CONCLUSION

This paper audits the advancement of IT utilization in the tourism and cordiality commercial enterprises in the recent years. It empowers perusers as a rule, and tourism and friendliness supervisors in specific, to better comprehend the most recent examination discoveries and a portion of the best managerial applications of IT in the field. By custom, the client arranged nature of the tourism and accommodation businesses has headed directors to see IT and administration as two inconsequential and inconsistent ideas. Thus, IT has assumed an auxiliary part, particularly in the tourism industry. In spite of the expanding attention on IT usage, numerous directors are still hesitant, if not safe, to fusing IT in their abnormal state choice making techniques. There is little, if any, commonly reasonable correspondence in the middle of directors and IT experts, and it is impossible that directors have sufficient learning to direct any reasonable appraisal of the profits and downsides of utilizing IT at work.managers can, and ought to, manage future IT-related issues by coordinating IT into the organization's vital administration and business mission. An approach to accomplish this objective is to continually overhaul the IT information and abilities of staff, as along these lines general specialized capability might be guaranteed. Furthermore, administrators ought to keep up close, contact with the IT business so they will have the capacity to acknowledge innovative patterns and improvements. After cautious investigation, the right IT can then be fused into the business and be a piece of a business procedure reengineering practice that can help the business to expand its maximum capacity.

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Transforming Features into Web Pages in Feature Driven Development Methodology

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ABSTRACT

Traditional methodology fall shot in fulfilling customer centric software and on time delivery of the product. Agile methodology overcomes these limitations by supporting iterative processes and involving customer all through the phases of the product life cycle. Agile methodology is manifest of one of process models and Feature Driven Development is one of them. FDD works on feature model by evolving product on the bases of features. It has been used in development of different small desktop applications, but not been worked with web based systems. This paper proposes a model to transform features into web documents and discuss the relative aspects.

KEYWORDS: Agile process,Feature Model,Feature Driven Development,Web Application.

INTRODUCTION

Feature-Driven Development (FDD) is a client-centric, architecture-centric, and pragmatic software process. Its main purpose is to deliver tangible, working software repeatedly in a timely manner. FDD development comprises of the two core phases: identifying a list of features to implement and feature by feature implementation. Discovering a list of features is a critical process. The outcome of this step is the UML diagram of problem domain. The list of features is derived from the UML diagrams. The features are expressed in a language that is clear to both development community and customers.

In current scenario the web based project are highly in demand. The excellent web project must cover customer's business which supposed to be stable. But with the time user requirements for the application may change, while business usually stays the same. For example banking early was the desktop application and now it is online. Since project requirement are dynamic thus web process model should be flexible from the beginning of development phase. FDD process model provides a significant environment for such projects. It not only fulfills the user goal but also promises on time delivery of the product. But there

is no outline research to frame the web project using FDD. The focus of th research is not only to propose a model to develop web based application usin FDD, but also signify the issues in framing the web based product with FDD.

The section 2 discusses the FDD concept and section 3 consists of the propose model. Section 4 illustrates the example and merits of proposed model. Sectio 5 contains the conclusions.

FEATURE DRIVEN DEVELOPMENT

FDD is an agile development methodology proposed by Jeff Deluca to: enabl and inflict the repeatable delivery of working software in a timely manner wit highly accurate and meaningful information to all key roles inside and outside project. FDD is highly adaptive software development process that is sho iterative and emphasizes quality at all steps. It also delivers frequent, tangibl working results and provides accurate and meaningful progress with statu information .It minimums of overhead and disruption for the developers [1].

FDD decomposes the project into iterations so that the distance in time betwee analysis and test is reduced. FDD blends an industry recognized best practice into a rational whole. Practices like domain modeling, progress reportin inspections, regular building schedules etc.

Major processes in FDD are as follows:

1. Develop an Overall Model
2. Build a Features List
3. Plan by Feature
4. Design by Feature
5. Build by Feature

These processes have been discussed in number of papers.

PROPOSED MODEL

A web based application is defined as a collection of logically relate interactive functions, which fulfill a specific business requirement as defined b a knowledgeable user of the Internet. In the case of a web application, th 'business user' of the application is the Web Provider and it is this view tha determines what "user requested functionality." The end-user of the web sit does not directly influence either the business functionality provided, or th design requirements. The architecture of Web applications comprises multipl

components. *The types of business functions that are provided by Web based applications vary considerably. Web based applications can be characterized as either: Collections of static HTML pages or On-line applications.*

In this FDD model for web projects comprises of following processes:

1. Analyzing static and dynamic nature of web applications
2. Develop the web application model
3. Build a Web Features List
   a. Identify web pages corresponding to features
   b. Build web page list and sharing features list.
      i. If database then lists the database features.
4. Plan Web Page by Feature
5. Design Web Page by Feature
6. Build by Web page and database

The transformation is described in figure 1.

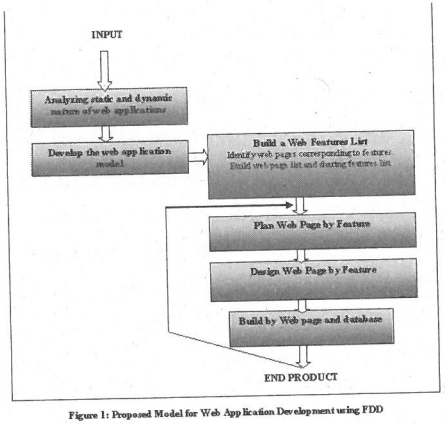

Figure 1: Proposed Model for Web Application Development using FDD

In first phase we will identify the static and dynamic nature of web applications and user requirements. It is important to separate the details for designing. In second phase we'll develop a dummy model of the application with the work plan and teams. This phase defines the processes in the project development and also lists the resources essential for project development. The use case diagram and generic model for the application is clearly designed. This phase consist of two stages: the first stage lists the features related to each process and creates feature model. In second stage, we'll list the web pages with respect to feature model. This phase separates those pages which will contain a single feature and

those that are building out with multiple features. This activity will reduce the overall complexity of the project. In next phase we will plan the web page development and the project activity according to the feature list. In the last phases we will design and build each web page with each feature and test individually.

CASE STUDY OF PROPOSED MODEL

The proposed model can be studied with respect to an example of online tutorial web application. Online tutorial web application provides services like: login facility, subject catalogue and reading tutorial in ppt, pdf and audio format etc. the users of the applications are college teachers and students.

Now according to the proposed model, in the first phase we'll analyzing static and dynamic nature of web applications Static nature covers the information displayed on web site and dynamic will covers things like login in service, searching service etc. The process model may vary with requirements. The process model for the online tutorial is designed in second phases. The process is shown in figure 2. Here we have chosen small process model of online tutorial to study and implement the proposed model. It has three import processes: interface process, tutorial process, registration process and data store process. Team members are grouped and plan of work is framed. Each process has different features like tutorial process features like (i) pdf format (ii) ppt format (iii) audio. Similarly we can identify other features. Here web pages is listed like web page for ppt display ,web page audio display and parent web page that provide display for the option selection of tutorials format and search facility. Thus rest web pages can be listed respectively. Now in later phases application is developed feature by feature. As we know, testing is an infinite process of comparing the invisible to the ambiguous in order to avoid the unthinkable happening to the anonymous. But in FDD each feature is thoroughly tested then we moved to next feature.[5]

The proposed model is easy to understand and implement in web application designing. It reduces overhead of identifying services in later phase of project life cycle. But here we identify all the services in form of feature and web pages according to features. The major advantage of this model is if a customer is not satisfied by a particular feature, it'll be easily modified and so is the web page. This model assured flexibility in web application and developer can extend the project by adding new services by just adding new features into it.

CONCLUSION

This paper proposed a model which in very infant stage. It needs rigorous testing and detailed analysis. It does not discuss the resource managing phase, team formation planning and time management. The future work will focus on these points and to generalize the proposed model.

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