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“Some people say they can write software in their sleep. I think too many do !”

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518 Main Street  
Pittsburgh, PA 15642  
724-861-9953  
www.xec1.com

## From the Experts: It's About Your People !

sourced and condensed from the Software Engineering Institute @ Carnegie Mellon

“Some Programming Principles: People” By WATTS S. HUMPHREY

[http://interactive.sei.cmu.edu/news@sei/columns/watts\\_new/watts-new.htm](http://interactive.sei.cmu.edu/news@sei/columns/watts_new/watts-new.htm)

“Earlier we discussed the principles that relate to programming requirements, software products, and the projects for developing these products. Software people are unique, both in their creative abilities and in the nature of the work they do. “

“Let’s look at **factors that govern the performance of software professionals**, the most effective ways to obtain superior performance, and the key issues to consider in motivating and guiding teams of creative professionals. The performance of software people is governed by four things:”

- **their understanding of the job** they have to do
- their knowledge of and skill at using the **best known methods** for that job
- their discipline to **properly and consistently** use their knowledge and skills
- the quality of the support system that **motivates** and controls their activities”

### Significance:

1. Some people still do not believe that programmers need to learn anything about their ultimate end users. They never train them in the business being served. This is relevant to outsourcing to India too.

### XeC Opinion:

1. Egads, let the programmers learn about business !!! I met very few who didn’t appreciate the lease education they received. They felt a part of the whole customer-driven process.
2. I can show higher levels of productivity from programmers who understand the business domain for which they are coding. Leasing education paid huge dividends to us in terms of increased productivity.

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## “Rethinking the Software Life Cycle”

By Rick Kazman, Robert Nord, and Mark Klein

[http://interactive.sei.cmu.edu/news@sei/columns/the\\_architect/2003/3q03/architect-3q03.htm](http://interactive.sei.cmu.edu/news@sei/columns/the_architect/2003/3q03/architect-3q03.htm)

“Several architecture-centric analysis and design methods have been created in the past 10 years, beginning with the Software Architecture Analysis Method, or SAAM. The methods are also all focused on **documenting the rationale behind the decisions made**; in this way the rationale serves as a knowledge base on which to base both existing and future decisions ( when modifying the software ). “

“A typical SDLC (**Software Development Life Cycle**) has the following activities: identification of business needs and constraints, elicitation and collection of requirements, architecture design, detailed design, implementation, testing, deployment, and maintenance.”

“This list does not imply a particular dev process--**spiral, waterfall, agile**, or any other. The idea here is simply that these are distinct activities, with their own inputs, outputs, specialists, activities, analysis techniques, and notations that need to be undertaken in the development of any substantial software-intensive project.”

### XeC Opinion:

1. Software development methodology has evolved to a much more disciplined ‘**science**’ versus the ‘**artists**’ of the past ( and per above, they still are a creative bunch ).
2. But, if you look closely, many of the companies in the leasing arena **have not kept pace**.
3. **A simple test** ? Ask them if they are CMM certified and to what level. ( If not, call the SEI )

