Agile Development

Lucas Vandermaarel

Software Engineering Technology, Centennial College

COMP120: Software Engineering Fundamentals

Ehsan Ullah

October 10, 2024

**Agile Development**

Agile development is a commonly used flexible method to develop software. Agile development has a focus on collaboration, quick delivery of components, and adaptation. The key aspects of agile development are iterative development, continuous feedback, cross-functional teams, customer centricity and development flexibility.

Iterative development is the idea that projects are split up into small chunks called sprints. These sprints have action items assigned that a team would be tasked to complete. Sprints typically last one to four weeks and can be thought of as a self-contained mini project that fits into the overarching project.

Continuous feedback is the part of agile development that involves communication with stakeholders and end-users. The stakeholders and end-users provide feedback during and after each sprint to allow for modifications throughout the development process. These modifications can be small, large, or anywhere in between, effectively changing the original idea into a similar product than first thought or creating a product embodies a complete pivot in another direction.

**The difference between framework activities**

**Software Engineering Practice and General Principles**

**Process Models and the difference between them**

References:  
Hoek, J. van der. (2024, September 10). *The 5 stages of the Agile Software Development Lifecycle*. Mendix. https://www.mendix.com/blog/agile-software-development-lifecycle-stages/

Cio. (2023, June 2). *Optimal balance between agility and stability in software development*. CioPages. https://www.ciopages.com/agility-and-stability-in-software-development/

Brush, K., & Silverthorne, V. (2022, November 15). *What is Agile Software Development (agile methodologies)?*. Software Quality. https://www.techtarget.com/searchsoftwarequality/definition/agile-software-development