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Lab 1; Activity 2

The waterfall method of software development is the process I have used to learn programming. This method is very easy to use in an academic environment because it provides a strict process for development that can be easily followed and maintained by an individual. On the other hand, Agile development is geared more toward a development team. Whether the team is separated into individual tasks or separate (smaller) teams, the agile development method focuses on communication and teams working together to create a working piece of software, and then build upon it. Essentially, the planning process is minimal and developers progress in incremental stages while maintaining a functional (yet not complete) product. The spiral method of development mimics characteristics of other methods, but provides a dynamic way of altering the process based on risk management while developing. Future risk is predicted and the original plan can be altered as needed to accommodate unforeseen circumstances. This allows the development team to triage the current state of the software at any given time. Lastly, development operations (DevOps) may use any characteristics of other development methods, but focuses more on information technology operations for deployment of the software. This creates a bridge between developers and infrastructure. Similar to agile development, DevOps utilizes continuous delivery of small but important changes to the software. DevOps is the only method of the four described here that does not have a set standard or guideline. Based on the information I now have of these different methods, I am eager to learn and implement a cross between waterfall and agile development. I like to have a plan but prefer that it is more of a guideline that does not have to be strictly followed. Prior planning helps create a starting point, and the process of implementation should be agile.