



# **Notes on Agile SDLC vs. Waterfall SDLC For Mobile Device Application Development**

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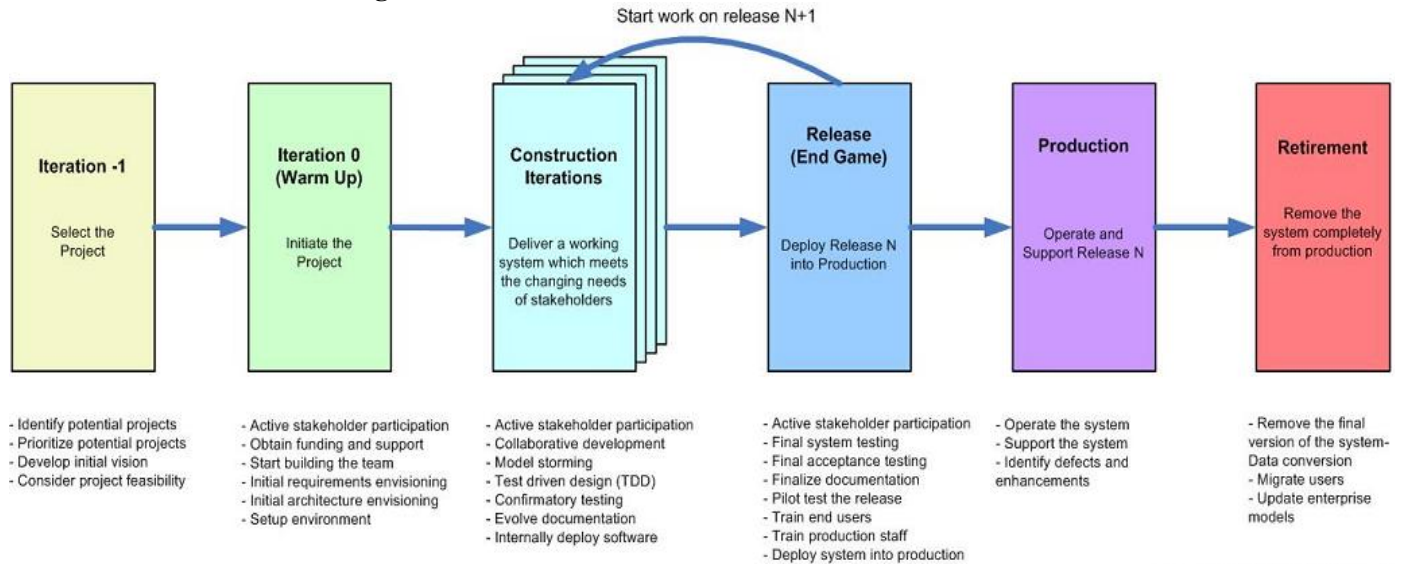
## Agile vs. Waterfall Methodology

The following table outlines some of the major differences in the Agile SDLC vs. the traditional Water Fall method such as the Microsoft Solutions Framework Process Model.

Agile Method	Waterfall Method (MSF Process Model)
Iterative Process	Procedural Process
Use for Internal Development Conceptual Specification Document (CSD) - 2 - 3 Pages, whiteboard picture(s) to start Storyboards for mobile device(s) and Web by Dev. Frequent Review by All Frequent Updates by All Heavy Collaboration Plan as we go Welcomes change during process	Use for External Development Conceptual Specification Document (CSD) Functional Specification Document (FSD) UI Mockups Most Planning up front Does not welcome change

This diagram depicts a typical Agile process. A project is selected, there initial envisioning for the project requirements (What is it going to do) and the initial architecture (How is to going to do it). A lot of the initial work can be done on a whiteboard.

**SAMPLE AGILE SDLC – Figure 1**



Notes on some of the terminology:

- **System.** The product, which often includes software, under development.
- **User.** Also known as an end user, a user is a person who will actually work with the system/product being built.
- **Developer.** An IT professional involved with the creation of the system.



- **Stakeholder.** A stakeholder is anyone who has a stake in the creation or operation of the system. This includes people who are a direct user, indirect user, manager of users, senior manager, developer, operations staff member, support (help desk) staff member, developers working on other systems that integrate or interact with the one under development, or maintenance professionals potentially affected by the development and/or deployment of a software project. Some agile methodologies, XP in particular, uses the term “customer”.
- **Acceptance testing.** A testing technique, the goal of which is to determine whether a system satisfies its acceptance criteria and to enable the stakeholder(s) to determine whether to accept the system
- **Usability testing.** A method by which users of a system are asked to perform certain tasks in an effort to measure the system’s ease-of-use, task time, and the user's perception of the experience. Usability testing can be both formal and informal, using dedicated rooms and equipment to simply using physical mock ups of the system.
- **User testing.** Testing activities, including both acceptance and usability testing, where stakeholders are actively involved.