Fundamentals of Software Engineering

(M1l322908)

Week 1 Lab Exercise 1a: Setting the Scene (Questions)

You searched for an article with the title "Why Software Fails" in the previous lab exercise and you were instructed to make some notes on the salient points made in this article.

This exercise is time bound. This is a 2 hour lab session. At the end of the lab you are required to hand in your answers to question 10 as a word processed document. Part of this exercise involves working consistently during the lab session and producing an artefact at the end of that session.

Answer the following questions

Q1.

What percent of revenue does the average company spend on IT?

Q2

What was the largest amount of money spent on a cancelled project?

Q3

Identify 14 reasons why software projects fail so often?

Q4

Identify 1 example of a software project which failed and in your own words write a short (few sentences) account of what the problem(s) that led to the failure were?

Q5

What percentage of their time do software specialists spend on rework?

Q6

How much more expensive is it to fix a software problem once it is in the field?

Q7

What happens when the rework exceeds the value added work that has been budgeted for?

Q8

What does the software maturity model bring to the mix?

Q9

If you were intending to use some of the points that you have identified from the article in an essay how would you ensure that you referenced the article appropriately?

Q10

Use your answers to the questions above and write a short summary of the main points of the article that you have been reading. You should start a new word processed document. You shown include your name and matric number along with the title shown below.

Why Software Fails?

A Summary by

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