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前言

UML以其多视图、模型化、面向对象特征,被软件工程行业广泛采用作为一种通用的开发方法,基于这种方法之上的RUP从过程的角度提出了用例驱动、以体系结构为中心、迭代增量的统一过程模型,这种模型详细规定了初始阶段、细化阶段、构造阶段和交付阶段的交付项以及迭代增量原则。总体来说,无论UML和RUP都只侧重技术工具和方法学。对于一个成功的项目开发,迭代增量有效对质量管理至关重要。 本书从软件质量保证的原则、质量管理过程的组织与建立以及质量控制等三个部分阐述UML典型开发项目的质量管理活动、模型、过程、度量、控制技术和环境,具有较强的指导作用,可以作为高等院校的软件工程系列教材,也可作为软件工程技术管理人员的工作手册,是一本开发和管理高质量软件项目的重要参考书。

内容概要

本书针对基于UML开发的软件项目,结合质量管理框架和活动,从软件质量保证的原则、质量管理过程的组织与建立以及质量控制三个部分阐述UML典型开发项目的质量管理活动、模型、过程、度量、控制技术和环境,提出总结高质量项目开发过程,既有理论高度,又具有很好的可操作性,特别是与流行的UML方法学互补,形成较为完整的项目开发支持体系,对人员、过程、质量管理阐述尤为详尽,具有技术先进性和应用宽广性。

本书可作为高等院校的软件工程系列教材,也是软件工程技术管理人员的重要参考书。

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章节摘录

2.1 Quality Management 2.1.1 Quality Environment This chapter discusses organization of the quality function, or quality management. It is effectively the tip of the quality context triangle (see Figure 1.2)-the quality environment. An effective quality environment includes the people who perform the quality checks, their organizational structure, and how those responsible for quality checks should interact with the rest of the Project members. Quality management is apart of Project management and, therefore, utilizes all aspects of management itself. This involves understanding the Project in the context of the overall business, identifying and organizing teams, putting together a detailed process, setting standards, facilitating modeling, managing external relationships, and So forth. A well-organized Project team is also able to monitor and track Projects-a fundamental aspect of quality. When we organize quality conscious Project teams, we organize teams that can hit a "moving target" These quality teams bring together various players who will influence the Actual quality of the software and, equally importantly, will influence the Perception of quality with in the project. Therefore, quality teams bring people To get her who will understand the problem, produce the models, produce the product, test it, deploy it, and use it. Good Project teams also consider the roles that handle training, help desks, and So forth.

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