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Agile is a project management methodology that emphasizes flexibility, collaboration and customer satisfaction through iterative development and continuous improvement. Below is a comparative analysis of common agile approaches in terms of how they work, their applicability and cost effectiveness.

1. Scrum:

How it works:

- uses fixed-length iterations called "sprints"
- Includes roles like Scrum master, product owner, and development team.
- Work is tracked via artifacts like product owners Backlog, sprint Backlog and Burndown ~~chart~~ chart.
- Focuses on daily standups, sprint planning, sprint reviews, and retrospectives.

Applicability:-

- Best for projects with clear deliverables but evolving requirements.
- Suitable for cross-functionality teams.
- Works well in software development, product design and Research.

→ Effectiveness in terms of costs:

- ① Moderate cost, requires training for roles and tools.
- ② Cost-effective for projects with high adaptability needs, as it reduces rework through iterative reviews.

2. Kanban:

How it works:

- ① Visualized workflow using a Kanban board.
- ② Focuses on limiting work in progress (WIP) to improve flow efficiency.
- ③ Continuous delivery without fixed timeboxes.

Applicability:

- ① Ideal for operational tasks or projects with frequent changes.
- ② Used in software maintenance, support teams, or marketing.

Effectiveness in terms of costs:

- ① Low cost, minimal setup and training required.
- ② Highly cost-effective for teams with fluctuating priorities and no fixed deadline.

3. Extreme programming (XP):

How it works:

- ① Emphasizes engineering practices like pair programming, test-driven development (TDD), and continuous integration.
- ② Promotes frequent releases to improve feedback loops.

Applicability:

- ① Suited for small to medium-sized teams.
 - ② Effective in environments where quality is critical and Requirements change frequently.
- Effectiveness in terms of costs:

- ① High initial costs due to rigorous practices and tool investments.
- ② Cost-effective in the long term for high-quality deliverable, reducing defect costs.

4. Lean Software Development:-

How it works:

- ① Focuses on eliminating waste, amplifying learning and delivering as fast as possible.
- ② Encourages decisions based on real-time feedback and simplicity.

Applicability:-

- ① Suitable for startups and projects requiring rapid delivery with limited resources.
- ② Effective in manufacturing and software development.

Effectiveness in terms of costs:

- ① cost-effective for lean budgets, minimizes waste and overproduction.
- ② Risk of higher costs if team lacks discipline.

5. crystal:

How it works:

- ① offers a family of methodologies tailored to team size and project criticality.
- ② Encourage frequent communication, automated testing and reflective improvement.

Applicability:

- ① Works best in smaller teams with co-located members.
- ② Flexible for various industries beyond software.

Effectiveness in terms of costs:

- ① Moderate costs, adaptable to team needs and minimize overhead.
- ② cost-effective due to its tailored approach.

but not ideal for distributed teams.

6. Feature-Driven Development (FDD):

How it works:

- ① Focuses on creating a list of feature and delivering them incrementally.
- ② Involves five main activities: Develop overall model, Build Feature list, plan by feature, Design by feature, Build by feature.

Applicability:

- ① Best for large-scale projects with structured teams.
- ② Often used in enterprise software development

Effectiveness in terms of costs:

- ① High initial costs due to upfront modeling and planning.
- ② cost-effective for large, complex projects with predictable requirements.