Agile process Models → ① ASD ⇒ Adaptive Software Development
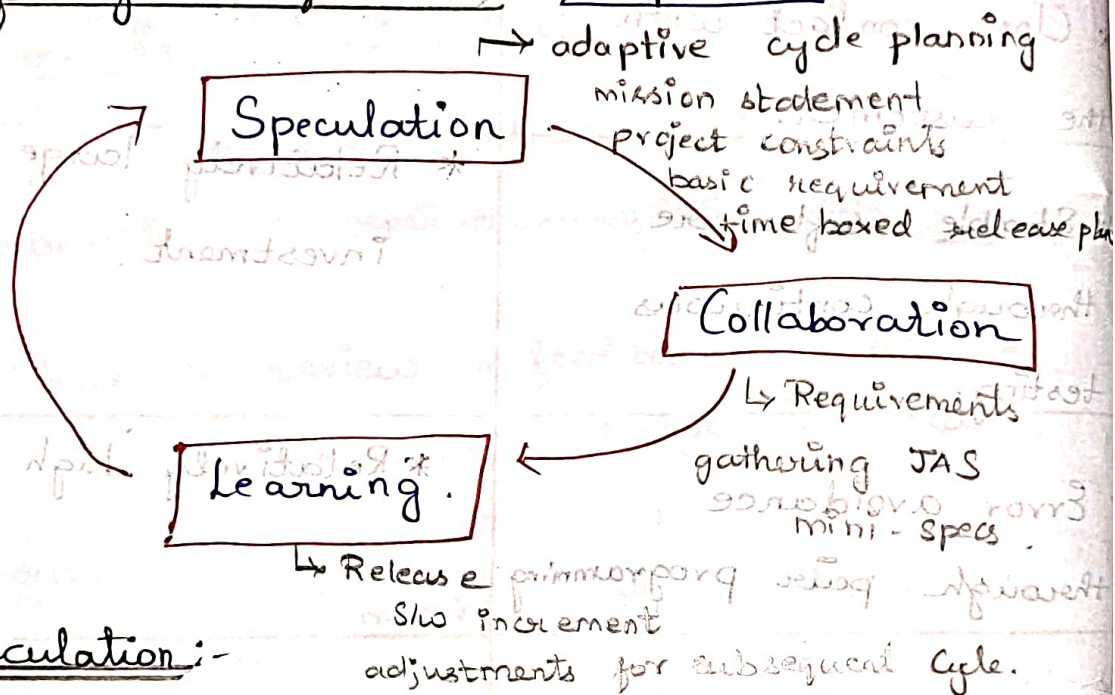
is a method to build

★ Jim Highsmith & Sam Bayer [1990]

⊛ → Complex & Dynamic software & Systems

* focuses on Human Collaboration

(continuous Learning, testing, customer satisfaction etc...) & Self organisation

Life cycle of ASD :- 3 phases

→ adaptive cycle planning
mission statement
project constraints
basic requirement
time boxed release plan

Speculation

Collaboration
↳ Requirements gathering JAS
mini - specs.

Learning.
↳ Release S/w increment
adjustments for subsequent Cycle.

i) Speculation :-

* During this phase, the project is Initiated by Creating a plan.

* The project plan is created with the help of :-

↳ User Needs & Requirements

↳ Customer's mission statement

With the help of the project plan the Release cycles / Dates for each iteration is defined.

2. **Collaboration** :- [Difficult part of ASD]

    ↳ Workers working under ASD should be motivated

    ↳ **Individual collaboration & Team work** is emphasized but at the same time it also emphasizes on **Individualism** [as individual creativity Plays a major role in Creative thinking]

    ↳ People working together should trust each other to

      → **Criticize** without animosity
      → Work as hard as possible
      → Possession of skill set
      → Communicate problems to find effective solution.

3. **Learning** :-

    ↳ The workers may have an overestimate of their understanding of the technology & might think to apply all that they knew on the project - but this may not lead to the desired result.

↳ Learning helps the workers to increase their level of Understanding of the project.

↳ Learning is in 3 ways :-

① Focused Group Discussion

② Technical Reviews

③ Project Post mortum

Aspect	Advantages	Disadvantages
Flexibility	Quickly adapts to changes in requirments	Can be difficult to manage due to frequent Changes
Customer involvement	Ensures high customer satisfaction & feedback	Requires continuous customer engagement which can be time conscieming.