

CH1 - State of the ES design field

- Designers work alone
- Don't improve
- Problem - jump from design to building too quickly ☆

→ THINKING IS PRODUCTIVE
seduction of the keyboard

Any idiot can write code

we need a disciplined approach

CH2 - Discipline

sw is expensive!

5-10 LOC/day

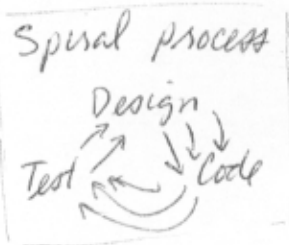
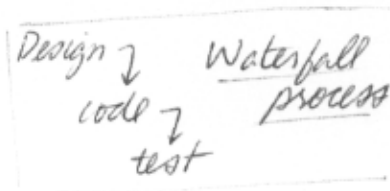
1000 lines of good code

~ \$20,000

CMM - How good is a company at ~~writing~~ writing software

PROCESS - steps company uses to build SW

- eg.
1. Design on paper
 2. Code
 3. Test
 4. show it to 3 coll
 5. Fix it



- * Initial - no process, ad hoc (1)
- * Repeatable - basic processes (track costs, schedules, ...) (2)
- * Defined - std proc - use them (management & org) (3)
- * Managed - predictable (4)
- * Optimizing - get better each time - feedback to refine process (5)

>50% initial 20% repeatable