# LIST OF ABBREVIATIONS

<table>
<thead>
<tr>
<th><strong>Agility</strong></th>
<th>In this thesis agility is understood as an ability that is achieved with the use of Agile Methods. See Chapter- I for a definition of agility.</th>
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<tr>
<td><strong>AM</strong></td>
<td>Agile Modeling. It is a practice-based methodology for the modeling and documentation of software-based systems in a more flexible manner than traditional modeling methods.</td>
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<td><strong>ASD</strong></td>
<td>Adaptive Software Development. Adaptive Software Development is a software development process that grew out of rapid application development work by Jim Highsmith and Sam Bayer. ASD embodies the principle that continuous adaptation of the process to the work at hand is the normal state of affairs. ASD replaces the traditional waterfall cycle with a repeating series of speculate, collaborate, and learn cycles. This dynamic cycle provides for continuous learning and adaptation to the emergent state of the project. The characteristics of an ASD life cycle are that it is mission-focused, feature-based, iterative, timeboxed, risk-driven, and change-tolerant.</td>
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<td><strong>CASI</strong></td>
<td>Computer assisted self-interviewing (CASI). It is a technique for survey data collection in which the respondent uses a</td>
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computer to complete the survey questionnaire without an interviewer administering it to the respondent.

**CMMI**  
Capability Maturity Model Integration; is a process improvement approach whose goal is to help organizations to improve performance. CMMI is the successor to the capability maturity model (CMM) or Software CMM. CMMI has been registered at the U.S. Patent and Trademark Office by Carnegie Mellon University. The underlying assumption is that with standardized processes an organization could become more mature (developing from level 1 to level 5) and that level 5 organizations would have improved performance.

**Deployment**  
Putting the agile methods into use on the basis of the management’s will, decision-making and assuming benefits.

**DSDM**  
Dynamic Systems Development Method. Primarily a software development method originally based upon the Rapid Application Development (RAD) method. In 2007 DSDM became a generic approach to project management and solution delivery. DSDM is an iterative and incremental approach that emphasizes continuous user/customer involvement.

**EVO**  
Evolutionary Project Management. It was the starting model consisting of basic software development steps.
IID  Iterative Incremental Development. Iterative and Incremental development is a software development process developed in response to the weaknesses of traditional Waterfall model.

ISO 9000  The ISO 9000 family of standards relates to quality management systems and are designed to help organizations to ensure that they meet the needs of customers and other stakeholders. The standards are published by ISO, the International Organization for Standardization, and are available through national standards bodies. Organizations that would like to get the ISO 9000 certificate are audited. Under the 1994 standard, the auditing process could be adequately addressed by performing "compliance auditing", i.e.

1. Describe the business process;
2. Reference the procedure manuals; and
3. Exhibit evidence in documented records.

FDD  Feature-Driven Development. The project starts with the development of the overall model and building the feature list. Each feature is then planned, designed, and built separately.

GUI  Graphical user interface is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, as opposed to
text-based interfaces, typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep learning curve of command-line interfaces (CLI), which require commands to be typed on the keyboard.

**Kanban**

Kanban, also spelled kamban, literally meaning "signboard" or "billboard", is a concept related to Lean manufacturing. Kanban is a signaling system based on Kanban cards (or signs) used in Lean manufacturing (or TPS) to schedule what to produce, when to produce it, and how much to produce. In software development Kanban means a physical or virtual whiteboard and tasks with a way to limit the work-in-progress (WIP) in order to create a limited pull system that exposes system operation (or process) problems and stimulates collaboration so that the system gets continuously improved. The Kanban method is an incremental and evolutionary approach to process change for organizations.

**RUP**

Rational Unified Process. The Rational Unified Process (RUP) is an iterative software development process framework created by the Rational Software Corporation, a division of IBM since 2003.

**Scrum**

An agile project management method. Scrum has a specific terminology, and a set of rules, three roles, and three artifacts
defining how a team or a project should work. The three main roles are Scrum Master, Product Owner, and Scrum team member. The three artifacts are Product Backlog, Sprint Backlog, and a burn-down chart. The rules dictate how team or project planning meetings, team meetings, iterations, reviews, and lessons learned should be collected and run. Notice that the word Scrum means both the model and a daily meeting where the team gathers together to discuss progress. In this thesis the former is written with a capital letter (Scrum) to distinguish it from the daily scrum meeting.

**SDM**  
System Development Method. Software method used for developing a system.

**SDLC**  
Software development life cycle. It consists of steps for the creation of software.

**TSDMs**  
Traditional software development models.

**TQM**  
Total Quality Management (TQM) is an integrative philosophy of management for continuously improving the quality of products and processes. TQM is based on the premise that the quality of products and processes is the responsibility of everyone involved with the creation or consumption of the products or services which are offered by an organization,
requiring the involvement of management, workforce, suppliers, and customers, to meet or exceed customer expectations.

**WIP**  
Work in progress

**UP**  
The Unified Software Development Process or Unified Process is a popular iterative and incremental software development process framework. The best-known and extensively documented refinement of the Unified Process is the Rational Unified Process (RUP).

**XP**  
Extreme Programming is a lightweight methodology and one of the agile methods. Extreme Programming consists of a set of rules and values. The rules concern the planning, management, design, coding, and testing of software and the values promote simplicity, communication, feedback, respect, and courage. XP is also described as a discipline of software development.