

SPR KnowledgePLAN Task Category Dictionary

Task Category	Activity Type	Definition
Proposal	Planning & Management	A <i>Proposal</i> is a formal suggestion that a program or system is needed to meet a particular set of user requirements. For military and commercial software, proposals are normally solicited by a formal request for proposal or RFP. Information systems and internal software is usually less formal, and proposals are sometimes omitted.
Development plan	Planning & Management	A <i>Development plan</i> is a formal statement of milestones, deliverables, required resources and schedules. The development plan sometimes includes detailed work plans for individual staff members. Such plans are common for military and commercial software, but unusual for information systems.
Marketing plan	Planning & Management	A <i>Marketing plan</i> is appropriate only for commercial software and defines the distribution channels, target markets, and other aspects associated with commercial products.
Review and inspection plan	Planning & Management	A <i>Review and inspection plan</i> lays out the sequence of key reviews, the approximate timing, locations, and often the personnel involved.
Test plan	Planning & Management	A <i>Test plan</i> lays out the sequence of key tests to be carried out, nature of the tests, origin of the test cases, timing of the tests, and other matters of importance.
Quality assurance plan	Planning & Management	A <i>Quality assurance plan</i> lays out the sequence of tasks to be carried out by a QA organization, including which deliverables and documents they will review, how they monitor or perform tests, validate proof of advertising claims, and carry out other QA functions.
Documentation plan	Planning & Management	A <i>Documentation plan</i> defines the set of user and maintenance documents that will be produced for a program or system. Formal documentation plans are usually produced only for large commercial and military projects, where sometimes more than 100 different documents will be required.
Maintenance and customer support plan	Planning & Management	A <i>Maintenance and customer support plan</i> defines the kinds of update policies, warranty repairs, defect reporting, and support service which will be provided for a program or system. Formal maintenance plans are usually produced only for large commercial and military projects, although some distributed internal software in large corporations may also create these plans.
Training plans	Planning & Management	<i>Training plans</i> define the needs for user education in how to utilize the application resulting from the project. <i>Training plans</i> typically include an outline of the course offerings, their curricula, and their target audiences.
Personnel management	Planning & Management	<i>Personnel management</i> is comprised of those project management efforts directed at supervision, hiring, and appraising of staff.
Progress and milestone reports	Planning & Management	<i>Progress and milestone reports</i> are normally monthly reports produced by project managers and supervisors and highlighting both accomplishments and trouble spots in on-going development. Such reports are normal in large enterprises and for large systems.

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Project cost estimates	Planning & Management	<i>Project cost estimates</i> are normally created several times for a project: at requirements, when design is finished, and when coding is finished are three common points. The estimates include both labor and equipment costs, and also special costs such as moving, external fees and services, and the like. Formal cost estimates are normally produced for large systems and by large enterprises.
Capital expenditure requests	Planning & Management	<i>Capital expenditure requests</i> are normally created when a project needs to buy new equipment, such as a new mainframe or supercomputer. Large enterprises usually have formal capital expenditure planning and approval cycles.
Budget variance reports	Planning & Management	<i>Budget variance reports</i> are normally monthly reports that compare expenses against planned budgets. Such reports are normal in large enterprises that have formal budgets and automated project tracking and accounting systems.
Patent or legal reviews	Planning & Management	<i>Patent or legal reviews</i> are normally only required for commercial software that has financial or commodity trading constraints and may be subject to audit trail requirements by an agency such as the SEC or the IRS.
Import/export license reviews	Planning & Management	<i>Import/export license reviews</i> are normally only needed for commercial software or military software that is intended for use outside the U.S. or must pass some form of custom barrier. Increasingly stringent U.S. security policies may extend the need even to internal software if it is developed by international companies.
Project audit	Planning & Management	Typical <i>Project audit</i> tasks include determining the adequacy of measurement activities to be performed on this project, independently assessing the cost/benefit study, reviewing the project organization, and performing a risk/value assessment.
Review/inspection status reports	Planning & Management	<i>Review/inspection status reports</i> are normally monthly or quarterly reports that define how many reviews have been held, total defects found to date, and other similar information. Such reports are normal in large enterprises and for large systems. <i>Review/inspection status reports</i> are typical only where a formal quality assurance process exists. Quality assurance in this sense refers to the formal certification of the deliverables of a software project by a group or a person authorized to judge whether or not acceptable levels of quality have been met. Formal quality assurance departments are normal for commercial, military, and systems software projects. Informal or no quality assurance at all would be normal for personal and management information systems.
Test status reports	Planning &	<i>Test status reports</i> are either produced monthly for large systems, or at the completion of individual

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	Management	<p>test steps. They define the number of tests run, number of bugs found, severities of bugs, origins of bugs, and other similar information. Such reports are normal in large enterprise and for large systems.</p> <p><i>Test status reports</i> are typical only where a formal quality assurance process exists. Quality assurance in this sense refers to the formal certification of the deliverables of a software project by a group or a person authorized to judge whether or not acceptable levels of quality have been met. Formal quality assurance departments are normal for commercial, military, and systems software projects. Informal or no quality assurance at all would be normal for personal and management information systems.</p>
Quality assurance review	Planning & Management	<p><i>Quality assurance reviews</i> are written evaluations by the responsible QA manager as to whether or not a software project meets the relevant standards for quality and is safe to be delivered. Such reports are normal for commercial and military software but rare for internal and information systems.</p> <p><i>Quality assurance reviews</i> are typical only where a formal quality assurance process exists. Quality assurance in this sense refers to the formal certification of the deliverables of a software project by a group or a person authorized to judge whether or not acceptable levels of quality have been met. Formal quality assurance departments are normal for commercial, military, and systems software projects. Informal or no quality assurance at all would be normal for personal and management information systems.</p>
Configuration control	Planning & Management	<p><i>Configuration control</i> refers to the formal maintenance of the requirements, specifications, documentation, and code of a software application. Military specifications require full backwards traceability of all features and functions back to the original requirements. Therefore military projects normally have automated configuration control support to ensure that all documents match, and that updates to any document or the code that causes changes to any other document is correctly reflected.</p>
Requirements specification	Requirements	<p><i>Requirements specification</i> defines what the software is going to do for the users, and why the software will be useful. Requirements specifications are normal for information systems and military projects where the users typically have known needs. For commercial software aimed at large numbers of users, the requirements are often constructed artificially based on market studies or on the insights of the software inventors themselves.</p>
JAD requirements specification preparation	Requirements	<p>JAD stands for “Joint Application Design” and defines a new way of dealing with software requirements by having user representatives and software representatives create the requirements as joint deliverable, with the effort being mediated by a facilitator. This is an effective technique for</p>

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		<p>information systems. The JAD is usually a replacement for the traditional requirements specification.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
<p>JAD requirements specification execution</p>	<p>Requirements</p>	<p><u>Quality Target:</u></p> <p>general defect prevention in project</p> <p>JAD stands for “Joint Application Design” and defines a new way of dealing with software requirements by having user representatives and software representatives create the requirements as joint deliverable, with the effort being mediated by a facilitator. This is an effective technique for information systems. The JAD is usually a replacement for the traditional requirements specification.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p> <p>Note that because JADs prevent rather than fix defects, there is no JAD Repair task category to account for the work required to repair defects.</p>
<p>Requirements review preparation</p>	<p>Requirements</p>	<p><i>Requirements review</i> is the first formal step in the defect removal cycle. It normally occurs for military and large information systems projects, but only infrequently for systems and small projects.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
<p>Requirements review execution</p>	<p>Requirements</p>	<p><u>Quality Target:</u></p> <p><u>Requirements Specification</u></p> <p><i>Requirements review</i> is the first formal step in the defect removal cycle. It normally occurs for military and large information systems projects, but only infrequently for systems and small projects.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution”</p>

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		aspect of this task category.
Requirements review repair	Requirements	<p><u>Quality Target:</u></p> <p><u>Requirements Specification</u></p> <p><i>Requirements review</i> is the first formal step in the defect removal cycle. It normally occurs for military and large information systems projects, but only infrequently for systems and small projects.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Prototype preparation	Requirements	<p><i>Prototyping</i> refers to building a partial replica of an application to demonstrate inputs, outputs, and sometimes kernels of functions. Normally prototypes comprise about 6% of the functionality of the finished application. Two forms of prototyping occur: disposable prototypes, which are discarded after serving their purpose; and evolutionary prototypes which grow into the final software applications.</p> <p>The deliverable units for this task category is the size of the software prototype as defined for the Prototype code type in the Sizing dialogs.</p> <p>Refer to the <u>Prototype Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Prototype execution	Requirements	<p><u>Quality Target:</u></p> <p>General defect prevention in project</p> <p><i>Prototyping</i> refers to building a partial replica of an application to demonstrate inputs, outputs, and sometimes kernels of functions. Normally prototypes comprise about 6% of the functionality of the finished application. Two forms of prototyping occur: disposable prototypes, which are discarded after serving their purpose; and evolutionary prototypes which grow into the final software applications.</p> <p>The deliverable units for this task category is the size of the software prototype as defined for the Prototype code type in the Sizing dialogs.</p>

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		<p>Refer to the <u>Prototype Execution</u> task category type definition for information about the “execution” aspect of this task category.</p> <p>Note that because prototyping prevents rather than fixes defects, there is no Prototype Repair task category to account for the work required to repair defects.</p>
Purchase application acquisition	Requirements	<p><i>Purchase application acquisition</i> refers to the tasks associated with evaluating and leasing or buying a package from an external source such as a vendor or software house. The tasks involved include matching the characteristics of the application to those of the package, validating package reliability and quality, and assessing package performance and usability, plus the administrative tasks associated with leases or purchases.</p>
System architecture	External Design	<p><i>System architecture</i> refers to the effort to design the overall structure of an application. Formal architecture tasks are usually associated with large systems or with systems where new hardware and software are being built concurrently, such as new operating systems or telecommunication systems.</p>
Initial functional specifications	External Design	<p><i>Initial functional specifications</i> refer to the first set of specifications produced in response to user requirements. Normally this set of tasks focuses on the external or user view of the application and deals with the major functions and data flows of the application. Often the initial analysis and design is performed by user specialists or by systems analysts.</p>
Final functional specifications	External Design	<p><i>Final functional specifications</i> are normally produced after joint review of the initial specifications with the users, and define the complete set of features and functions which the project will implement and the data which the project will utilize.</p>
Initial functional design review preparation	External Design	<p><i>Initial functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the software which affect the users directly.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>

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Initial functional design review execution	External Design	<p><u>Quality Target:</u></p> <p><u>Initial Functional Specifications</u></p> <p><i>Initial functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the software which affect the users directly.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Initial functional design review repair	External Design	<p><u>Quality Target:</u></p> <p><u>Initial Functional Specifications</u></p> <p><i>Initial functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the software which affect the users directly.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Final functional design review preparation	External Design	<p><i>Final functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the</p>

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		<p>process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the software which affect the users directly.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
<p>Final functional design review execution</p>	<p>External Design</p>	<p><u>Quality Target:</u></p> <p><u>Final Functional Specifications</u></p> <p><i>Final functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the software that affects the users directly.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
<p>Final functional design review repair</p>	<p>External Design</p>	<p><u>Quality Target:</u></p> <p><u>Final Functional Specifications</u></p> <p><i>Final functional design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>Functional design reviews look at the design deliverables that specify the external aspects of the</p>

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		<p>software which affect the users directly.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Data design specification	Internal Design	<p>Data design specification are sometimes included in the application’s functional specifications, although they are often separate documents. Such specifications are normal with large data-oriented systems built around database technology. They include the logical and physical data base design.</p> <p>Detail design specifications of this nature refer to a design document which is produced at a very granular level. The detail design is the implementation level documentation necessary to begin coding, and often concentrated on the internal structure, control flow, and data organization of the application. The detail design is usually performed either by analysts or by programmers themselves.</p>
Program logic specification	Internal Design	<p><i>Program logic specification</i> defines the structure, data organization, flow of control, and data flow through a program or system. The logic specifications are for the use of the developers rather than the users.</p> <p>Detail design specifications of this nature refer to a design document which is produced at a very granular level. The detail design is the implementation level documentation necessary to begin coding, and often concentrated on the internal structure, control flow, and data organization of the application. The detail design is usually performed either by analysts or by programmers themselves.</p>
Detailed module design	Internal Design	<p><i>Detailed module design</i> is the set of materials prepared by the programmers themselves prior to coding. Such materials are normal for large systems and those which use formal system development methodologies. For small programs and for software developed by experts who have built similar programs before, they may not be produced at all.</p> <p>Detail design specifications of this nature refer to a design document which is produced at a very granular level. The detail design is the implementation level documentation necessary to begin coding, and often concentrated on the internal structure, control flow, and data organization of the application. The detail design is usually performed either by analysts or by programmers themselves.</p>
Data structure design review preparation	Internal Design	<p><i>Data structure design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies</p>

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		<p>roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p><i>A Data structure design review</i> looks at the file structure and the logical and sometimes physical data organization selected for the project.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
<p>Data structure design review execution</p>	<p>Internal Design</p>	<p><u>Quality Target:</u></p> <p><u>Data Design Specification</u></p> <p><i>Data structure design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p><i>A Data structure design review</i> looks at the file structure and the logical and sometimes physical data organization selected for the project.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
<p>Data structure design review repair</p>	<p>Internal Design</p>	<p><u>Quality Target:</u></p> <p><u>Data Design Specification</u></p> <p><i>Data structure design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p>

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		<p>A <i>Data structure design review</i> looks at the file structure and the logical and sometimes physical data organization selected for the project.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Logic design review preparation	Internal Design	<p><i>Logic design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>A <i>Logic design review</i> looks at the internal aspects of software such as calling sequences and internal interfaces.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Logic design review execution	Internal Design	<p><u>Quality Target:</u></p> <p><u>Program Logic Specification</u></p> <p><i>Logic design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>A <i>Logic design review</i> looks at the internal aspects of software such as calling sequences and internal interfaces.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Logic design review repair	Internal Design	<p><u>Quality Target:</u></p>

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		<p><u>Program Logic Specification</u></p> <p><i>Logic design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>A <i>Logic design review</i> looks at the internal aspects of software such as calling sequences and internal interfaces.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Module design review preparation	Internal Design	<p><i>Module design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>A <i>Module design review</i> looks at the control flow and modularization of individual program modules prior to the commencement of coding.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Module design review execution	Internal Design	<p><u>Quality Target:</u></p> <p><u>Detailed Module Design</u></p> <p><i>Module design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p>

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		<p>A <i>Module design review</i> looks at the control flow and modularization of individual program modules prior to the commencement of coding.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Module design review repair	Internal Design	<p><u>Quality Target:</u></p> <p><u>Detailed Module Design</u></p> <p><i>Module design review</i> refers to a methodical and formal critique of application specifications carried out in a rigorous manner. Formal functional design reviews use a methodology which specifies roles and responsibilities, budgets preparation time for inspectors, uses a moderator to facilitate the process, establishes a rework verification procedure, and records all discovered defects.</p> <p>A <i>Module design review</i> looks at the control flow and modularization of individual program modules prior to the commencement of coding.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Correctness proofs preparation	Internal Design	<p><i>Correctness proofs</i> are attempts to apply mathematical proof techniques to software algorithms. <i>Correctness proofs</i> are expensive and not very effective, since errors in the proofs themselves are sometimes more plentiful than in the algorithms.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Correctness proofs execution	Internal Design	<p><u>Quality Target:</u></p> <p>general defect removal in project</p> <p><i>Correctness proofs</i> are attempts to apply mathematical proof techniques to software algorithms. <i>Correctness proofs</i> are expensive and not very effective, since errors in the proofs themselves are</p>

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		<p>sometimes more plentiful than in the algorithms.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Correctness proofs repair	Internal Design	<p><u>Quality Target:</u></p> <p>general defect removal in project</p> <p><i>Correctness proofs</i> are attempts to apply mathematical proof techniques to software algorithms. <i>Correctness proofs</i> are expensive and not very effective, since errors in the proofs themselves are sometimes more plentiful than in the algorithms.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Coding - New	Construction	<p><i>Coding</i> refers to the suite of tasks carried out by the programmers who are part of the application team. The normal tasks included with coding are coding, debugging, and desk checking.</p> <p><i>New</i> refers to the <u>code type</u> relevant to the features being created by these tasks.</p>
Reusable code acquisition	Construction	<p><i>Reusable code acquisition</i> refers to the tasks associated with bringing in code for use in the current application. The source of reusable code can be a formal reusable code library, an informal or personal library, borrowed code from a prior application, or code written for the current application but suitable for multiple usage.</p> <p>The actual implementation of reused code is performed by tasks assigned the <u>Coding - Reused</u> task category.</p>
Coding - Reused	Construction	<p><i>Coding</i> refers to the suite of tasks carried out by the programmers who are part of the application team. The normal tasks included with coding are coding, debugging, and desk checking.</p> <p><i>Reused</i> refers to the <u>code type</u> relevant to the features being created by these tasks.</p>
Coding - Leveraged	Construction	<p><i>Coding</i> refers to the suite of tasks carried out by the programmers who are part of the application team. The normal tasks included with coding are coding, debugging, and desk checking.</p>

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		<i>Leveraged</i> refers to the <u>code type</u> relevant to the features being created by these tasks.
Coding - Changed	Construction	<p><i>Coding</i> refers to the suite of tasks carried out by the programmers who are part of the application team. The normal tasks included with coding are coding, debugging, and desk checking.</p> <p><i>Changed</i> refers to the <u>code type</u> relevant to the features being created by these tasks.</p>
Coding - Deleted	Construction	<p><i>Coding</i> refers to the suite of tasks carried out by the programmers who are part of the application team. The normal tasks included with coding are coding, debugging, and desk checking.</p> <p><i>Deleted</i> refers to the <u>code type</u> relevant to the features being created by these tasks.</p>
Unit testing preparation	Construction	<p><i>Unit testing</i> refers to the test of individual modules or programs, normally carried out by the programmers themselves. <i>Unit testing</i> is often informal, and freely intermixed with the basic tasks of code development.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Unit testing execution	Construction	<p><u>Quality Target:</u></p> <p><u>Coding - New</u></p> <p><u>Coding - Reused</u></p> <p><u>Coding - Leveraged</u></p> <p><u>Coding - Changed</u></p> <p><u>Coding - Deleted</u></p> <p><i>Unit testing</i> refers to the test of individual modules or programs, normally carried out by the programmers themselves. <i>Unit testing</i> is often informal, and freely intermixed with the basic tasks of code development.</p>

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		Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.
Unit testing repair	Construction	<p><u>Quality Target:</u></p> <p><u>Coding - New</u></p> <p><u>Coding - Reused</u></p> <p><u>Coding - Leveraged</u></p> <p><u>Coding - Changed</u></p> <p><u>Coding - Deleted</u></p> <p><i>Unit testing</i> refers to the test of individual modules or programs, normally carried out by the programmers themselves. <i>Unit testing</i> is often informal, and freely intermixed with the basic tasks of code development.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Code review preparation	Construction	<p><i>Code reviews</i> refers to a methodical and formal critique of application source code carried out in a rigorous manner. The review or inspection team includes a moderator, a recorder, the person whose code is being inspected, and sometimes other inspectors as well. All discovered defects are recorded, and are fixed off line after the review or inspection is over.</p> <p>Refer to the <u>Code Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Code review execution	Construction	<p><u>Quality Target:</u></p> <p><u>Data Design Specification</u></p>

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Task Category	Activity Type	Definition
		<p><i>Code reviews</i> refers to a methodical and formal critique of application source code carried out in a rigorous manner. The review or inspection team includes a moderator, a recorder, the person whose code is being inspected, and sometimes other inspectors as well. All discovered defects are recorded, and are fixed off line after the review or inspection is over.</p> <p>Refer to the <u>Code Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Code review repair	Construction	<p><u>Quality Target:</u></p> <p><u>Data Design Specification</u></p> <p><i>Code reviews</i> refers to a methodical and formal critique of application source code carried out in a rigorous manner. The review or inspection team includes a moderator, a recorder, the person whose code is being inspected, and sometimes other inspectors as well. All discovered defects are recorded, and are fixed off line after the review or inspection is over.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
New function testing preparation	Integration & Testing	<p><i>New function testing</i> is defined as the test of a set of modules or components which collectively perform some added or modified feature of the software. Such tests are normal for large commercial and military projects, and for large information systems as well.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing specialists.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
New function testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p>

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Task Category	Activity Type	Definition
		<p><u>Construction</u> task categories</p> <p><i>New function testing</i> is defined as the test of a set of modules or components which collectively perform some added or modified feature of the software. Such tests are normal for large commercial and military projects, and for large information systems as well.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing specialists.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
New function testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>New function testing</i> is defined as the test of a set of modules or components which collectively perform some added or modified feature of the software. Such tests are normal for large commercial and military projects, and for large information systems as well.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing specialists.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Regression testing preparation	Integration & Testing	<p><i>Regression testing</i> is defined as the test of a software product to ascertain if the addition of new functions accidentally damaged any prior functions.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing</p>

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Task Category	Activity Type	Definition
		<p>specialists.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
<p>Regression testing execution</p>	<p>Integration & Testing</p>	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Regression testing</i> is defined as the test of a software product to ascertain if the addition of new functions accidentally damaged any prior functions.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing specialists.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
<p>Regression testing repair</p>	<p>Integration & Testing</p>	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Regression testing</i> is defined as the test of a software product to ascertain if the addition of new functions accidentally damaged any prior functions.</p> <p>Since the work of several programmers may be involved, function testing is often carried out by testing specialists.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this</p>

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Task Category	Activity Type	Definition
		task category.
Integration	Integration & Testing	<i>Integration</i> refers to the assemblage of the modules, programs, and components of an application into the complete system. <i>Integration</i> is normal for large systems but may not be performed for small applications. Two forms of integration are common: discrete builds, which occur at specified time intervals, and continuous integration in which updates are made as needed.
Integration testing preparation	Integration & Testing	<i>Integration testing</i> refers to the test of an application after the integration process. For applications that are constructed in a series of discrete builds, each build would be followed by an integration test. For those applications integrated continuously, <i>integration testing</i> is normally performed as needed. Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.
Integration testing execution	Integration & Testing	<u>Quality Target:</u> <u>Internal Design</u> specification task categories <u>Construction</u> task categories <i>Integration testing</i> refers to the test of an application after the integration process. For applications that are constructed in a series of discrete builds, each build would be followed by an integration test. For those applications integrated continuously, <i>integration testing</i> is normally performed as needed. Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.
Integration testing repair	Integration & Testing	<u>Quality Target:</u> <u>Internal Design</u> specification task categories <u>Construction</u> task categories <i>Integration testing</i> refers to the test of an application after the integration process. For applications that are constructed in a series of discrete builds, each build would be followed by an integration test. For

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Task Category	Activity Type	Definition
		<p>those applications integrated continuously, <i>integration testing</i> is normally performed as needed.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Stress or performance testing preparation	Integration & Testing	<p><i>Stress or performance testing</i> is defined as the test of a software product under full load conditions, such as the test of a telephone switching system with several thousand simultaneous calls. Such tests are normal for performance sensitive applications such as real-time software, but rare for information systems.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Stress or performance testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Stress or performance testing</i> is defined as the test of a software product under full load conditions, such as the test of a telephone switching system with several thousand simultaneous calls. Such tests are normal for performance sensitive applications such as real-time software, but rare for information systems.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Stress or performance testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Stress or performance testing</i> is defined as the test of a software product under full load conditions,</p>

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Task Category	Activity Type	Definition
		<p>such as the test of a telephone switching system with several thousand simultaneous calls. Such tests are normal for performance sensitive applications such as real-time software, but rare for information systems.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
System testing preparation	Integration & Testing	<p><i>System testing</i> refers to the test of a complete application with all of its features and functions fully integrated. This is normally the last stage of testing prior to delivery of an application to users. Sometimes the word Alpha test is used to refer to the final internal testing stage.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
System testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>System testing</i> refers to the test of a complete application with all of its features and functions fully integrated. This is normally the last stage of testing prior to delivery of an application to users. Sometimes the word Alpha test is used to refer to the final internal testing stage.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
System testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>System testing</i> refers to the test of a complete application with all of its features and functions fully</p>

SPR KnowledgePLAN Task Category Dictionary

Task Category	Activity Type	Definition
		<p>integrated. This is normally the last stage of testing prior to delivery of an application to users. Sometimes the word Alpha test is used to refer to the final internal testing stage.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Field testing preparation	Integration & Testing	<p><i>Field testing</i> refers primarily to commercial software where selected early customers try out the application in their own environments. Sometimes the term Beta Test is used as a synonym for field test.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Field testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Field testing</i> refers primarily to commercial software where selected early customers try out the application in their own environments. Sometimes the term Beta Test is used as a synonym for field test.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Field testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>External Design</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Field testing</i> refers primarily to commercial software where selected early customers try out the application in their own environments. Sometimes the term Beta Test is used as a synonym for field</p>

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Task Category	Activity Type	Definition
		<p>test.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Acceptance testing preparation	Integration & Testing	<p><i>Acceptance testing</i> refers to a special test by the users or customers of an application which is used to determine whether or not the software meets their needs and expectations. If <i>acceptance testing</i> is successful, then the software will be acquired and utilized by the customer. If unsuccessful, then the developers must normally make corrections. <i>Acceptance testing</i> is very common for management information systems.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Acceptance testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Acceptance testing</i> refers to a special test by the users or customers of an application which is used to determine whether or not the software meets their needs and expectations. If <i>acceptance testing</i> is successful, then the software will be acquired and utilized by the customer. If unsuccessful, then the developers must normally make corrections. <i>Acceptance testing</i> is very common for management information systems.</p> <p>Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Acceptance testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p>

SPR KnowledgePLAN Task Category Dictionary

Task Category	Activity Type	Definition
		<p><i>Acceptance testing</i> refers to a special test by the users or customers of an application which is used to determine whether or not the software meets their needs and expectations. If <i>acceptance testing</i> is successful, then the software will be acquired and utilized by the customer. If unsuccessful, then the developers must normally make corrections. <i>Acceptance testing</i> is very common for management information systems.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Independent testing preparation	Integration & Testing	<p><i>Independent testing</i> refers to a formal test of an application by an external enterprise such as a testing contractor. <i>Independent testing</i> is normal for military software projects and is required by U.S. military specifications. It is seldom found outside of the military domain, although some enterprises may use external testing contractors.</p> <p>Refer to the <u>Test Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Independent testing execution	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>External Design</u> specification task categories</p> <p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Independent testing</i> refers to a formal test of an application by an external enterprise such as a testing contractor. <i>Independent testing</i> is normal for military software projects and is required by U.S. military specifications. It is seldom found outside of the military domain, although some enterprises may use external testing contractors.</p>

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Task Category	Activity Type	Definition
		Refer to the <u>Test Execution</u> task category type definition for information about the “execution” aspect of this task category.
Independent testing repair	Integration & Testing	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>External Design</u> specification task categories</p> <p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Independent testing</i> refers to a formal test of an application by an external enterprise such as a testing contractor. <i>Independent testing</i> is normal for military software projects and is required by U.S. military specifications. It is seldom found outside of the military domain, although some enterprises may use external testing contractors.</p> <p>Refer to the <u>Test Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Independent verification and validation review preparation	Construction	<p><i>Independent verification and validation</i> refers to a formal review of an application by an external enterprise such as a testing or quality assurance contractor. IV&V is a normal part of military software development, but is very seldom used outside of the domain of military specifications.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Independent verification and validation review execution	Construction	<p><u>Quality Target:</u></p> <p><u>Internal Design</u> specification task categories</p> <p><u>External Design</u> specification task categories</p>

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Task Category	Activity Type	Definition
		<p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Independent verification and validation</i> refers to a formal review of an application by an external enterprise such as a testing or quality assurance contractor. IV&V is a normal part of military software development, but is very seldom used outside of the domain of military specifications.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
<p>Independent verification and validation review repair</p>	<p>Construction</p>	<p><u>Quality Target</u>:</p> <p><u>Internal Design</u> specification task categories</p> <p><u>External Design</u> specification task categories</p> <p><u>Requirements</u> specification task categories</p> <p><u>Construction</u> task categories</p> <p><i>Independent verification and validation</i> refers to a formal review of an application by an external enterprise such as a testing or quality assurance contractor. IV&V is a normal part of military software development, but is very seldom used outside of the domain of military specifications.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
<p>Introduction</p>	<p>Documentation</p>	<p>An <i>Introduction</i> defines the sequence of steps needed to put a program or system onto a host computer and make it operational. Such manuals are normally produced for medium to large products and for commercial software where there may be no direct installation assistance available.</p>
<p>Installation guide</p>	<p>Documentation</p>	<p>An <i>Installation guide</i> specifies step-by-step how the delivered application or system is set up on valid target platforms. The audience for this document might be end-users or technical support personnel.</p>

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Task Category	Activity Type	Definition
Principles of operation	Documentation	A <i>Principles of operation</i> manual defines the overall protocols which govern the invocation, execution, and termination of a system and the methods for adding or deleting functions. These manuals are normally produced for systems software such as operating systems, to facilitate the development of applications that will work with the system.
User's guide	Documentation	A <i>User's guide</i> defines the basic information which an end user needs to start using a software package, carry out basic and extended functions, and shut the package down when finished with a session. <i>User's guides</i> are the most common form of manual for software and occur for almost all programs and systems.
Reference manual	Documentation	A <i>Reference manual</i> is normally produced as a companion to a user's guide, and differs from a user's guide in several respects. A <i>Reference manual</i> is often organized in alphabetic sequence, rather than in the sequence of performing tasks. They also tend to contain detailed information beyond the norms for a user's guide. A <i>Reference manual</i> is normal for large systems and for military and commercial software. It is uncommon for small programs and for internal information systems.
Programmer's guide	Documentation	A <i>Programmer's guide</i> is normally produced for systems software to define how to tailor the software to meet local conditions, and how to connect and operate local applications in conjunction with the system.
System programmer's guide	Documentation	A <i>System programmer's guide</i> defines how to customize, tune, and adjust a program or system for optimum performance, minimum storage, or some other factor. Such manuals are normally produced only for systems software such as operations systems.
Operator's guide	Documentation	An <i>Operator's guide</i> is aimed at computer operators, and defines how to load a program or system and what specific tape or disk files will be needed. Such guides also define error messages and what operator actions will be needed in response to those messages. An <i>Operator's guide</i> is normally created only for mainframe software intended for use on computers that have formal operators.
Message and return code reference manual	Documentation	A <i>Message and return code reference manual</i> defines all program generated error messages and action codes. Such manuals are normally produced only for large systems that might create large numbers of messages.
Maintenance manual	Documentation	A <i>Maintenance manual</i> defines the structure and control flows of a program or system, and supplemental data useful for maintenance purposes such as what actions typically trigger certain error conditions, which modules may be involved in specific error conditions, and the like. A <i>Maintenance manual</i> is normally produced only for large commercial and military projects.
Quick reference card	Documentation	A <i>Quick reference card</i> defines the basic commands and functions of a program or system. It is

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Task Category	Activity Type	Definition
		intended as a convenient prompting devices for users. Such cards are normally produced for end-user applications such as spreadsheets, word processing software, graphics packages, and the like.
End-user training manual	Documentation	An <i>End-user training manual</i> is organized for teaching purposes and not necessarily for reference or quick usability. It often includes case studies, examples, and other tutorial devices. Such manuals are normally produced for commercial and end-user applications such as spreadsheets, word processing software, and the like.
Sales and marketing brochures	Documentation	<i>Sales and marketing brochures</i> define the highlights of program or system to aid in customer satisfaction. Such materials are produced exclusively for commercially marketed software.
Product input/output screens	Documentation	<i>Product input/output screens</i> refers to detailed technical documentation of the user interface of the application. This applies to documents which are not necessarily end-user oriented, but are useful as reference information about the data items and behavior of the interface.
On-line tutorial	Documentation	An <i>On-line tutorial</i> is a teaching method that users can invoke from the software itself, rather than using paper manuals. Such tutorials are normally produced for commercial applications such as spreadsheets and word processing packages.
HELP screens	Documentation	<i>HELP screens</i> are special screens that contain information useful in solving problems with an application. The most sophisticated <i>HELP screens</i> are context sensitive and give information based on exactly what the user was trying to accomplish. Such screens are normally produced for commercial applications such as spreadsheets, word processing packages, and the like.
Icon and Graphic screens	Documentation	<i>Icon and graphic screens</i> are those where the information is presented visually rather than in textual form. Such screens are normally produced for graphics packages, computer aided design packages, and other applications in which visual representation is useful and appropriate.
On-line error messages	Documentation	<i>On-line error messages</i> are screens that proved useful information when user or system errors occur.
READ-ME file	Documentation	<i>READ-ME file</i> is a usually brief on-line document which normally contains installation instructions or release notes. It is usually text-only and is generally relevant only to applications or entertainment software developed for personal computers.
Audio training cassettes	Documentation	<i>Audio training cassettes</i> are produced primarily for commercial software such as word processing programs. They are tutorial devices which allow users to listen to a cassette while performing exercises or drills with the associated software.
Video marketing tapes	Documentation	<i>Video marketing tapes</i> are produced primarily for commercial software. Such tapes highlight the features and advantages of the product, and may illustrate aspects of the product for sales purposes.

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Task Category	Activity Type	Definition
Video training tapes	Documentation	<i>Video training tapes</i> are produced primarily for commercial software such as database programs. They are tutorial devices which allow users to watch the video tape while performing exercises or drills with the associated software.
Interactive video training discs	Documentation	<i>Interactive video training discs</i> are produced primarily for very complex commercial and military software. Video disks allow alternate results to be illustrated based on user responses, and are quite effective as training mechanisms.
User documentation review preparation	Documentation	<p>A <i>User documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the user documents. These are normal for commercial software and military projects, but infrequent for small information systems projects.</p> <p>Refer to the Review Preparation task category type definition for information about the “preparation” aspect of this task category.</p>
User documentation review execution	Documentation	<p><u>Quality Target:</u></p> <ul style="list-style-type: none"> <u>Introduction</u> <u>Installation guide</u> <u>User's guide</u> <u>Reference manual</u> <u>Quick reference card</u> <u>End-user training manual</u> <u>Sales and marketing brochures</u> <p>A <i>User documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the user documents. These are normal for commercial software and military projects, but infrequent for small information systems projects.</p> <p>Refer to the Review Execution task category type definition for information about the “execution” aspect of this task category.</p>
User documentation review repair	Documentation	<p><u>Quality Target:</u></p> <ul style="list-style-type: none"> <u>Introduction</u> <u>Installation guide</u> <u>User's guide</u> <u>Reference manual</u>

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Task Category	Activity Type	Definition
		<p><u>Quick reference card</u> <u>End-user training manual</u> <u>Sales and marketing brochures</u></p> <p>A <i>User documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the user documents. These are normal for commercial software and military projects, but infrequent for small information systems projects.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Maintenance documentation review preparation	Documentation	<p>A <i>Maintenance documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any maintenance documentation at all.</p> <p>Refer to the <u>Review Preparation</u> task category type definition for information about the “preparation” aspect of this task category.</p>
Maintenance documentation review execution	Documentation	<p><u>Quality Target:</u></p> <p><u>Maintenance manual</u></p> <p>A <i>Maintenance documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any maintenance documentation at all.</p> <p>Refer to the <u>Review Execution</u> task category type definition for information about the “execution” aspect of this task category.</p>
Maintenance documentation review repair	Documentation	<p><u>Quality Target:</u></p> <p><u>Maintenance manual</u></p>

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Task Category	Activity Type	Definition
		<p>A <i>Maintenance documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any maintenance documentation at all.</p> <p>Refer to the Review Repair task category type definition for information about the “repair” aspect of this task category.</p>
System documentation review preparation	Documentation	<p>A <i>System documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any system documentation at all.</p> <p>Refer to the Review Preparation task category type definition for information about the “preparation” aspect of this task category.</p>
System documentation review execution	Documentation	<p><u>Quality Target:</u> <u>Principles of operation</u> <u>Programmer's guide</u> <u>System programmer's guide</u> <u>Operator's guide</u> <u>Message and return code reference manual</u></p> <p>A <i>System documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any system documentation at all.</p> <p>Refer to the Review Execution task category type definition for information about the “execution” aspect of this task category.</p>
System documentation review repair	Documentation	<p><u>Quality Target:</u> <u>Principles of operation</u> <u>Programmer's guide</u> <u>System programmer's guide</u></p>

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Task Category	Activity Type	Definition
		<p><u>Operator's guide</u> <u>Message and return code reference manual</u></p> <p>A <i>System documentation review</i> is an extended form of edit which looks at the clarity, completeness, and style of the maintenance manuals. These are normal for commercial and military software, but infrequent for information systems projects which seldom have any system documentation at all.</p> <p>Refer to the <u>Review Repair</u> task category type definition for information about the “repair” aspect of this task category.</p>
Installation	Installation & Training	<i>Installation</i> refers to the tasks associated with putting a new application onto its production computers. The effort estimated is limited to that of any software personnel providing assistance or support to the technical personnel who are usually incurring most of the labor associated installation efforts. The technical resource work effort is <i>not</i> included in the estimation algorithms.
User training	Installation & Training	<i>User training</i> refers to the tasks associated with training new users in how to utilize the software, and existing users in how to utilize new features.
System deployment	Maintenance	<i>System deployment</i> is the configuration of a software application for use in a particular user environment. The activities associated with <i>System deployment</i> include flag and options setting and other non-programming adjustments to an application, as would be typical, for example, in certain large integrated accounting systems.
Maintenance defect rework preparation	Maintenance	Task categories related to administration of the software maintenance environment, from tools acquisition to education for maintenance engineers on the legacy system, from error prone module analysis to automated restructuring planning.
Maintenance defect rework execution	Maintenance	<p><u>Quality Target:</u></p> <p>legacy system or released product</p> <p>Task categories related to analysis and prioritization of defect reports in a software maintenance environment, where the defect reporters may be customers or internal personnel working on software enhancements.</p>
Maintenance defect rework repair	Maintenance	<u>Quality Target:</u>

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Task Category	Activity Type	Definition
		<p>legacy system or released product</p> <p>Task categories consisting of the effort to fix defects found in a legacy system or released software product. Other work included in this category is the effort to debug and test the fixes.</p>
Field service	Maintenance	<p><i>Field service</i> refers to on-site assistance given to customers at their own locations. <i>Field service</i> is normal only for very large commercial software packages such as operating systems, databases, and the like.</p>
Customer support	Maintenance	<p><i>Customer support</i> refers to a complex of tasks that includes answering telephone inquiries, providing some form of training for new users, and relaying user defect reports to the central maintenance facility.</p>
Maintenance management	Maintenance	<p><i>Maintenance management</i> refers to the normal supervisory tasks associated with managing technical staff, including hiring, appraising, handling budgets, expense tracking, and the like.</p>