| :росток:Beet Seed — відпрацюй навички на базовому рівні.  Склади порівняльну таблицю найбільш поширених методологій:   | № | Назва методології | Сильні сторони | Слабкі сторони | Для якої галузі є доцільною | | --- | --- | --- | --- | --- | | 1 | Waterfall |  |  |  | | 2.. |  |  |  |  |   *а. Надаючи відповіді, обґрунтуй свою думку: чому це саме сильна/слабка сторона/доцільна галузь застосування.*  *б. Відповіді запиши в той самий файл Google Docs. Додай посилання на нього в LMS.* |
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| **Methodology's name** | **Strengths** | **Weaknesses** |
| --- | --- | --- |
| Scrum | *Flexibility*  This methodology is so popular mostly because of its flexibility, while using Scrum company can be more adaptive to any changes, because they communicate and analyze their work through everyday meetings. | *Not for everyone*  Scrum is not suitable and is unnecessary for companies which work only with a strict plan and don’t make many changes during SDLC process |
| *Honest communication*  Communication with Scrum methodology is almost transparent, because again - company has everyday meetings (stand-ups or daily meetings), retrospective meetings, end-of-the-sprint meetings etc. While having these each team member can see what other teammates are up to. | *Communication takes too much time*  As an employee who uses Scrum methodology, you need to allocate time in your schedule for all those meetings, which means you won’t be able to work properly on your task for an hour or even a couple of hours during a day, depending on the size of your team or on a topic of the meeting. |
| *Investigative approach* Scrum is based on the principles of iterative and incremental development, which means the team can correct bugs and other mistakes quickly on any phase of product development and because of that - ensure greater process controllability. | *Needs time to get used to it and efforts to have stable productivity*  If there are not so experienced teammates in your team it’ll be hard for them to keep up with the rhythm of activities and changes during the work process. |
| The V-model | *Clear and structured*  V-model is pretty easy to understand and stick to. Each development phase has testing before you can go to the next step. So you as an employee are always sure what’s coming next. | *Limitation in actions*  The V-model methodology is pretty harsh, because any changes during SDLC require repeating all previous stages. So it’s not so flexible to requirement changes, which looks like an old-fashioned approach. |
| *Easy tracking*  Due to this methodology, the correlation between the stage of development and its testing procedures can be seen well. Therefore, if an error is identified at a specific stage, it is easier to correct it since its current location is well known. | *Long development process*  There is a lot to go through before coding because of these testing stages. Since implementation (or coding) is a long lasting process, it may be that you won’t meet some deadlines. |
| *Oriented on high quality product*  Again - the V-model emphasizes testing, which improves product quality and reduces risks, so any error can be traceable on time. So stakeholders expect high quality product from the company, which uses the V-model methodology. | *Lack of collaboration with the client*  During SDLC the company takes all management tasks in their hands. It means that the client can give their feedback only after receiving a complete product and only then he/she can provide the company with feedback. Which is quite impractical for this methodology. |