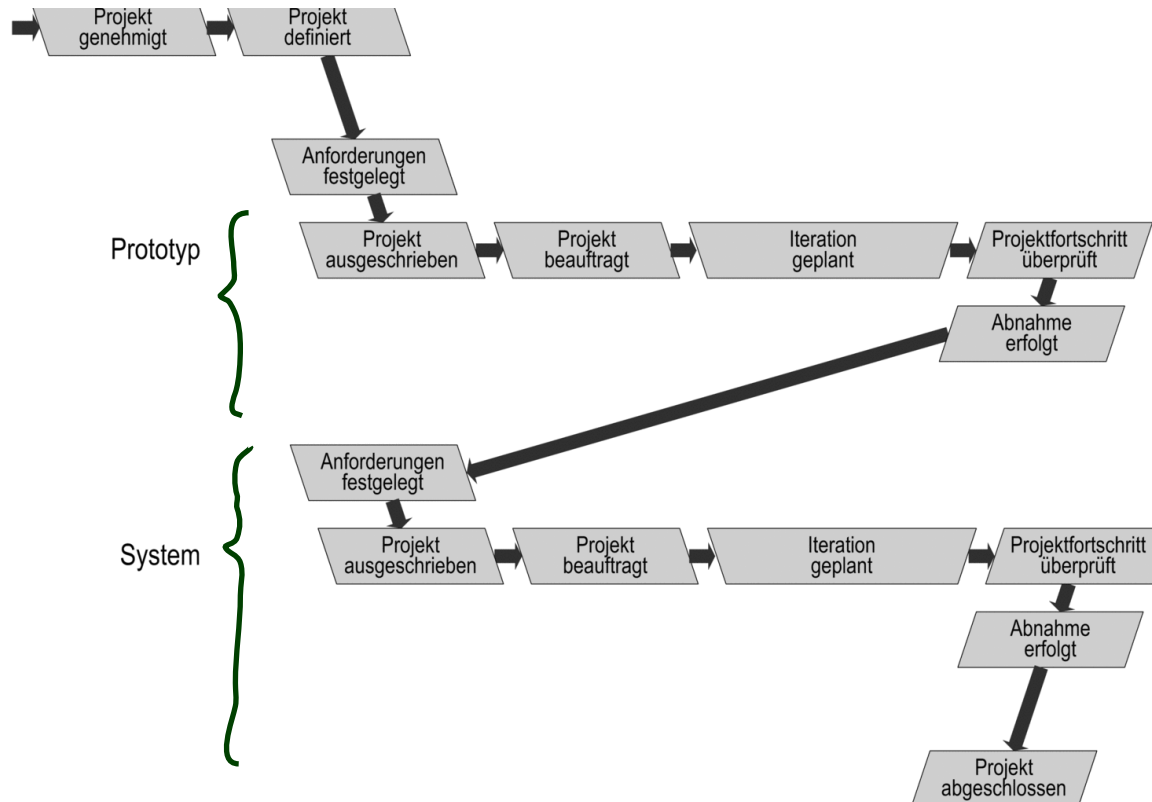


# V-Modell XT: Tailoring Instance

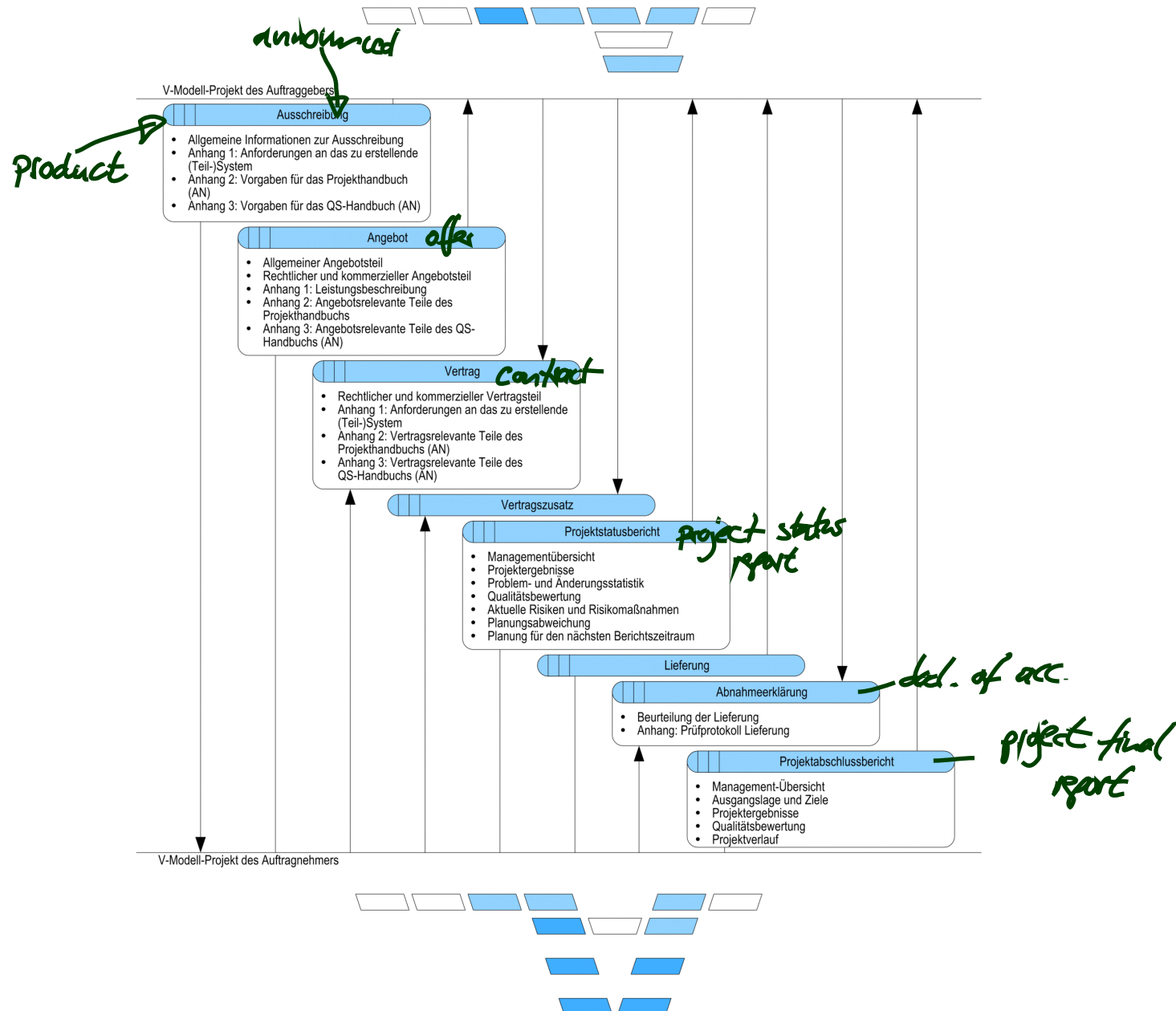


Model

Instance



# V-Modell XT: Customer/Developer Interface





# *V-Modell XT: Roles (a lot!)*

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## Project Roles:



## Organisation Roles:

# *V-Modell XT: Roles (a lot!)*

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## Project Roles:

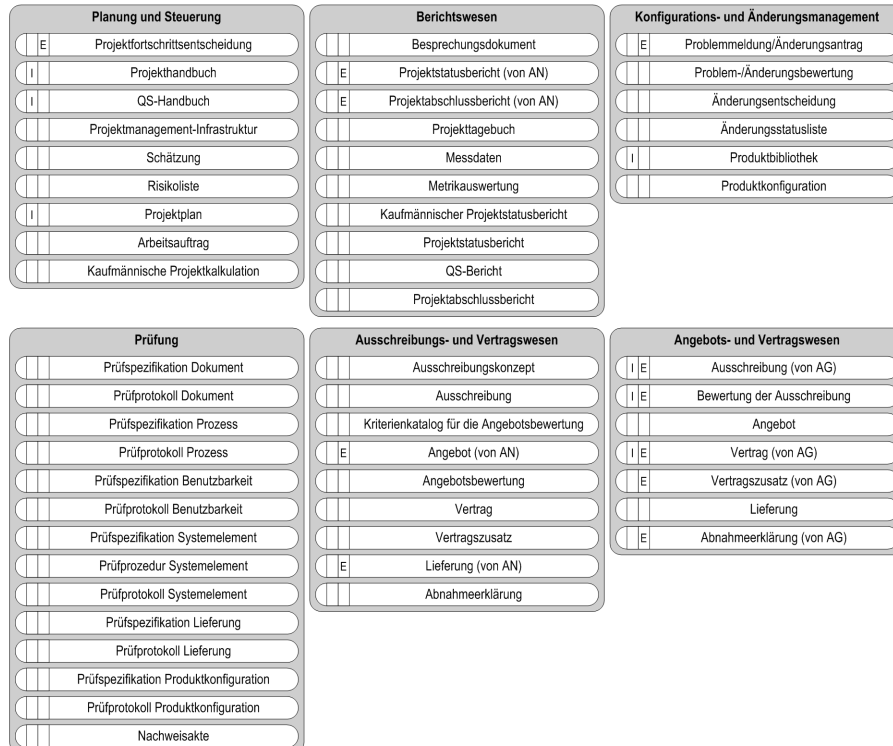
Änderungssteuerungsgruppe (Change Control Board), Änderungsverantwortlicher, Anforderungsanalytiker (AG), Anforderungsanalytiker (AN), **Anwender**, Assessor, Ausschreibungsverantwortlicher, Datenschutzverantwortlicher, Ergonomieverantwortlicher, Funktionssicherheitsverantwortlicher, HW-Architekt, HW-Entwickler, Informationssicherheitsverantwortlicher, KM-Administrator, KM-Verantwortlicher, Lenkungsausschuss, Logistikentwickler, Logistikverantwortlicher, Projektkaufmann, **Projektleiter**, Projektmanager, Prozessingenieur, **Prüfer**, QS-Verantwortlicher, SW-Architekt, **SW-Entwickler**, Systemarchitekt, Systemintegrator, Technischer Autor, Trainer

## Organisation Roles:

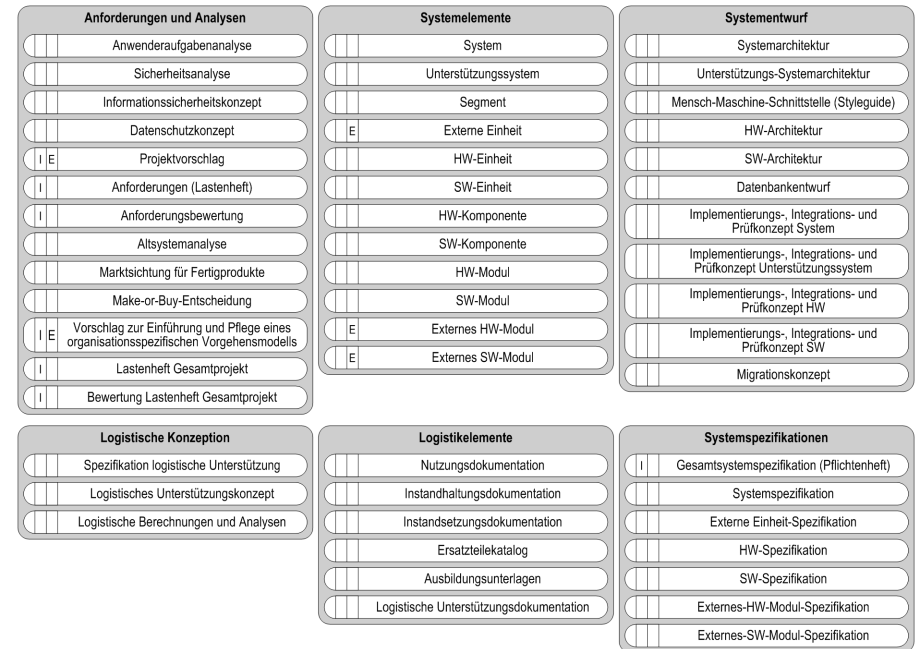
Akquisiteur, Datenschutzbeauftragter (Organisation), Einkäufer, IT-Sicherheitsbeauftragter (Organisation), Qualitätsmanager

# V-Modell XT: Disciplines and Products (even more!)

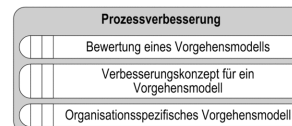
## Projekt



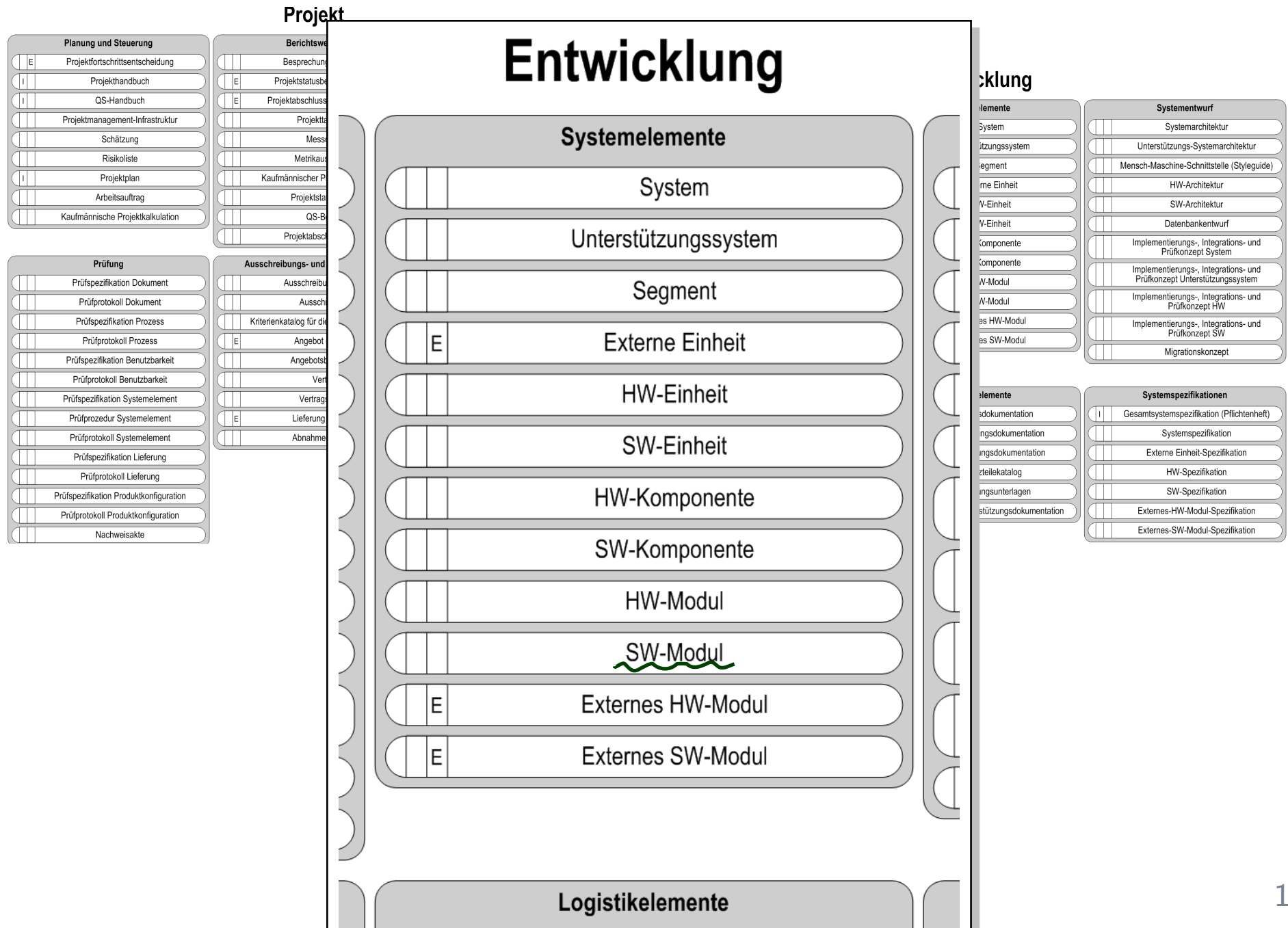
## Entwicklung



## Organisation



# V-Modell XT: Disciplines and Products (even more!)



# V-Modell XT: Activities (as many?!)

## Projekt

Planung und Steuerung	Berichtswesen	Konfigurations- und Änderungsmanagement
Projektfortschrittsentscheidung herbeiführen	Besprechung durchführen	Problemmeldung/Änderungsantrag erstellen
Projekthandbuch erstellen	Projekttagbuch führen	Problemmeldung/Änderungsantrag bewerten
QS-Handbuch erstellen	Messdaten erfassen	Änderungen entscheiden
Projektmanagement-Infrastruktur einrichten	Metrik berechnen und auswerten	Änderungsstatusliste führen
Schätzung durchführen	Kaufmännischen Projektstatusbericht erstellen	Produktbibliothek verwalten
Risiken managen	Projektstatusbericht erstellen	Produktkonfiguration verwalten
Projekt planen	QS-Bericht erstellen	
Arbeitsauftrag vergeben	Projekt abschließen	
Kaufmännische Projektkalkulation durchführen		

Prüfung	Ausschreibungs- und Vertragswesen	Angebots- und Vertragswesen
Prüfspezifikation Dokument erstellen	Ausschreibungskonzept festlegen	Angebot abgeben
Dokument prüfen	Ausschreibung erstellen	Vertrag abschließen (AN)
Prüfspezifikation Prozess erstellen	Kriterienkatalog für die Angebotsbewertung erstellen	Vertragszusatz abschließen (AN)
Prozess prüfen	Angebote bewerten und auswählen	Lieferung erstellen und ausliefern
Prüfspezifikation Benutzbarkeit erstellen	Vertrag abschließen (AG)	Abnahmeerklärung unterzeichnen (UN)
Benutzbarkeit prüfen	Vertragszusatz abschließen (AG)	
Prüfspezifikation Systemelement erstellen	Abnahmeerklärung erstellen	
Prüfprozedur Systemelement realisieren		
Systemelement prüfen		
Prüfspezifikation Lieferung erstellen		
Lieferung prüfen		
Prüfspezifikation Produktkonfiguration erstellen		
Produktkonfiguration prüfen		
Nachweisakte führen		

## Entwicklung

Anforderungen und Analysen	Systemelemente	Systementwurf
Anwenderaufgaben analysieren	Zum System integrieren	Systemarchitektur erstellen
Anforderungen festlegen	Zum Unterstützungssystem integrieren	Unterstützungs-Systemarchitektur erstellen
Sicherheitsanalyse durchführen und bewerten	Zum Segment integrieren	Styleguide für die Mensch-Maschine-Schnittstelle erstellen
Informationssicherheitskonzept erstellen	Externe Einheit übernehmen	HW-Architektur erstellen
Datenschutzkonzept erstellen	Zur HW-Einheit integrieren	SW-Architektur erstellen
Anforderungen festlegen	Zur SW-Einheit integrieren	Datenbankentwurf erstellen
Anforderungsbewertung erstellen	Zur HW-Komponente integrieren	Implementierungs-, Integrations- und Prüfkonzept System erstellen
Altsystemanalyse erstellen	Zur SW-Komponente integrieren	Implementierungs-, Integrations- und Prüfkonzept Unterstützungssystem erstellen
Marktsichtung für Fertigprodukte durchführen	HW-Modul realisieren	Implementierungs-, Integrations- und Prüfkonzept HW erstellen
Make-or-Buy-Entscheidung durchführen	SW-Modul realisieren	Implementierungs-, Integrations- und Prüfkonzept SW erstellen
Lastenheft Gesamtprojekt erstellen	Externes HW-Modul übernehmen	Migrationskonzept erstellen
Lastenheft Gesamtprojekt bewerten	Externes SW-Modul übernehmen	

Logistische Konzeption	Logistikelemente	Systemspezifikationen
Spezifikation logistische Unterstützung erstellen	Nutzungsdokumentation erstellen	Gesamtsystemspezifikation (Pflichtenheft) erstellen
Logistisches Unterstützungskonzept erstellen	Instandhaltungsdokumentation erstellen	Systemspezifikation erstellen
Logistische Berechnungen und Analysen durchführen	Instandsetzungsdokumentation erstellen	Externe Einheit-Spezifikation erstellen
	Ersatzteilekatalog erstellen	HW-Spezifikation erstellen
	Ausbildungsunterlagen erstellen	SW-Spezifikation erstellen
	Zur logistischen Unterstützungsdokumentation integrieren	Externes-HW-Modul-Spezifikation erstellen
		Externes-SW-Modul-Spezifikation erstellen

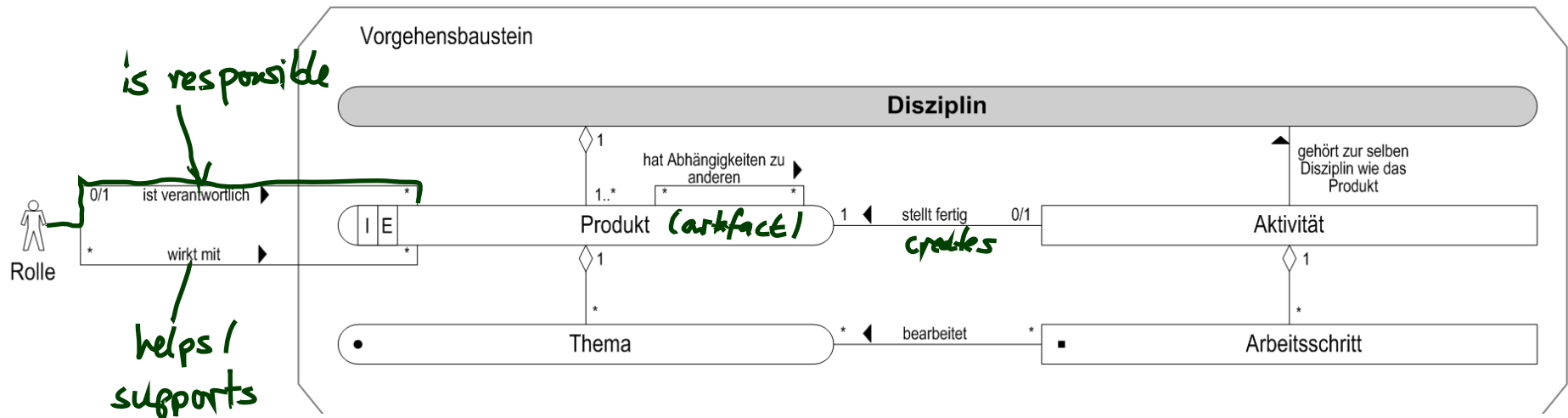
## Organisation

Prozessverbesserung
Vorgehensmodell bewerten
Verbesserung eines Vorgehensmodells konzipieren
Organisationsspezifisches Vorgehensmodell erstellen, einführen und pflegen

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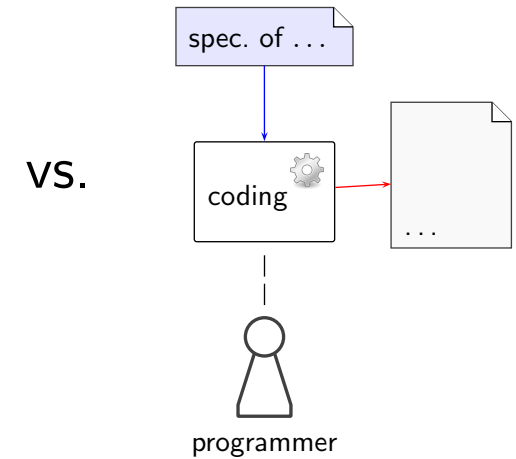
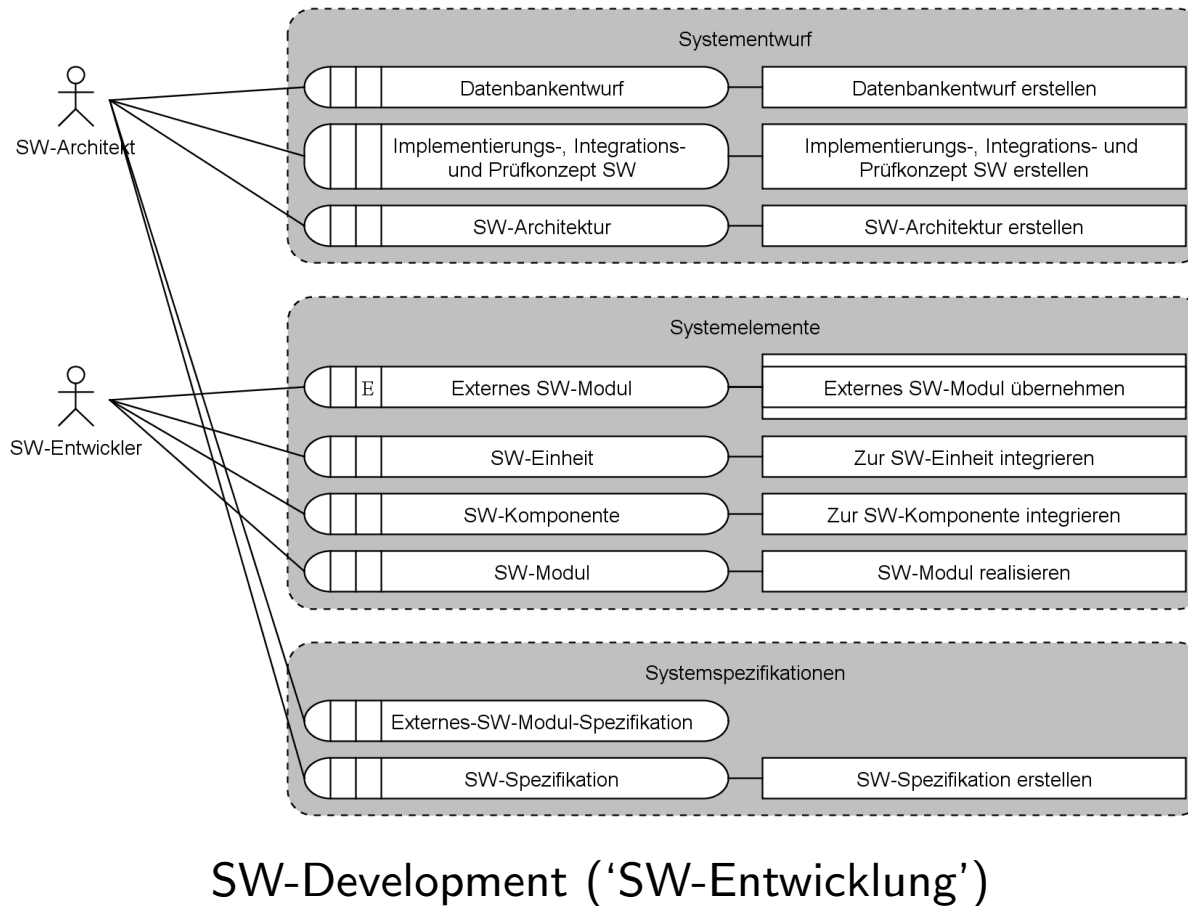


# V-Modell XT: Procedure Building Blocks



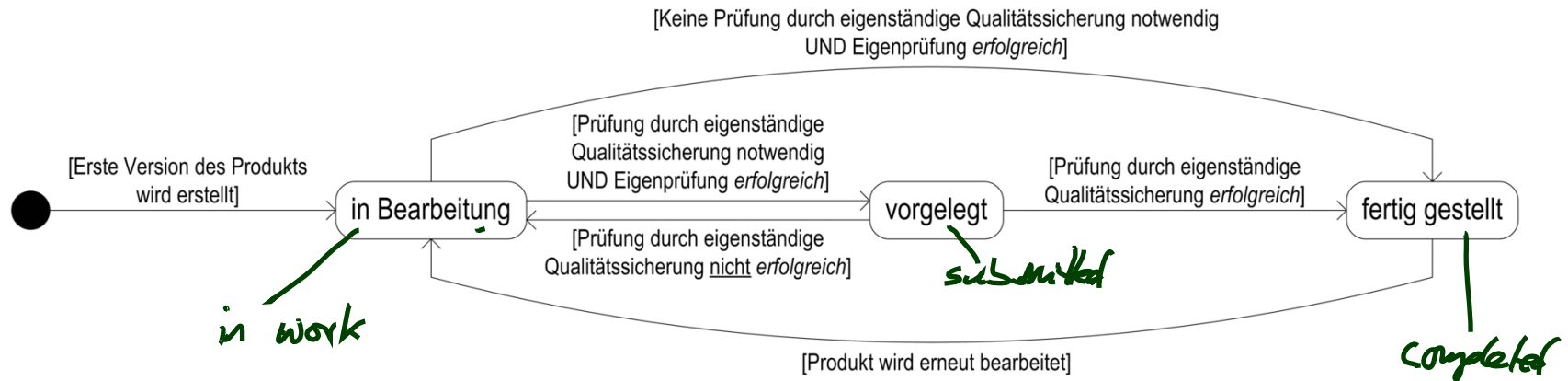
- a **discipline** comprises one or more **product**
- a **product** may be **external** ('E') or **initial** ('I'),  
i.e. created **always** and **exactly once** (e.g. project plan)
- a **product** may consist of **topics**
- a **product** may depend on other **products**
- an **activity** creates a **product** and belongs to a **discipline**
- an **activity** may consist of **steps**
- a **step** works on a **topic**
- a **role** may be **responsible** for a product or **contribute**
- each **product** has at most one **responsible** role

# V-Modell XT: Example Building Block



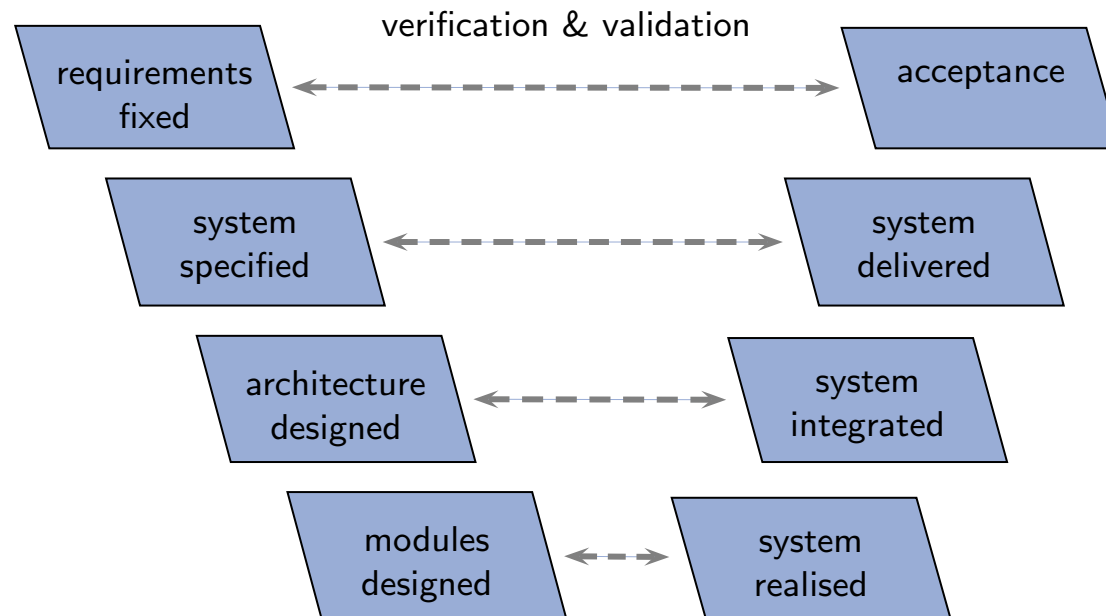


# Product States



# V-Modell XT: Development Strategies

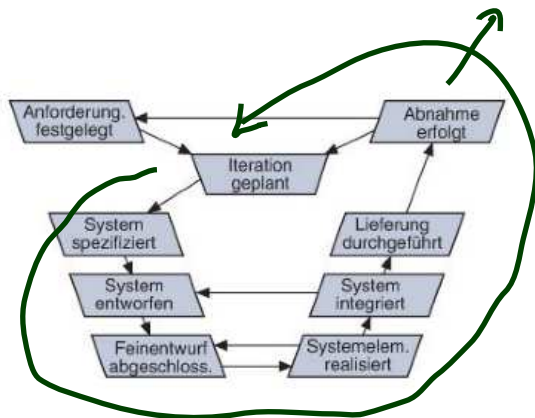
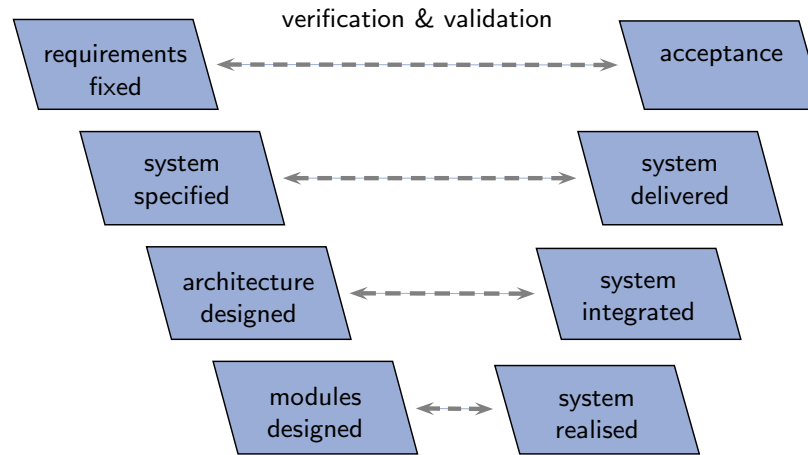
Recall the idea of the “**V shape**”:



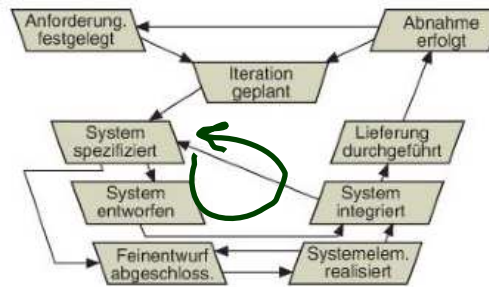
V-Modell XT mainly supports three **strategies** to develop a system, i.e. principal **sequences between decision points**:

- incremental,
- component based,
- prototypical.

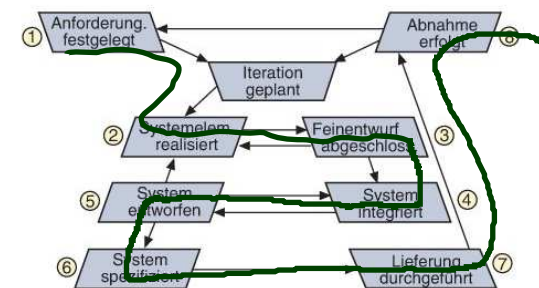
# V-Modell XT: Development Strategies



incremental



component based



prototypical

## Advantages:

- certain **management related building block** are part of each project, thus they may receive **increased attention** of management and developers
- publicly **available**, can be used **free of license costs**
- very **generic**, support for **tailoring**
- **comprehensive**, **low risk of forgetting** things

## Disadvantages:

- **comprehensive**, tries to cover everything; tailoring is supported, but may need high effort
- tailoring is **necessary**, otherwise a huge amount of useless documents is created
- description/presentation leaves **room for improvement**

Needs to prove in practice, in particular in small/medium sized enterprises (SME).

# *Rational Unified Process*

# *Rational Unified Process (RUP)*

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## **Exists.**

- in contrast to “V-Modell XT”, a commercial product

# *Agile Process Models*

# The Agile Manifesto

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*“Agile denoting ‘the quality of being agile; readiness for motion; nimbleness, activity, dexterity in motion’ software development methods are attempting to offer an answer to the eager business community asking for lighter weight along with faster and nimbler software development processes. This is especially the case with the rapidly growing and volatile Internet software industry as well as for the emerging mobile application environment.” (Abrahamsson et al., 2002)*

## The Agile Manifesto (2001):

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

<b>Individuals and interactions</b>	➤ over	<b>processes and tools</b>
<b>Working software</b>	over	<b><u>comprehensive</u> documentation</b>
<b>Customer collaboration</b>	over	<b>contract negotiation</b>
<b>Responding to change</b>	over	<b>following a plan</b>

that is, while **there is value in the items on the right**, we value the items on the left more.



# Agile Principles

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- Our highest priority is to **satisfy the customer** through early and **continuous delivery** of valuable software.
- **Welcome changing requirements**, even late in development. Agile processes harness change for the customers competitive advantage.
- **Deliver working software frequently**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- **Business people and developers must work together** daily throughout the project.
- **Build projects around motivated individuals**. Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation**.
- **Working software is the primary measure** of progress.
- Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous **attention to technical excellence** and good design enhances agility.
- **Simplicity** the art of **maximizing the amount of work not done** is essential.
- The best architectures, requirements, and designs emerge from **self-organizing teams**.
- At regular intervals, **the team reflects** on how to become more effective, then tunes and **adjusts its behavior accordingly**.

# *Similarities of Agiles Process Models*

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- iterative; cycles of a few weeks, at most three months,
- require work in small groups (6–8 people),
- dislike the idea of large, comprehensive documentation (radical or with restrictions),
- consider the customer important;  
recommend or request customer's presence in the project,
- dislike dogmatic rules.

(Ludewig and Lichter, 2013)

# *Extreme Programming (XP)*

# Extreme Programming (XP) (Beck, 1999)

## XP values:

- simplicity, feedback, communication, courage, respect.

## XP practices:

### ● management

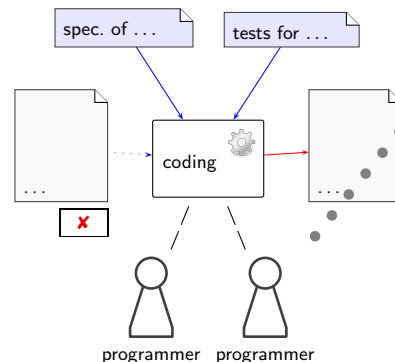
- integral team (including customer)
- planning game (→ Delphi method)
- short release cycles
- stand-up meetings
- assess in hindsight

### ● team:

- joint responsibility for the code
- coding conventions
- acceptable workload
- central metaphor
- continuous integration

### ● programming

- test driven development
- refactoring
- simple design
- pair programming



# *Scrum*

- first published 1995 ([Schwaber, 1995](#)), based on ideas of Takeuchi and Nonaka
- inspired by Rugby: get the ball in a **scrum**, then **sprint** to score
- role-based; iterative and incremental;  
in contrast to XP no techniques proposed/required

## Three roles:

### ● **product owner:**

- representative of customer,
- maintains requirements in the **product backlog**,
- plans and decides which requirement(s) to realise in next sprint,
- (passive) participant of **daily scrum**,
- assesses results of sprints

### ● **scrum team:**

- members capable of developing autonomously,
- decides how and how many requirements to realise in next sprint,
- distribution of tasks self-organised, team decides who does what when,
- environment needs to support communication and cooperation, e.g. by spatial locality

### ● **scrum master:**

- helps to conduct scrum the right way,
- looks for adherence to process and rules,
- ensures that the team is not disturbed from outside,
- moderates **daily scrum**, responsible for keeping **product backlog** up-to-date,
- should be able to assess techniques and approaches

- **product backlog**

- comprises all requirements to be realised,
- priority and effort estimation for requirements,
- collects tasks to be conducted,
- maintained by **product owner**

- **release plan**

- based on initial version of product backlog,
- how many sprints, which major requirements in which sprint,

- **release-burndown report**

- see **sprint-burndown report**

- **sprint backlog**

- requirements to be realised in next sprint, taken from product backlog,
- more precise estimations,
- daily update (tasks done, new tasks, new estimations)

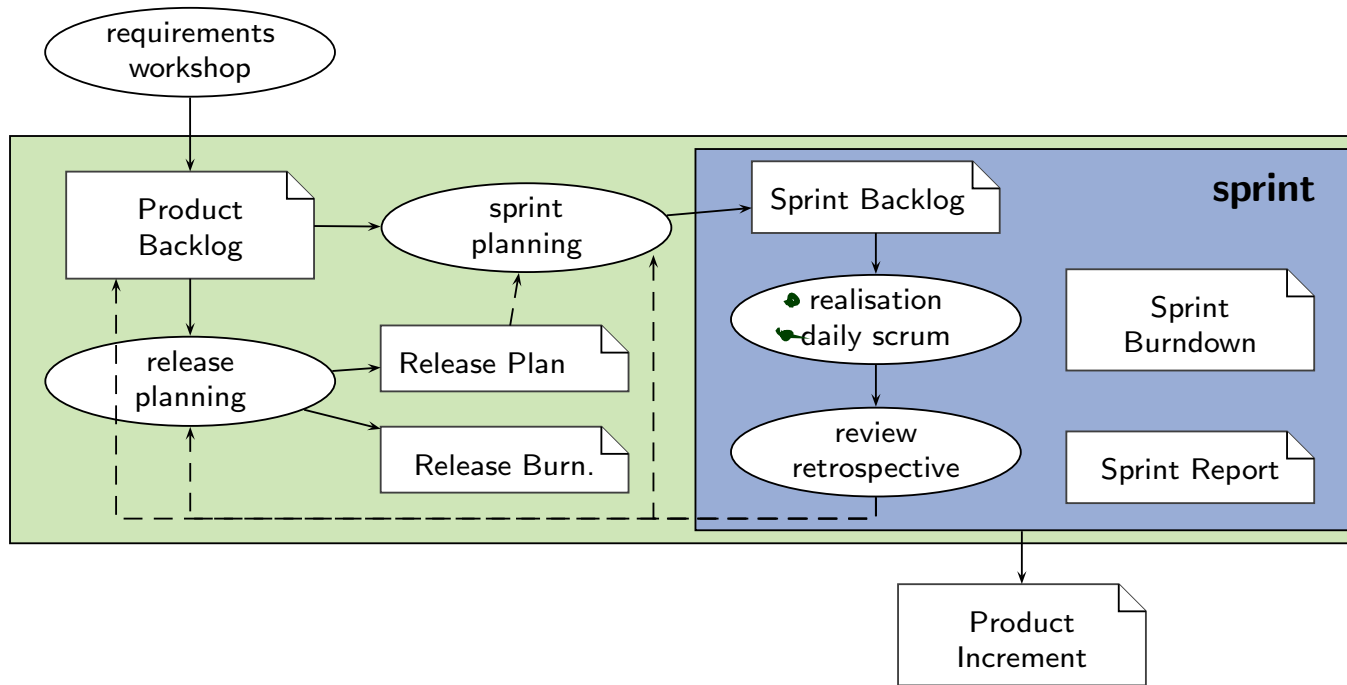
- **sprint-burndown report**

- completed/open tasks from sprint backlog,
- should decrease linearly, otherwise remove tasks from sprint backlog,

- **sprint report**

- which requirements have (not) been realised in last sprint,
- description of obstacles/problems during sprint

# Scrum Process



- **daily scrum:**
  - daily meeting, 15 min.
  - discuss progress, synchronise day plan, discuss and document new obstacles
  - team members, scrum master, product owner (if possible)
- **sprint:** at most 30 days, usually shorter (initially longer)
- **sprint review:** assess amount and quality of realisations; product owner accepts results
- **sprint retrospective:** assess how well the scrum process was implemented; identify actions for improvement (if necessary)



## Scrum: Discussion

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- has been used in many projects, experience in majority positive
- team size bigger 7–10 may need **scrum of scrums**
- competent **product owner** necessary for success
- success depends on motivation, competence, and communication skills of team members
- team members responsible for planning, and for adhering to process and rules, thus **intensive learning and experience** necessary
- can (as other process models) be combined with techniques from XP

# *Process Metrics*

# Assessment and Improvement of the Process

- For **material** goods:  
quality of the production process influences **product quality**.
- **Idea**: specify abstract criteria (metrics)  
to determine **good production processes** (e.g., to choose manufacturer).
- **Again**: a **good process** does not stop us from creating **bad products**, but  
(the hope is, that) it is less likely, i.e. there is a correlation:

		process quality	
		low	high
product quality	high	false positive ×	true positive × × × × × × ×
	low	true negative × × × × ×	false negative × × ×

- Industry in general (**production!**):  
**ISO 9001**, ISO/TS 16949 (automotive), ...
- Software industry (**development!**): **CMM(I)**, **SPICE**

# CMMI<sup>®</sup> for Development, Version 1.3

## CMMI-DEV, V1.3

CMMI Product Team

*Improving processes for developing better products and services*

November 2010

TECHNICAL REPORT

CMU/SEI-2010-TR-033  
ESC-TR-2010-033

Software Engineering Process Management Program  
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<http://www.sei.cmu.edu>



Carnegie Mellon

- 1991: Capability Maturity Model (CMM), DoD/SEI/CMU; superseded by
- 1997: **Capability Maturity Model Integration** (CMMI) (Team, 2010);  
**constellations**: **CMMI-DEV** (development), CMMI-ACQ (acquisition), CMMI-SRV (service)
- **Goals**:
  - **applicable** to all organisations which develop software,
  - make strengths and weaknesses of the real process visible, to point out ways for **improvement**,
  - **neutral** wrt. technology employed in project,
  - **levels**: higher levels have lower levels as premise,
  - be consistent with ISO 15504 (SPICE)
- **Assumptions**:
  - better **defined, described, and planned** processes have **higher** maturity,
  - higher maturity levels require **statistical control** to support continuous improvement,
  - higher maturity level yields:
    - **better** time/cost/quality **prediction**;
    - **lower risk** to miss project goals;
    - **higher quality** of products.

# CMMI Levels

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level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

# CMMI Levels

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level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

- **initial** – the process is not consciously designed, just evolved (need not be bad!)

# CMMI Levels

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level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

- **managed** (formerly: **repeatable**) – important areas of software development organised and prescribed to responsible people; each project may have own process
- **Areas**: requirements management (REQM), project planning (PP), project monitoring and control (PMC), measurement and analysis (MA), Process and Product Quality Assurance (PPQA), configuration management (CM), supplier agreement management (SAM)



# CMMI Levels

level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

- **defined** – all projects of an organisation follow a unified scheme; standard process is defined, documented, and used; tailoring for projects.
- **Areas:** requirements development (RD), technical solution (TS), product integration (PI), verification (VER), validation (VAL), organisational process focus (OPF), organisational process definition (OPD), organisational training (OT), integrated project management (IPM), risk management (RSKM), decision analysis and resolution (DAR)

# CMMI Levels

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level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

- **quantitatively managed** – unified metrics enable people to detect problems early and take countermeasures.
- **Areas:** organisational process performance (OPP), quantitative project management (QPM)

# CMMI Levels

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level	level name	process areas
1	<b>initial</b>	-
2	<b>managed</b>	REQM, PP, PMC, MA, PPQA, CM, SAM
3	<b>defined</b>	+ RD, TS, PI, VER, VAL, OPF, OPD, OT, IPM, RSKM, DAR
4	<b>quantitatively managed</b>	+ OPP, QPM
5	<b>optimising</b>	+ OID, CAR

- **optimising** – errors and problems are analysed systematically, to avoid them in the future; process organisation/techniques change accordingly
- **Areas:** organisational innovation and deployment (OID), causal analysis and resolution (CAR)

# CMMI General/Specific Goals and Practices

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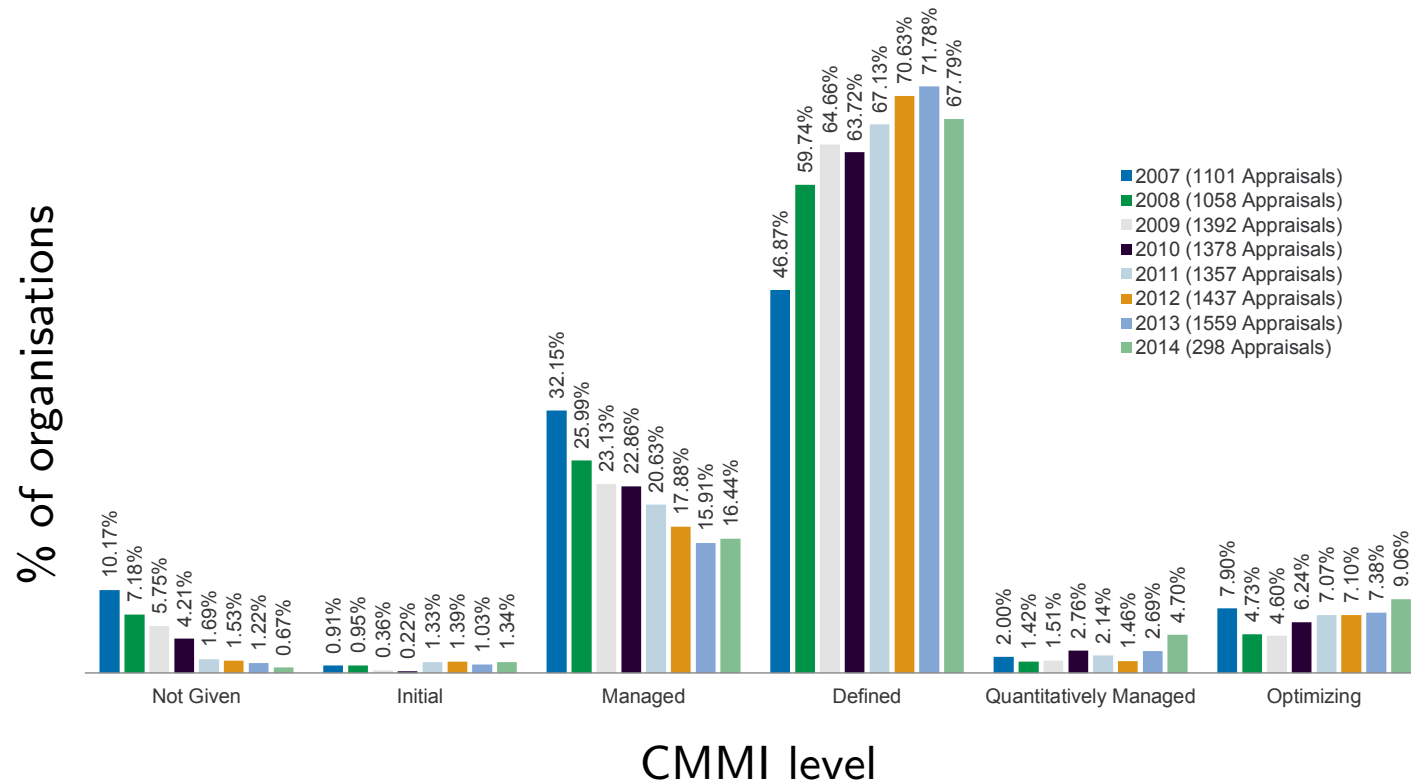
- CMMI certificates can be obtained via a so-called **appraisal**
- there are three levels of review methods A, B, C; A most thorough (and expensive)
- a certificate authority checks, to what amount **generic goals** GG.1, . . . , GG.3 with their **generic practices** are reached.

**Example:** GG.2 (for level 2) includes

- GG 2.1: create strategy for planning and installation of process
  - GG 2.2: plan the process
  - GG 2.3: allocate resources
  - . . .
- each area, like RD, has **specific goals** and **specific practices**, sometimes per level

**Example:** RD (requirements development) includes

- SG 1: develop customer requirements
  - SG 2: develop product requirements
  - SG 3: analyse and validate requirements
- **that is**, to reach CMMI level 2, an organisation has to reach GG.1, GG.2, and in particular for area RD SG 1 and SG 2.



Statistics on achieved CMMI maturity levels  
(Source: SEI, Jan. 1, 2007 – Mar. 31, 2014)

- Note:** appearance in the statistics is **voluntary**.

- in CMMI, e.g. area RD requires **that** requirements are analysed, but does not state **how** — there are examples, but no particular techniques or approaches
- CMMI as such **is not** a process model in the sense of the course
- CMMI certificate is **required** by certain (U.S) government customers; may guide selection of sub-contractors (a certificate at least proves that they think about their process)
- CMMI can serve as an **inspiration** for important aspects of process models wrt. product quality
- **Criticism:**
  - CMM(I) assumptions are based on experience in specific projects; may not be present for all kinds of software,
  - CMMI certification applies to one particular state of process management; changed processes may require new (expensive) appraisal, in this sense CMMI may hinder innovation,
  - CMMI levels are chosen somewhat arbitrarily; “why is an area in level  $N$  and not already in level  $N - 1$ ?”

- **S**oftware **P**rocess **I**mprovement and **C**apability **D**etermination
- ideas similar to CMM(I): maturity levels, assessment, certificates
- european development, standardised in ISO/IEC 15504 (2003)
- maturity levels: 0 (incomplete), . . . , 5 (optimizing); SPICE 0 corresponds to CMMI 1
- provides “process reference models” (in particular specific ones for automotive, aerospace, etc.)
- Literature: ([Hörmann et al., 2006](#))

# *References*



# References

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