

**Mansoura University
Faculty of Computers
and Information
Department of
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[Agile Methods

Prof. Samir Abdelrazek



Lecture 2 System Development Methods

Prof. Samir Abd ElRazek

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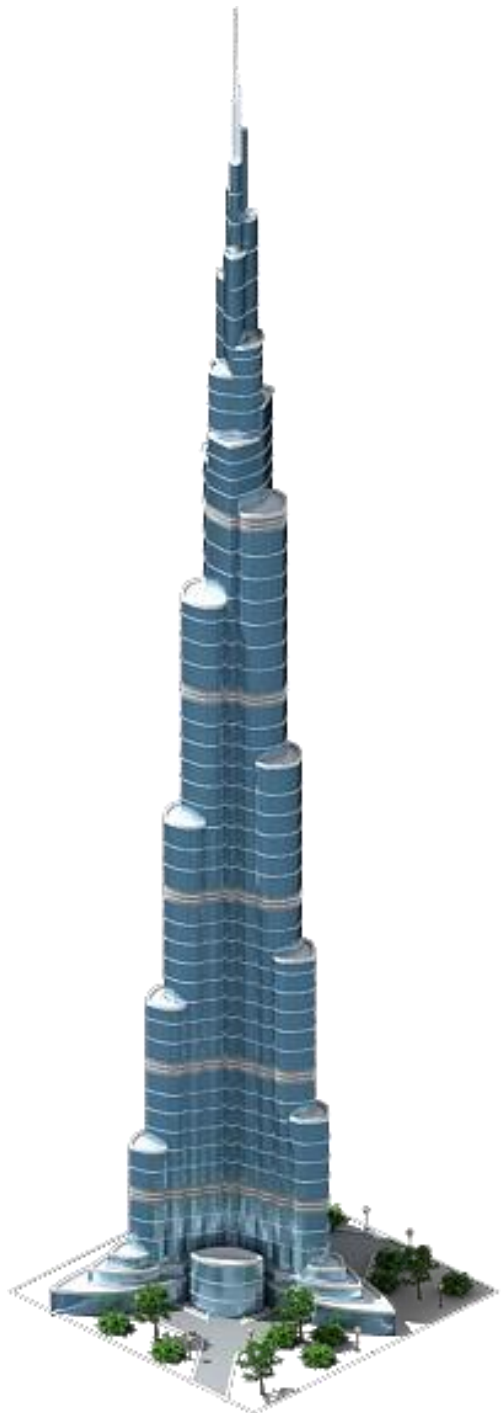




Old Approach Structured Analysis

Structured analysis is a traditional systems development technique that is time-tested and easy to understand.





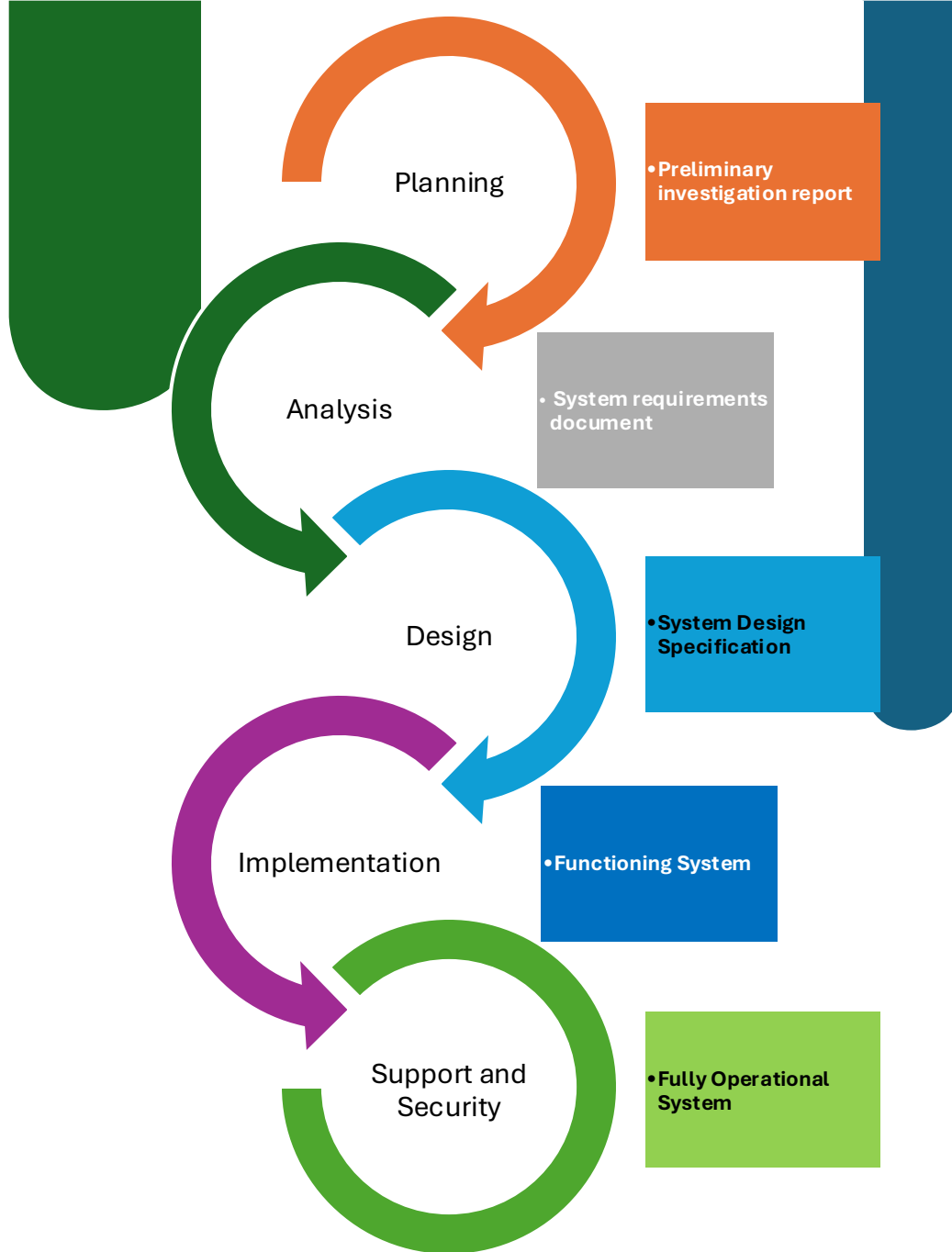
Structured Analysis

Structured analysis uses a series of phases, called the **systems development life cycle (SDLC)**, to plan, analyze, design, implement, and support an information system.

based on an overall plan, similar to a blueprint for constructing a **building**, so it is called a predictive approach.

Use 2 Approaches:

- Waterfall model
- Parallel model



Waterfall Model

In the **waterfall model**, the result of each phase is called a **deliverable**, which flows into the next phase.

Waterfall and parallel models does not emphasize interactivity among the phases.

The SDLC model usually includes five steps

System Planning

- Begins with a formal request to the IT department, called a **systems request**.
- The purpose of this phase is to perform a **preliminary investigation** to evaluate an IT-related business opportunity or problem.
- A key part of the preliminary investigation is a **feasibility study** that reviews anticipated costs and benefits



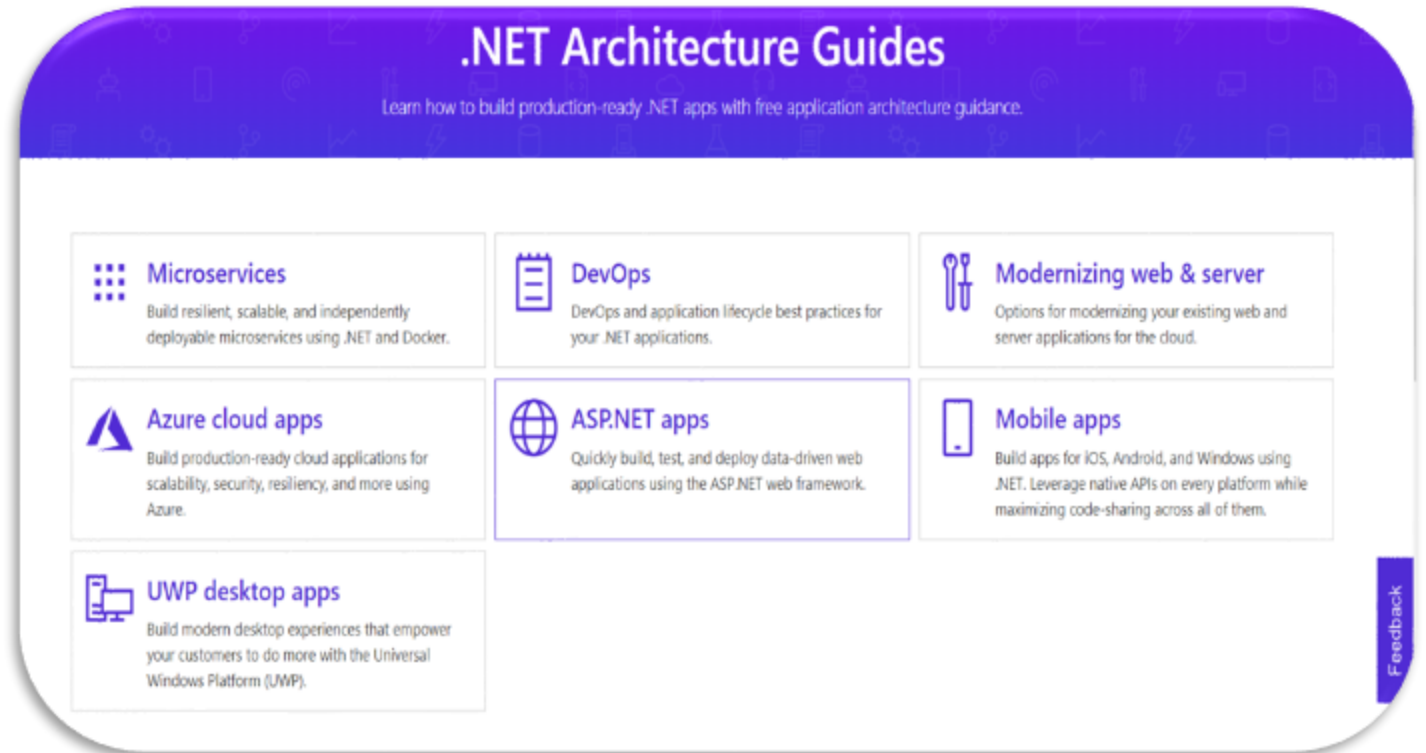
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System Design

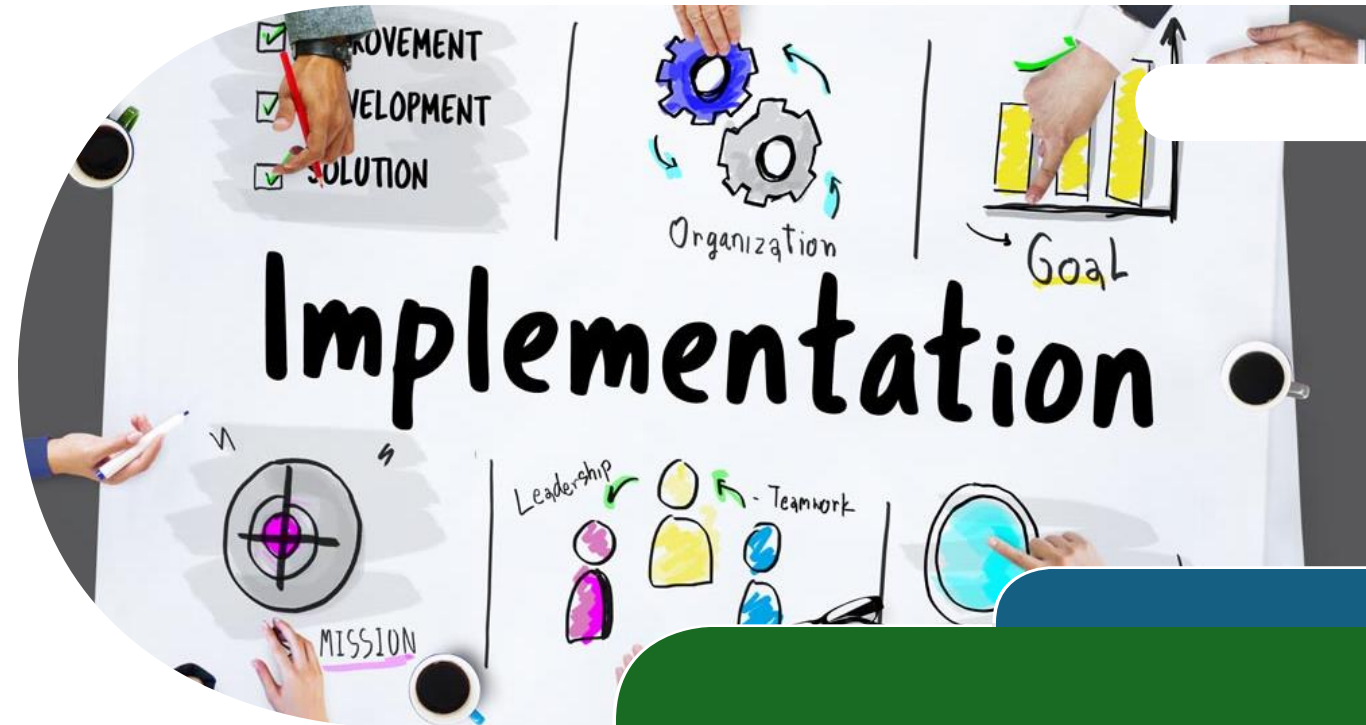
Create a physical model that will satisfy all documented requirements for the system.

- The user interface is designed and necessary outputs, inputs, and processes are identified.
- The **application architecture** is also determined, which programmers will use to transform the logical design into program modules and code.



System Implementation

- The objective of the systems implementation phase is to deliver a completely **functioning and documented information system**.
- **The system is ready for use. Final preparations include converting data to the new system's files, etc...**
- **systems evaluation: determine whether the system operates properly and if costs and benefits are within expectations.**



System Support & Security

- IT staff maintains, enhances, and protects the system. **Maintenance** changes correct errors and adapt to changes in the environment
- The objective during this phase is to maximize return on the IT investment (ROI).
- A well-designed system must be secure, reliable, maintainable, and scalable.



Waterfall Model



Cons

Pros

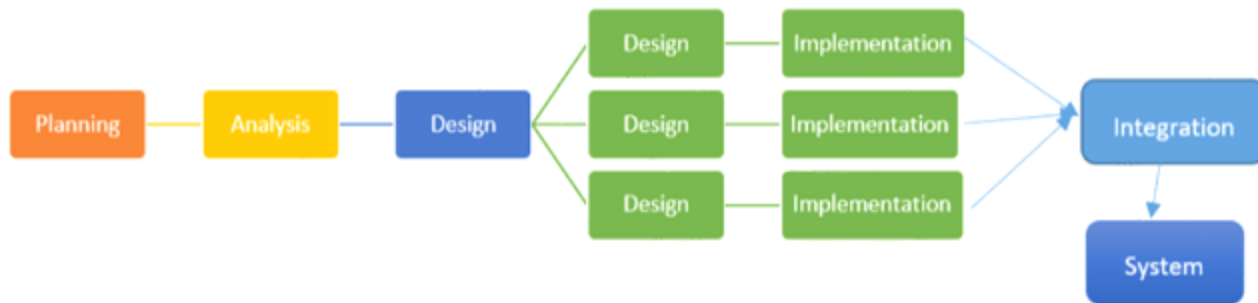
- Definitely not a great choice complex and long-term project
- Impossible to make changes at the later stage
- This SDLC model doesn't work for maintenance type project
- Successful execution of the project depends on precise requirements
- No working model of the software until the end of the life cycle

- Waterfall model is easy to understand due to its simple linear structure
- It helps to define the goals and deliverables at the early stage of the project
- Project management is simple and effective as there are no unnecessary changes
- This model works effectively with smaller projects where the requirements are clearly
- Each stage are clearly defined and understood

Parallel Model

Cutting the Project down to subprojects, Parallel development methodology attempts to address the problem of **long delays** between the analysis phase and the delivery of the system.

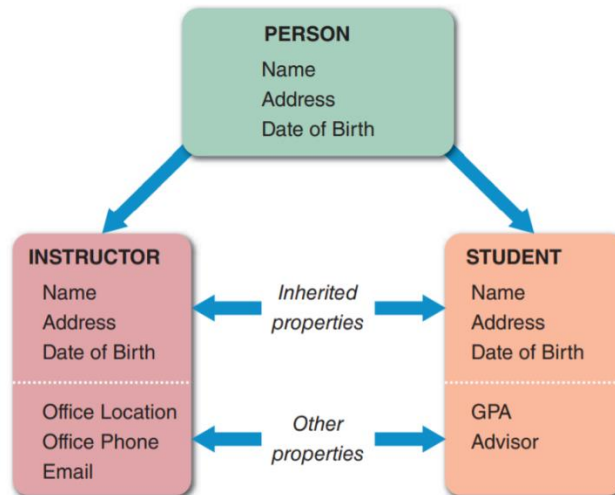
Reduce the time to deliver a system; thus, there is less chance of changes in the business environment causing rework.





Object-Oriented Analysis

The result is a set of software objects that represent actual people, things, transactions, and events. Using an O-O programming language, a programmer then writes the code that creates the objects.



Object-Oriented Model

Structured analysis treats processes and data as separate components.

object-oriented analysis combines data and the processes that act on the data into things called **objects**

This concept about how to develop with some special design patterns, as the class is a **blueprint of the objects**

The classes are the deliverables as a prototypes as it phased, example of inheritance as a concept of O-O

The background is a dark, starry space. In the center, a horizontal line of celestial bodies is visible, including a bright sun-like sphere, several crescent moons, and a ringed planet. On the left and right sides, there are large, abstract, rounded shapes in green and blue, resembling stylized planets or nebulae. The title text is centered in the lower half of the image.

Phasing and Prototyping Approach RAD and JAD

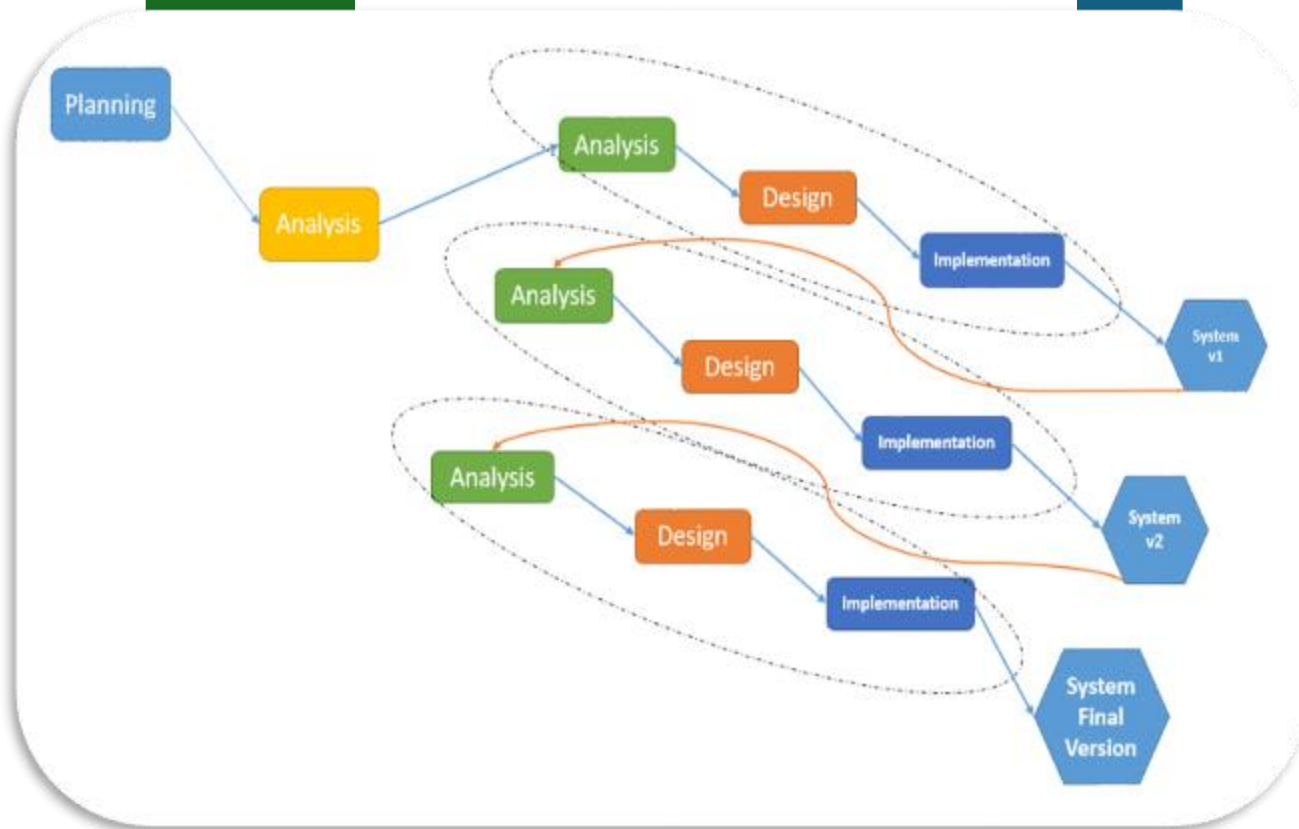
To provide a more accurate system, the companies manipulate the SDLC to create new versions of methodologies.



PHASED DEVELOPMENT

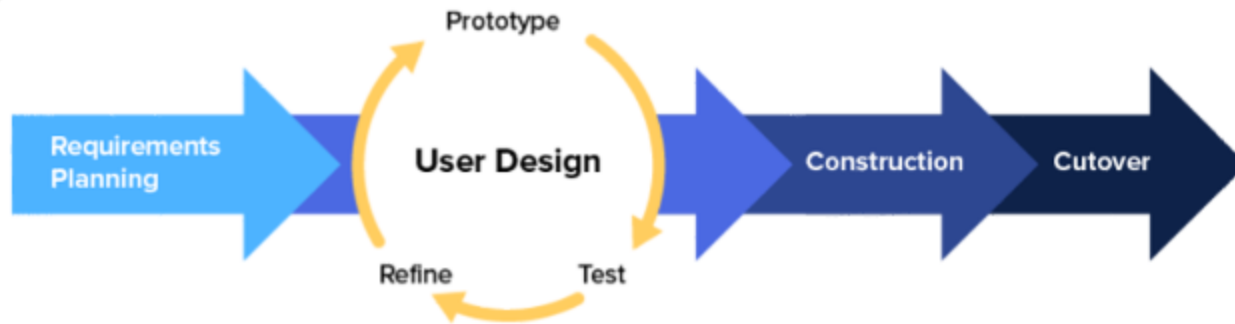
breaks an overall system into a series of versions that are developed **sequentially**.

The most important and fundamental requirements are **bundled into the first version** of the system; this is a type of RAD development explained in next slide.



Once version 1 is implemented, work begins on version 2.
Additional analysis is performed based on the previously then
completing other phases

RAPID APPLICATION DEVELOPMENT (RAD)



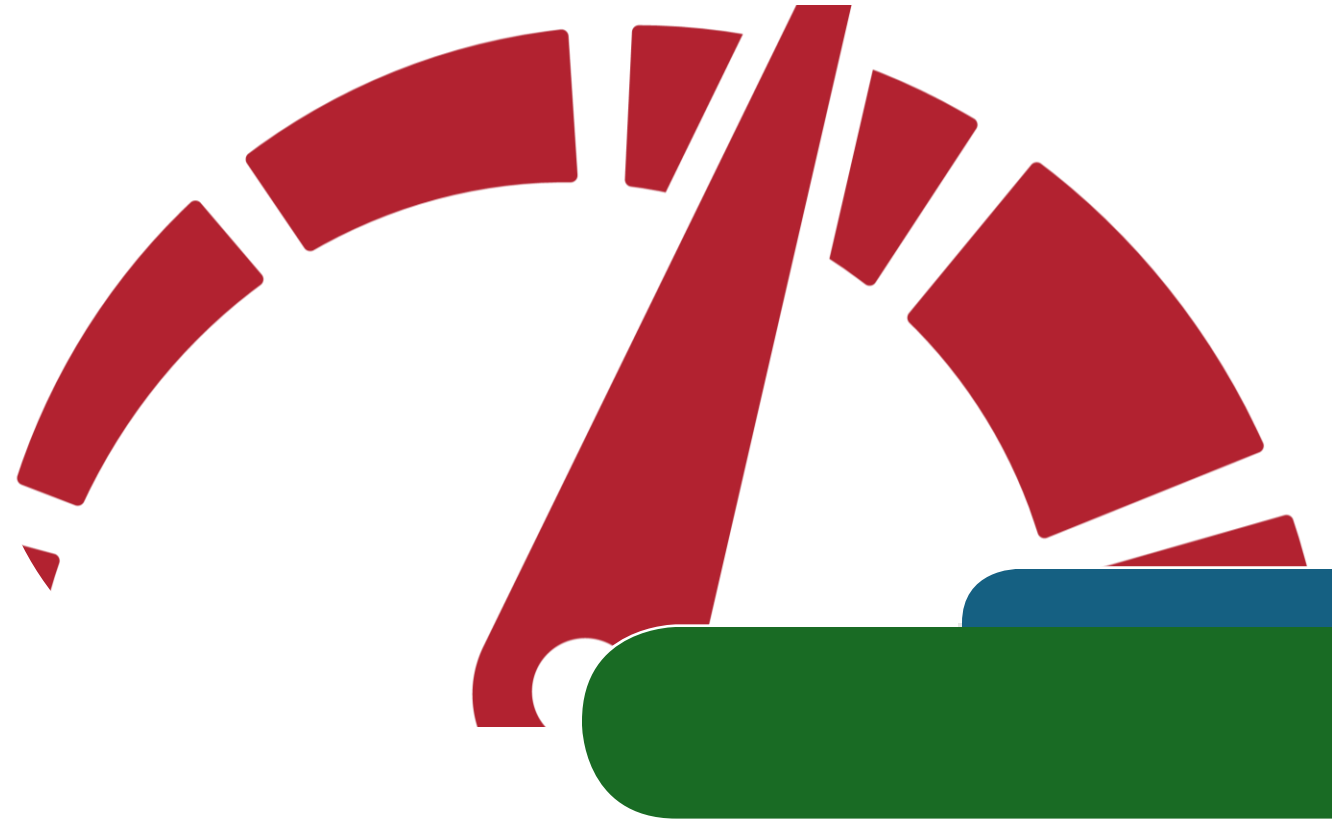
RAD-based methodologies attempt to address both **weaknesses** of structured design methodologies by adjusting the SDLC phases.

system developed quickly and into the hands of the users

RAD-based methodologies recommend that analysts use special techniques such as computer-aided software engineering (CASE) tools, joint application design (JAD) sessions, fourth-generation or visual programming languages

RAD VS JAD

- The difference is that JAD focuses on team-based fact-finding, which is only one phase of the development process, whereas RAD is more like a compressed version of the entire process.



Prototyping DEVELOPMENT

Performs the analysis, design, and implementation phases concurrently, and all three phases are performed **repeatedly in a cycle**

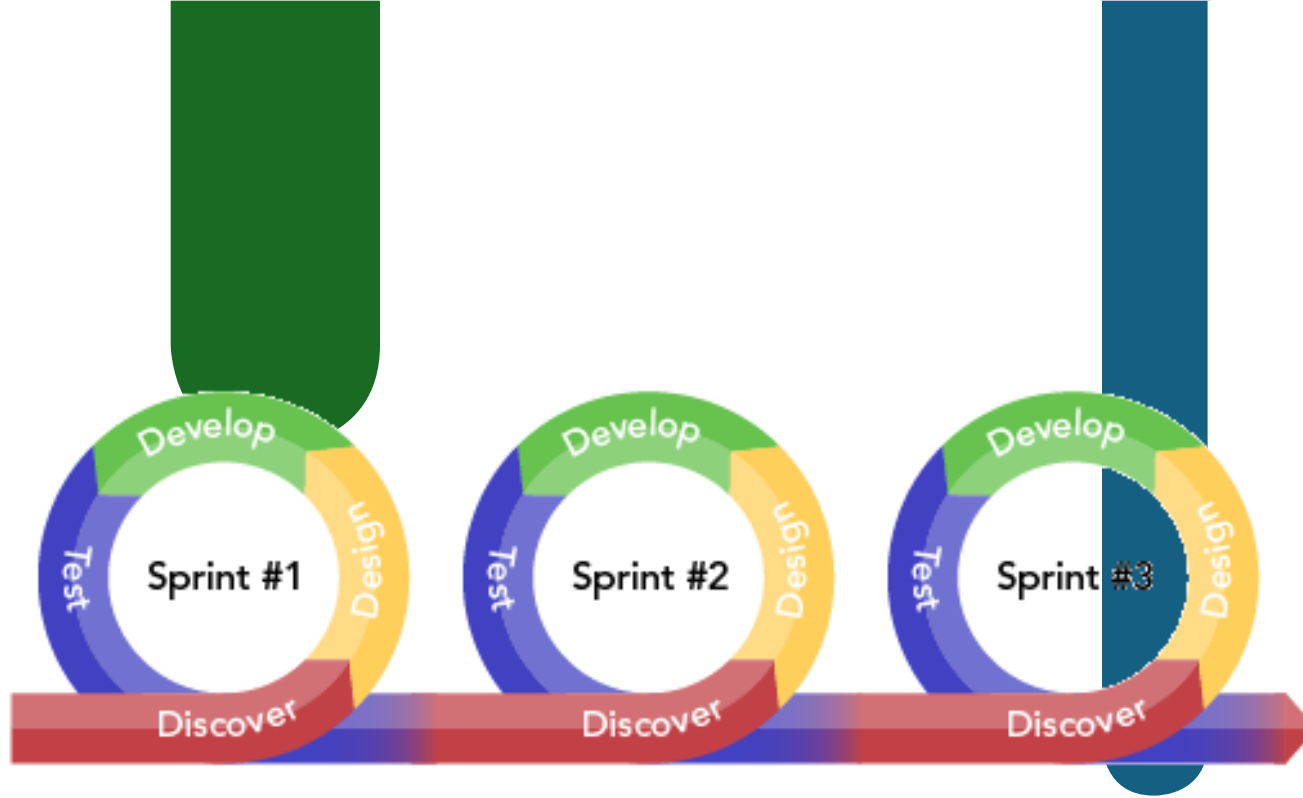
the basics of analysis and design are performed, and work immediately begins on a system prototype. A **quick-and-dirty** program that provides a minimal amount of features.

The key advantage of a prototyping-based methodology is that it very quickly provides a system with which the users can interact



Agile Development and DevOps Techniques

An agile approach emphasizes continuous **feedback**, and each incremental step is affected by what was learned in the prior steps.



Agile Method

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Agile methods typically use a spiral model, which represents a series of iterations, or revisions, based on user feedback.

Agile Methods

Structured analysis builds an overall plan for the information system, just as a **contractor** might use a **blueprint** for constructing a building.

Agile methods, in contrast, attempt to develop a system **incrementally**, by building a series of prototypes and constantly **adjusting** them to user requirements

Agile Manifesto

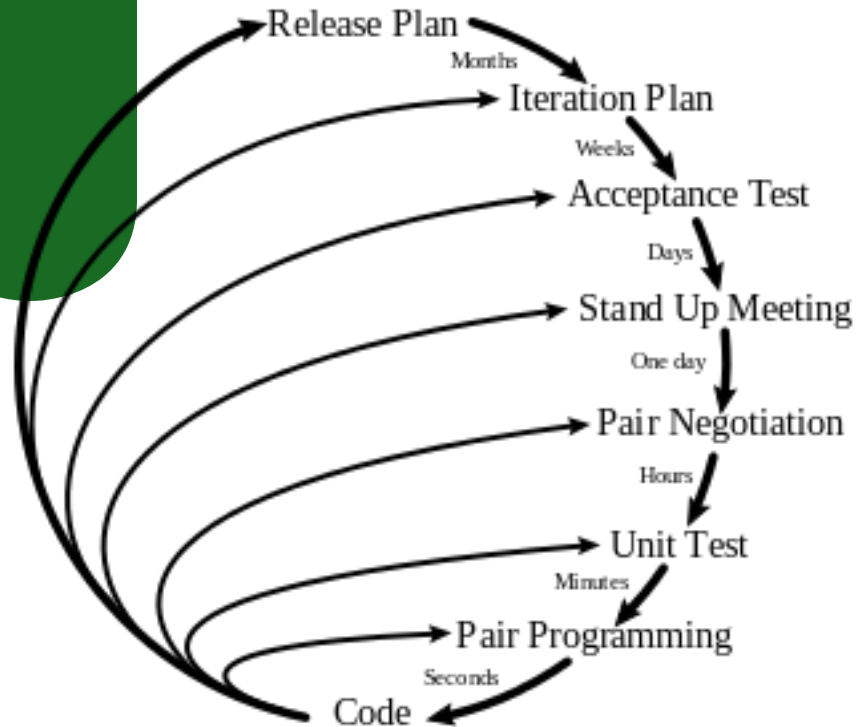
The **Agile Manifesto** is a document that identifies four key values and 12 principles that its authors believe software developers should use to guide their work.

Key Values:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

Nearly 20 years ago, 17 software developers came together in Snowbird, Utah to propose a new way of developing software “by doing it and helping others do it.”

Planning/Feedback Loops



XP EXTREME PROGRAMMING

Founded on four core values: **communication**, **simplicity**, **feedback**, and **courage**.

An XP project begins with **user stories** that describe what the system needs to do.

Then, programmers code in small, simple modules and test to meet those needs.

XP projects deliver results sooner than even the RAD approaches, and they rarely get bogged down in gathering requirements for the system



SCRUM

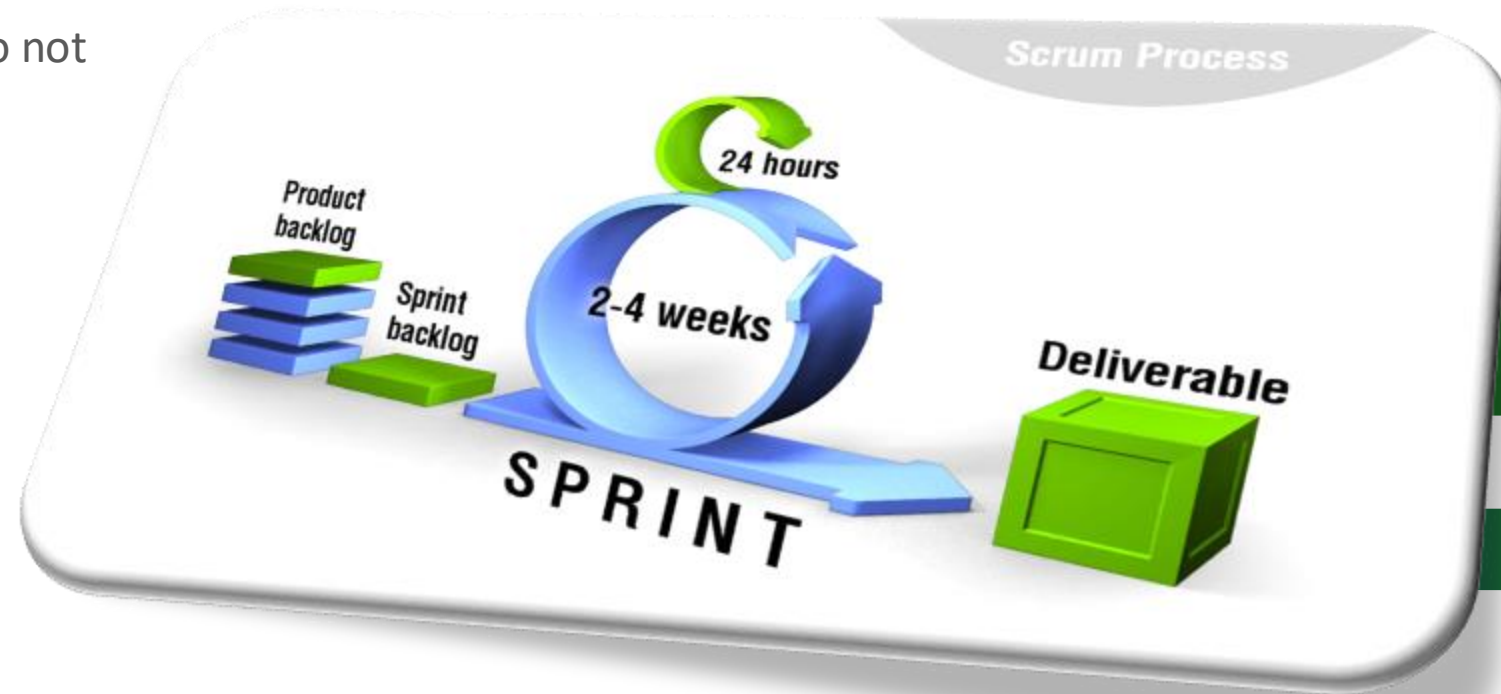
Scrum is a term that is well known to **rugby fans**. In rugby, a scrum is used to restart a game.

the **creators** of the Scrum method believe that no matter how much you plan, as soon as the software begins to be developed, chaos breaks out and the plans go **out the window**.

Teams are self-organized and self-directed. Unlike other approaches, Scrum teams do not have a designated team leader.

SCRUM Method

- Teams organize themselves in a symbiotic manner and set their own goals for each **sprint** (iteration).
- Once a sprint has begun, Scrum teams do not consider any additional requirements.





DevOps

DevOps is a set of practices that combines **software development** and **IT operations**. It aims to shorten the systems development life cycle and provide continuous delivery with high software quality.

DevOps is complementary with Agile software development; several DevOps aspects came from **Agile methodology**.

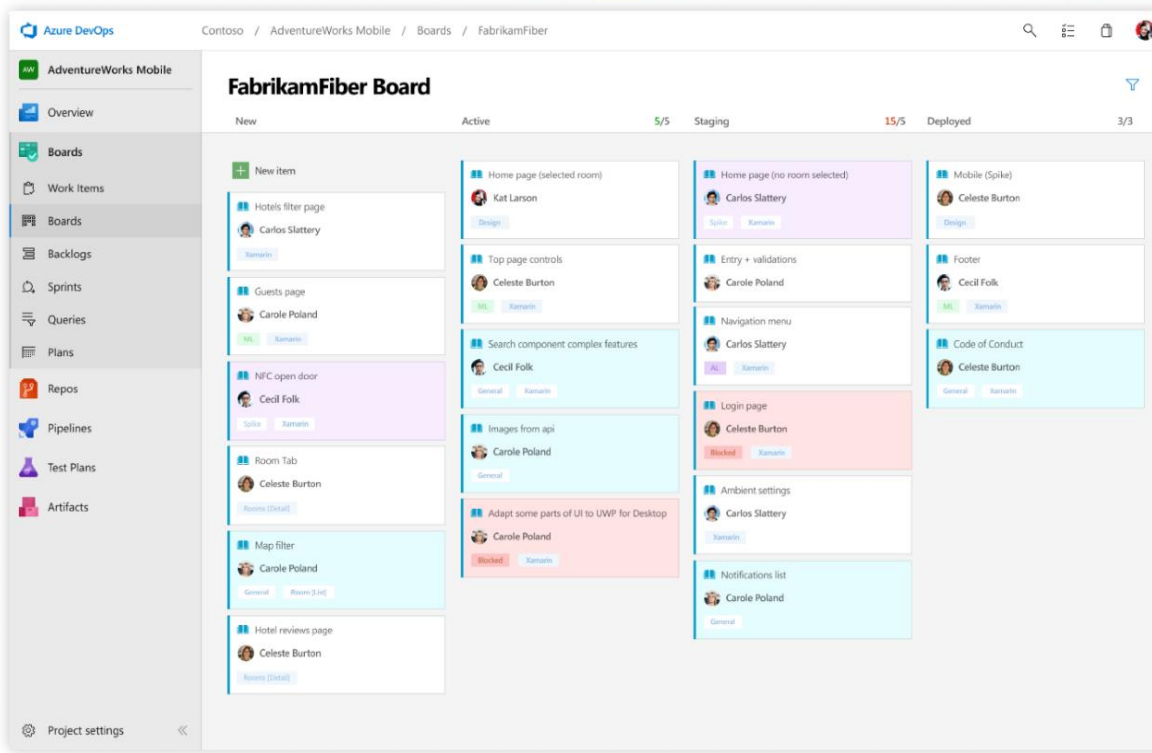
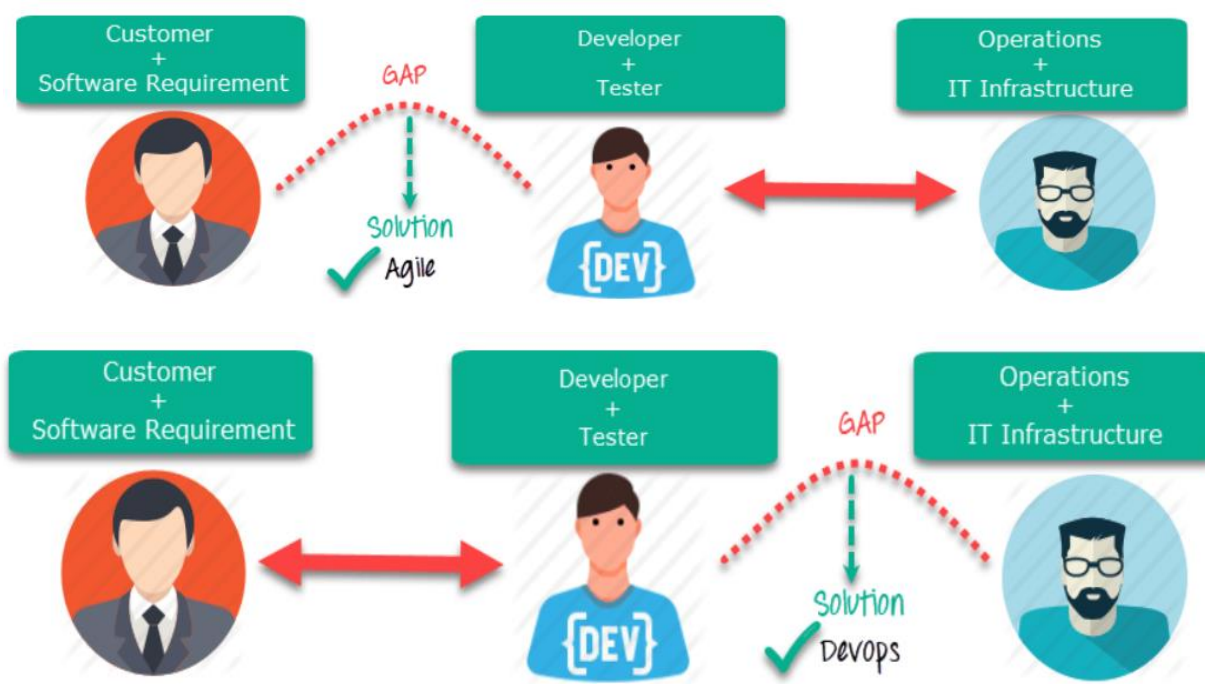
Microsoft Azure DevOps provides developer services to support teams to plan work, collaborate on code development, and build and deploy applications.



AGILE

Merging Agile and DevOps

The Merging of DevOps and Agile approaches improve the quality and decrease the time of project for **37%**.



DevOps And AGILE

Agile improve the communication between the customer with development team

DevOps can address the gap between development and operation team within a cloud environment .

All Cloud DevOps Environments now merge the 2 methods to solve the problem Like Azure DevOps



Criteria to select a Method

Choosing a methodology is not simple, because no one methodology is always best.

Criteria

Ability to Develop Systems	Structured Methodologies		RAD Methodologies		Agile Methodologies	
	waterfall	parallel	phased	prototype	XP	SCRUM
With Unclear User Requirements	poor	poor	Good	Excellent	Excellent	Excellent
With Unfamiliar Technology	poor	poor	Good	poor	Good	Good
That Are Complex	Good	Good	Good	poor	Good	Good
That Are Reliable	Good	Good	Good	poor	Excellent	Excellent
With a Short Time Schedule	poor	Good	Excellent	Good	Excellent	Excellent
With Schedule Visibility	poor	poor	Excellent	Good	Excellent	Excellent



THANK YOU!

