Agile Development

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**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.

Cross-functional teams is the idea that agile development teams are small, between five and ten members, that can work on the current objectives without management intervention. The members would be diverse in the skills that they bring to the team to tackle any challenge that they come across during any given sprint. For example, a team member could be a strong developing back-end developer of programs, another member could be strong at developing the front-end, a dev-ops engineer could be used to build the continuous delivery and continuous integration workflow to speed up the overall speed at which new features are implemented and pushed to production, and a database engineer could make sure the database has security features implemented along side creating the tables necessary to store important data to the functions of a piece of software. Since each member would have experience in each of the other members’ scope of work, they would be able to do their main task, but help another member troubleshoot issues when they arise.

Having customer centricity means prioritizing the distribution of a given feature quickly and on a short schedule. This schedule tends to be a sprint length as that is when a feature would be developed. Presenting a new feature to end-users quickly creates a focal point on the development of software which forces the documentation process to be concise. By focusing on the developing of software over extensive documentation, the team can provide more value to end-users quicker. This can be important in retaining customers as they will notice the value being added with frequent software updates and notice documentation less as it may not pertain to their use cases.

In agile development, flexibility is very important. The idea is that agile teams are adaptable to any changes presented to them. Changes can arise from the continuous feedback they receive from stakeholders and end-users as well as from technical obstacles they come across during development. Some technical obstacles could be unforeseen latency issues by which the code goes from one component to the next, the underlying hardware running the software is not powerful enough to support the computations, and team members could come and go. The team has to reevaluate their position as these changes arise and adapt to overcome and complete their sprints.

**The difference between framework activities**

**Software Engineering Practice and General Principles**

**Process Models and the difference between them**

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