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Chapter 2 Homework

* What are some of the different development methodologies? Name at least 3 and give a short overview of each them.
  + Clarity of User Requirements
    - How clear is the function of the project to the people that will be using it
  + System Reliability
    - Will it need to always be accessible or can it be down sometimes
  + Short time schedules
    - Is the schedule tight
* How can you choose which development methodology is best for a project?
  + The chart
* Waterfall and agile are some of the most common approaches.
  + When is waterfall better? Describe and give an example.
    - Smaller projects. Specific requirements
  + When is agile better? Describe and give an example.
    - Broader requirements. Don’t know what the UI you want to look like
* Which development methodology do you think is best?
  + I think for my project agile is better because there is a lot of moving parts.