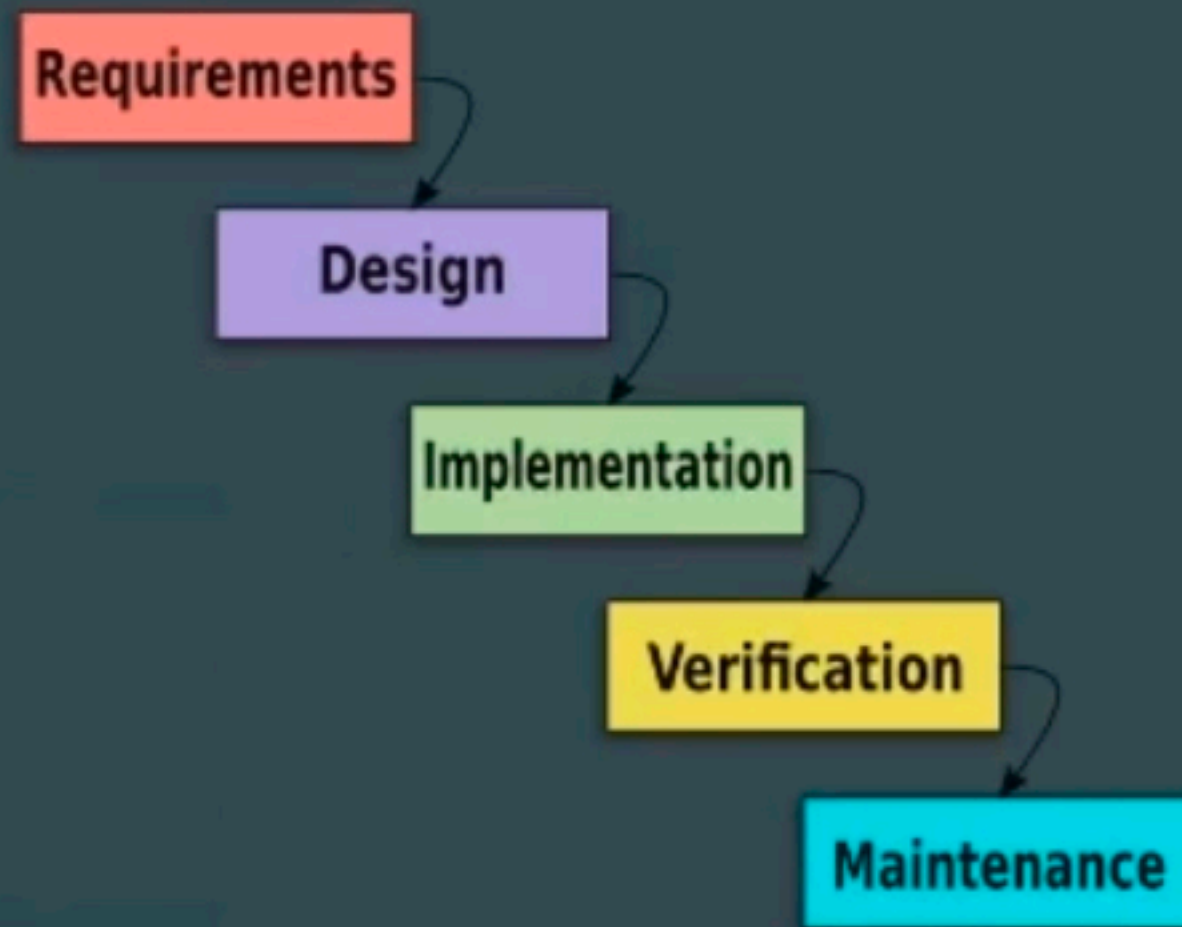# HISTORIA DE METODOLOGÍAS ÁGILES

Waterfall

The 70's

- **E. A. Edmonds**, adaptive software development process
- **Dan Gielan**, New York Telephone Company's Systems Development Center
- **Tom Gilb**, concepts of evolutionary project management (EVO) → competitive engineering

The 90's

- 1994 Unified Process,
  Dynamic Systems Development (DSDM)
- 1995 Scrum
- 1996 Crystal Clear, Extreme Programming (XP)
- 1997 Adaptative Software Development,
  Feature Driven Development

Manifesto for Agile Software Development

2001, Utah: "uncovering better ways of developing software by doing it and helping others do it"

- Invididuals & interactions ← → processes and tools
- Working software ← → documentation generation
- Customer collaboration, respond to change ← → follow a plan

www.agilemanifesto.org

Manifesto for Agile Software Development

- **Individuals and interactions**: self-organization and motivation are important, as are interactions like co-location and pair programming.
- **Working software**: working software is more useful and welcome than just presenting documents to clients in meetings.
- **Customer collaboration**: requirements cannot be fully collected at the beginning of the software development cycle, therefore continuous customer or stakeholder involvement is very important.
- **Responding to change**: agile methods are focused on quick responses to change and continuous development.