Lab 1

The waterfall development process involves close interaction between the user and the developer. This development process aims to solve each mechanic step by step, going through errors in one step before moving onto the next. These steps include Requirement Specifications, System Analysis, System Design, Implementation, Testing, Deployment, and Maintenance. The waterfall development's life cycle revolves around each step. If an error is found in a step, then it would be key to look into a previous step to resolve the issue. The problem stemming from this though would be updating the software. Going back into every single step in order to keep the software up to date and running would be time consuming and tedious in order to ship it out.

The agile development process takes an alternative path to development. It involves dividing the stages and dividing the stages work to separate teams. These teams work separately but unlike the 'waterfall' cycle, agile does not go step by step. The teams will come together at the end of a work cycle or 'sprint' and will test the product at that point in time. So instead of working on one section before moving on, all parts are in progress during the whole cycle. These short series of 'sprints' also allow users to come back with input so that the software can have changes made on the fly.