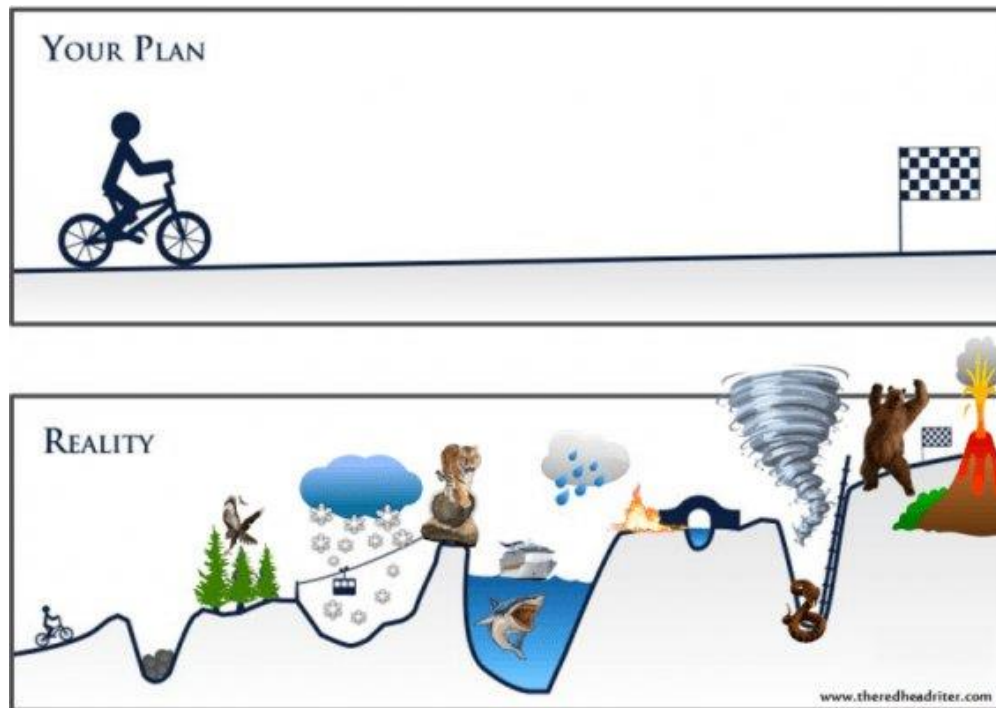


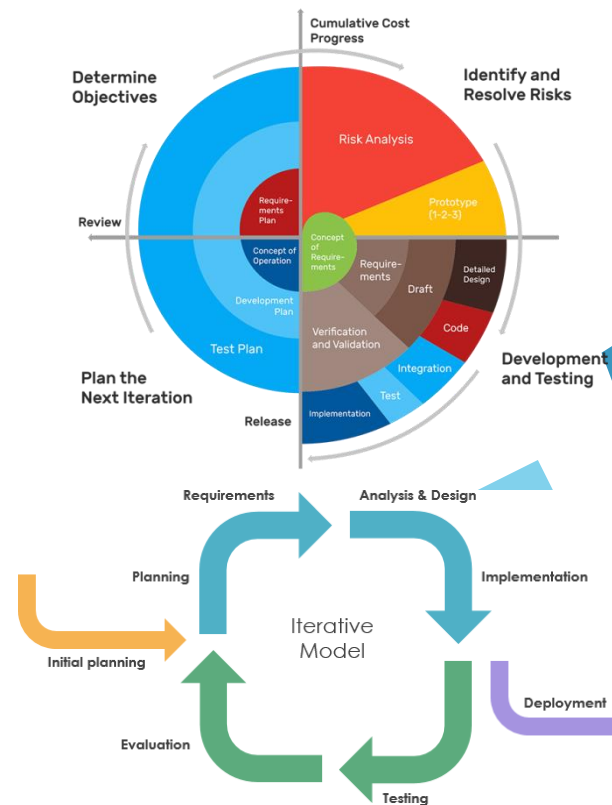
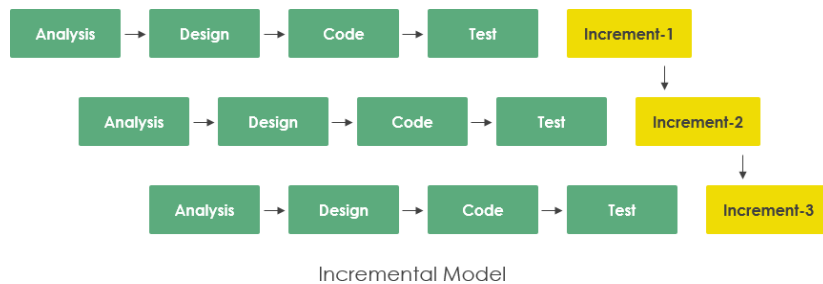
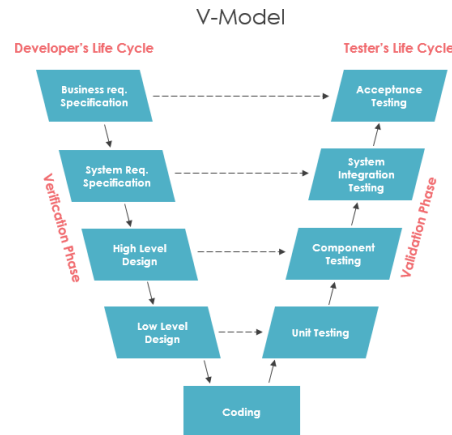
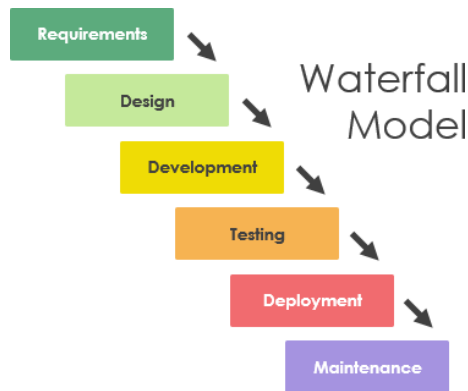
# Procesos de desarrollo

# Plan versus realidad



<https://twitter.com/andybacon1/status/744870195903102978>

# Software Development Process (o software development life cycle)



<https://www.visual-paradigm.com/guide/software-development-process/what-is-a-software-process-model/>  
<https://blog.codegiant.io/software-development-life-cycle-the-ultimate-guide-2020-153d17bb20fb>

# Técnica

- Mécanica que se practica en una situación controlada para adquirir la habilidad



# La realidad...

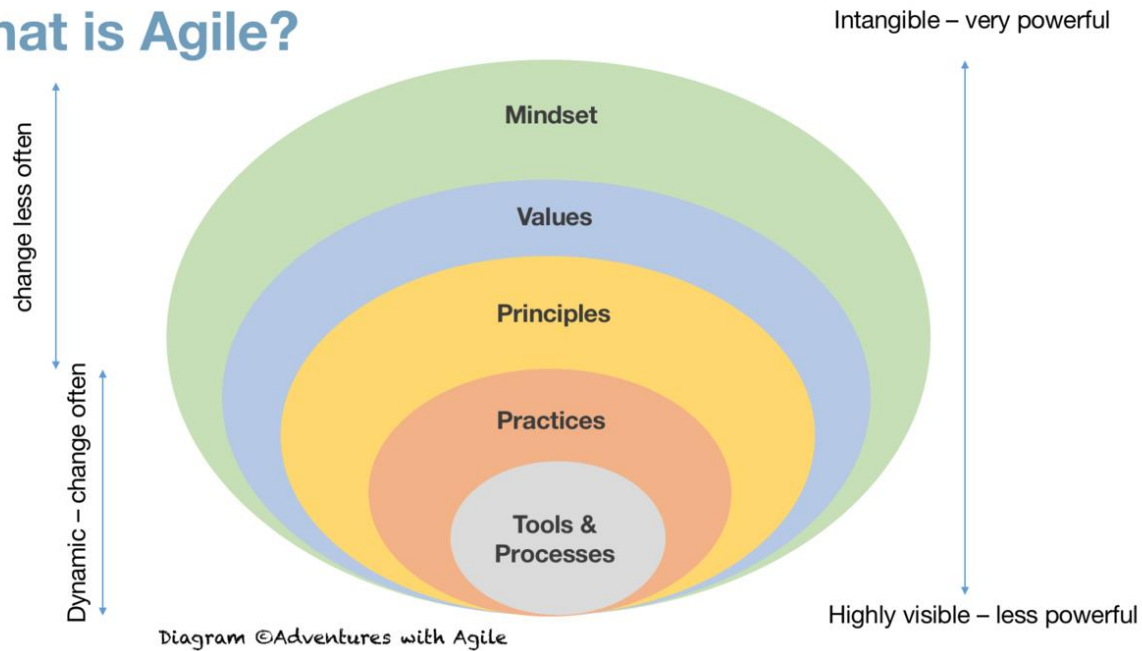
- Necesita de observar, adaptarse e improvisar





# Valores y principios

## What is Agile?



<https://www.linkedin.com/pulse/difference-between-mindset-values-principles-simon-powers/>

# Valores



© Scrum.org

<https://www.scrum.org/resources/blog/5-scrum-values-take-center-stage>



# Principles



## The Basic Principles of XP

- ✓ Rapid feedback
  - instant evaluation of all work and deliverables
- ✓ Assume simplicity
  - 98% of problems can be solved with “ridiculous simplicity”
  - What happened to complexity?
    - Complexity != complex solutions
- ✓ Incremental change
  - Avoid big changes, make smaller changes more often (driving analogy)
- ✓ Embracing change
  - Might as well. Heraclitus was right, Parmenides was wrong. You simply will not be stepping into the same river twice.
- ✓ Quality work
  - Work ethic
  - Is Beck a little too hopeful on the human condition?

## Subordinate Principles

- ✓ Teach learning
- ✓ Small initial investment
- ✓ Play to win
- ✓ Concrete experiments
- ✓ Open, honest communication
- ✓ Work with people's instincts, not against them
- ✓ Accepted not foisted responsibility
- ✓ Local adaptation (of process)
- ✓ Travel light (the *nomadic* team)
- ✓ Honest measurement (no lying)



# Process

## A. Definition of Process Technology



### What is Process?

- A series of actions that produce something or that lead to a particular result.

(Merriam-Webster Dictionary)

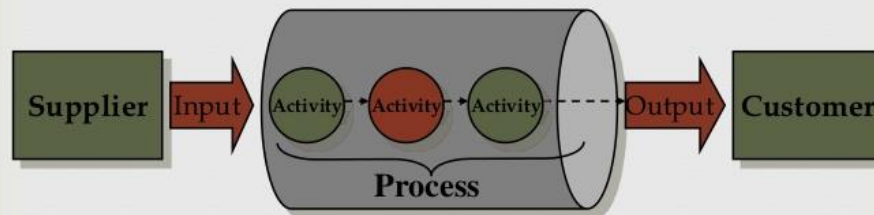


# Business Process Engineering

## WHAT IS PROCESS?

### Definition of Process

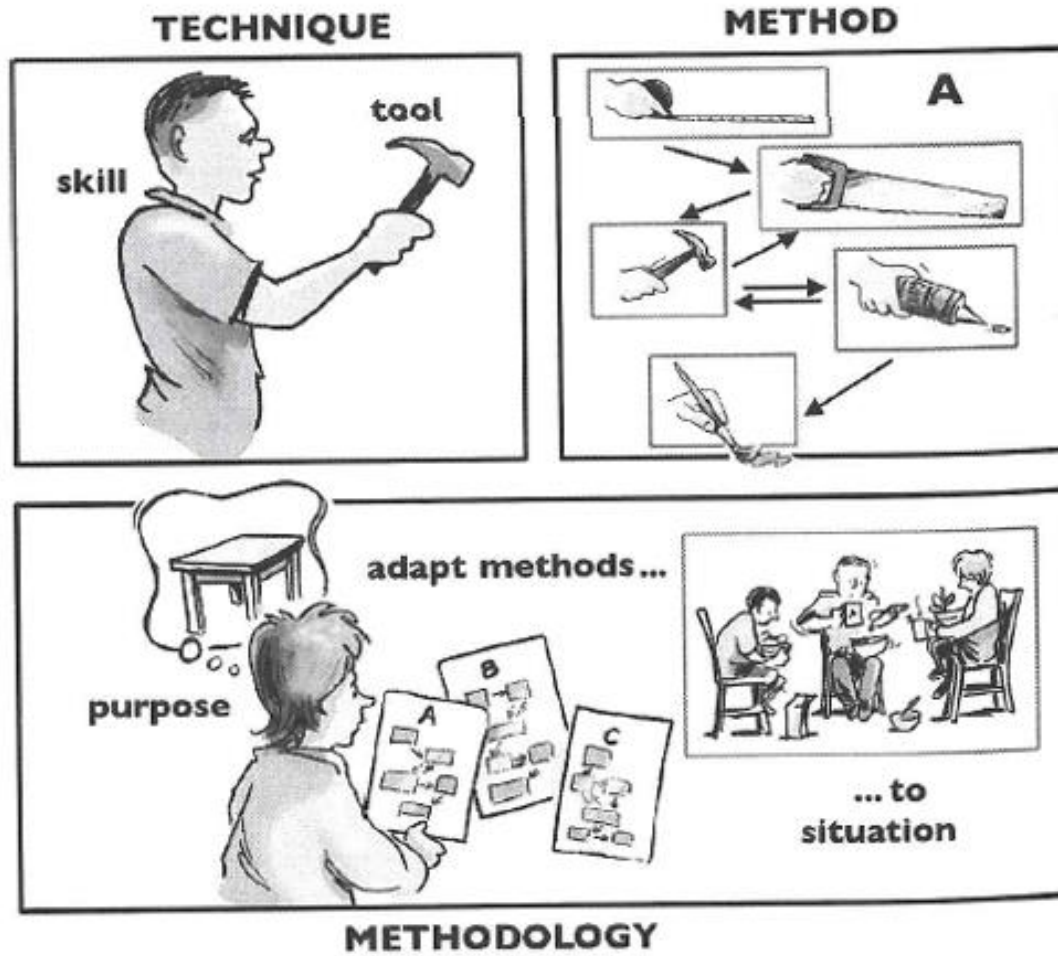
A process is a cross-functional interrelated series of activities that convert business inputs into business outputs



# Proceso / Ciclo de vida


## Modelo Cascada



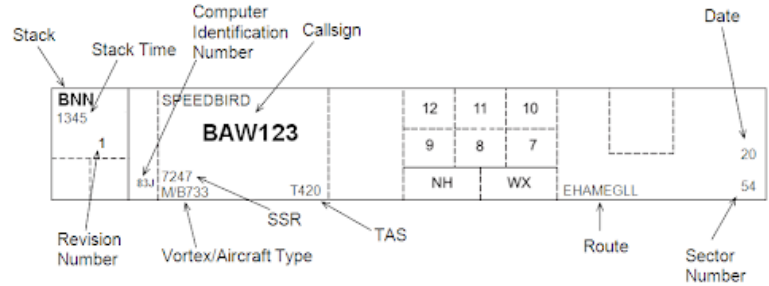




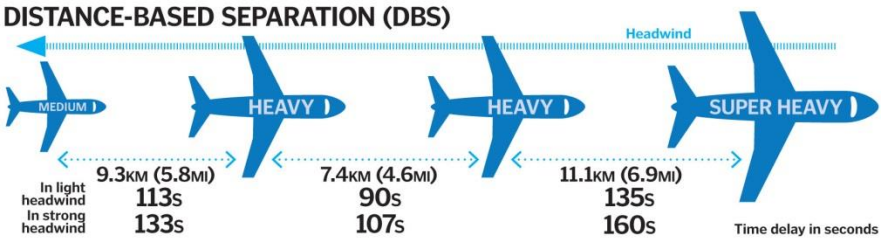
# Método

- Palabra que proviene del término griego methodos (“camino” o “vía”).
  - Se refiere al medio utilizado para llegar a un fin.
  - Modo ordenado y sistemático de proceder para llegar a un resultado o fin determinado.
- 

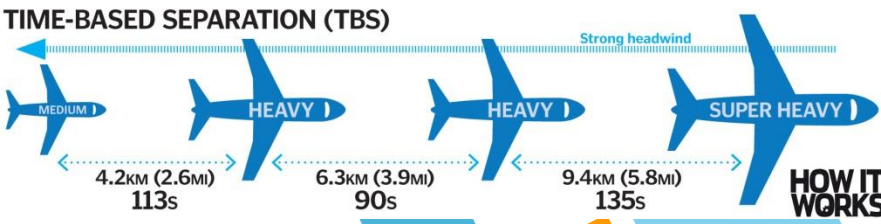


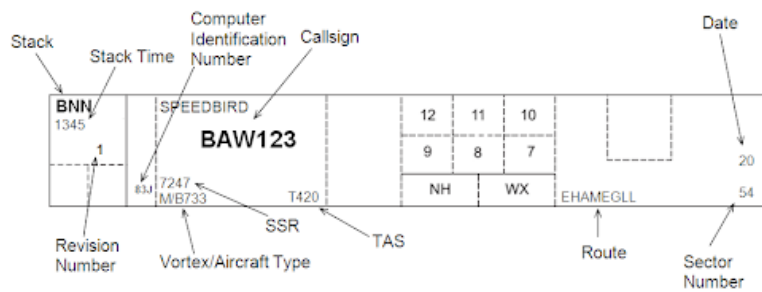


# Método versus herramienta



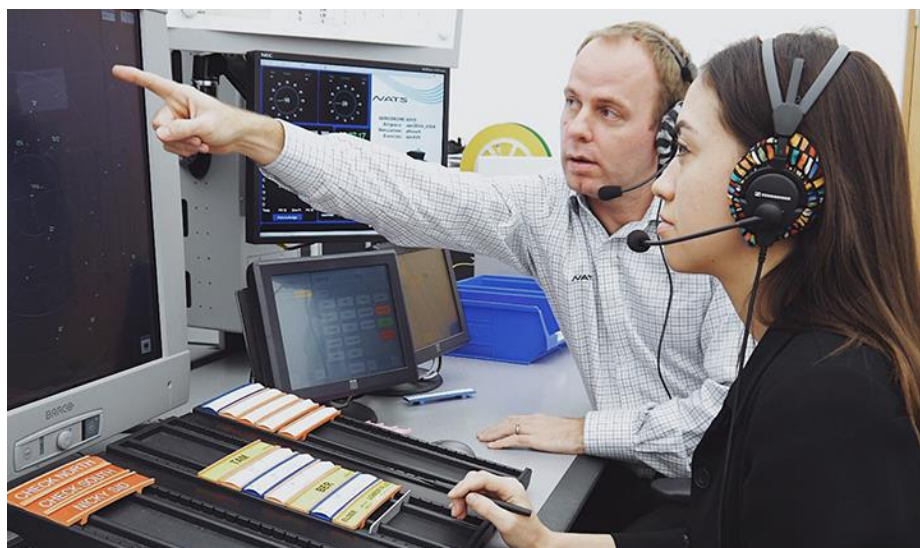
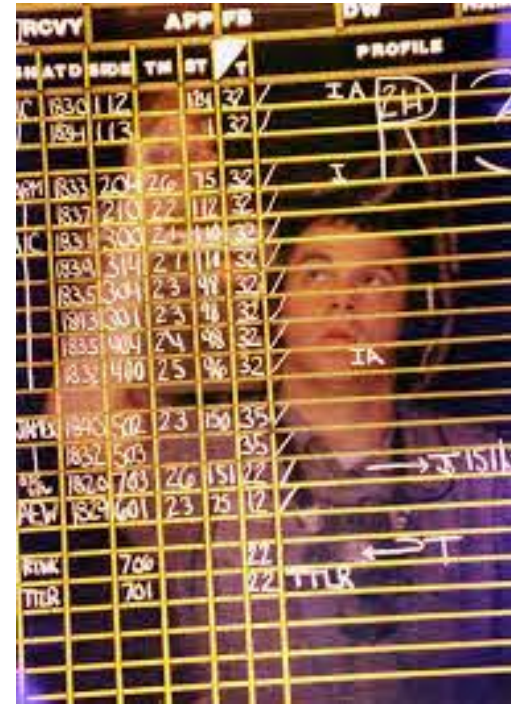
To solve this problem, NATS has developed a new system that separates the aircraft based on time instead of distance. It discovered that when flying into strong headwinds, an aircraft's wake vortex dissipates more quickly, meaning the distance between them can be reduced. Using real-time wind data, the optimum distance between aircraft is calculated for the specific conditions, helping the controller maintain a normal landing rate of about 40 aircraft per hour. This new system is being introduced at London Heathrow Airport in spring 2015, with the hope that it will significantly reduce the number of flight delays and cancellations.





## Diferentes herramientas

- Flight progress strip
- Digital progress strip
- Status board



# Arte griego

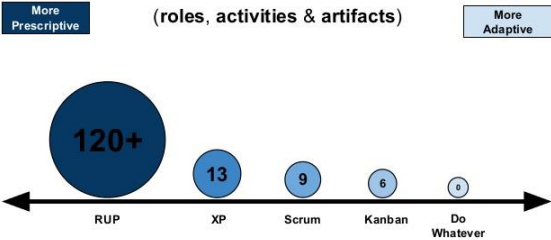
Períodos arcaico (Kuros), clásico (Discóbolo de Miron) y helénico (Laocoonte)





# Comparación de SDLC

Prescriptive vs. Adaptive



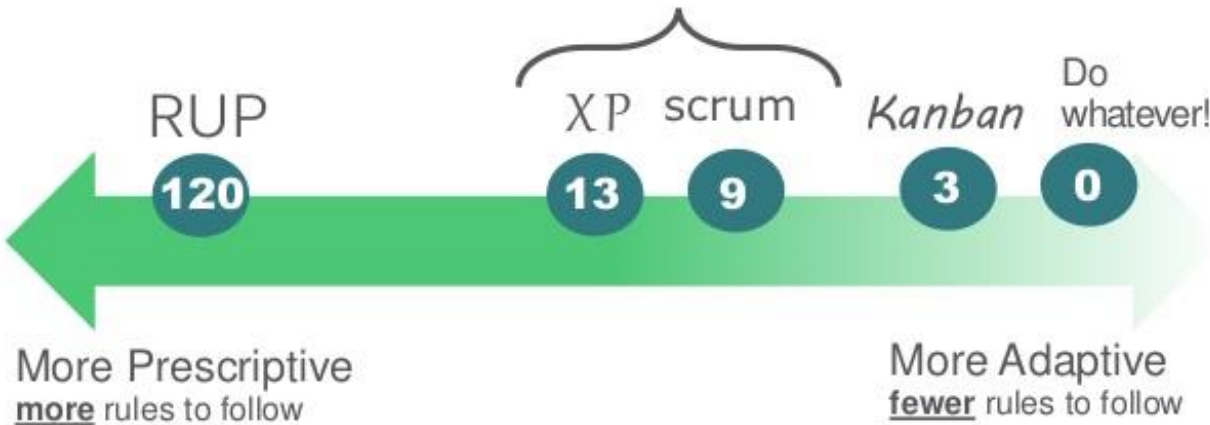
Source: Kanban and Scrum, making the most of both. Henrik Kniberg & Mattias Skarin



[www.torak.com](http://www.torak.com)

Prescriptive vs. Adaptive

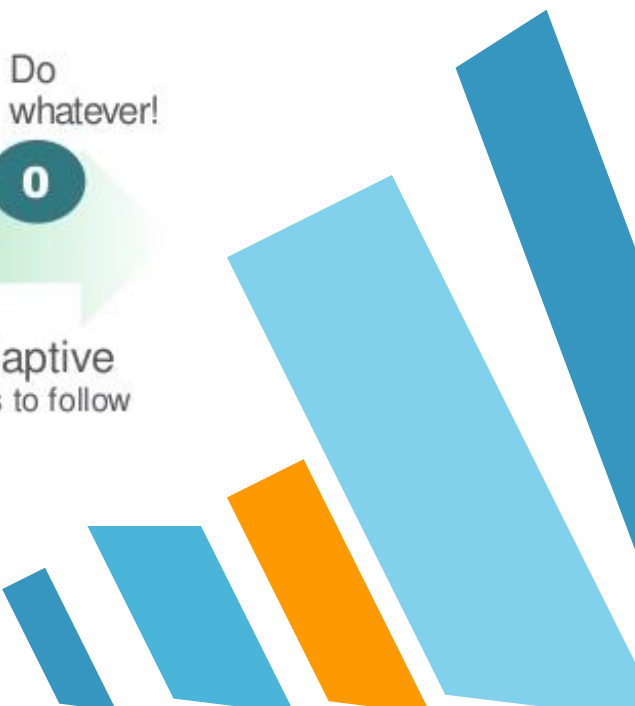
*The Sweet Spot*



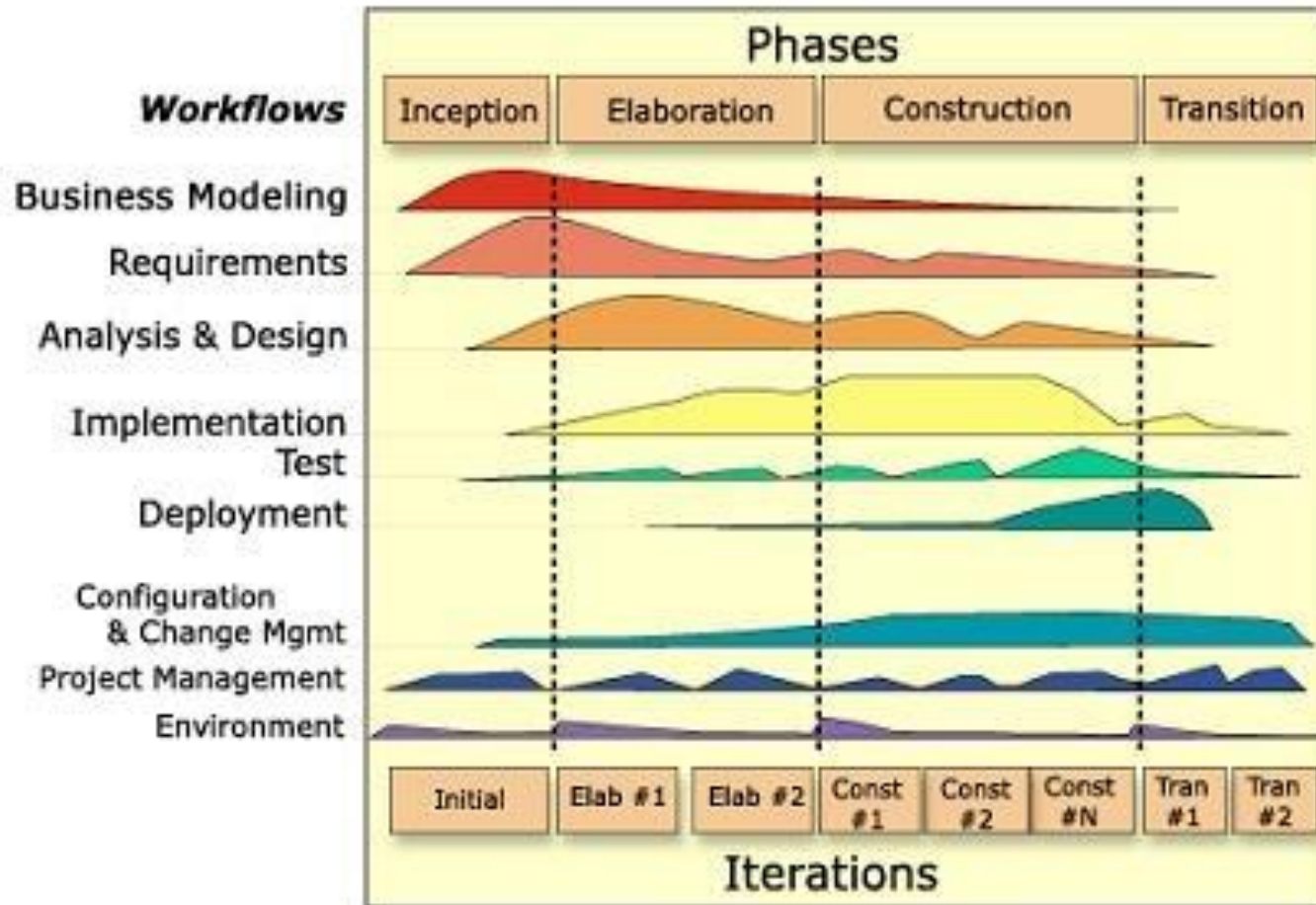
© 2015 beLithe, Inc.

<https://www.slideshare.net/dimka5/introducing-agile-scrum-xp-and-kanban>

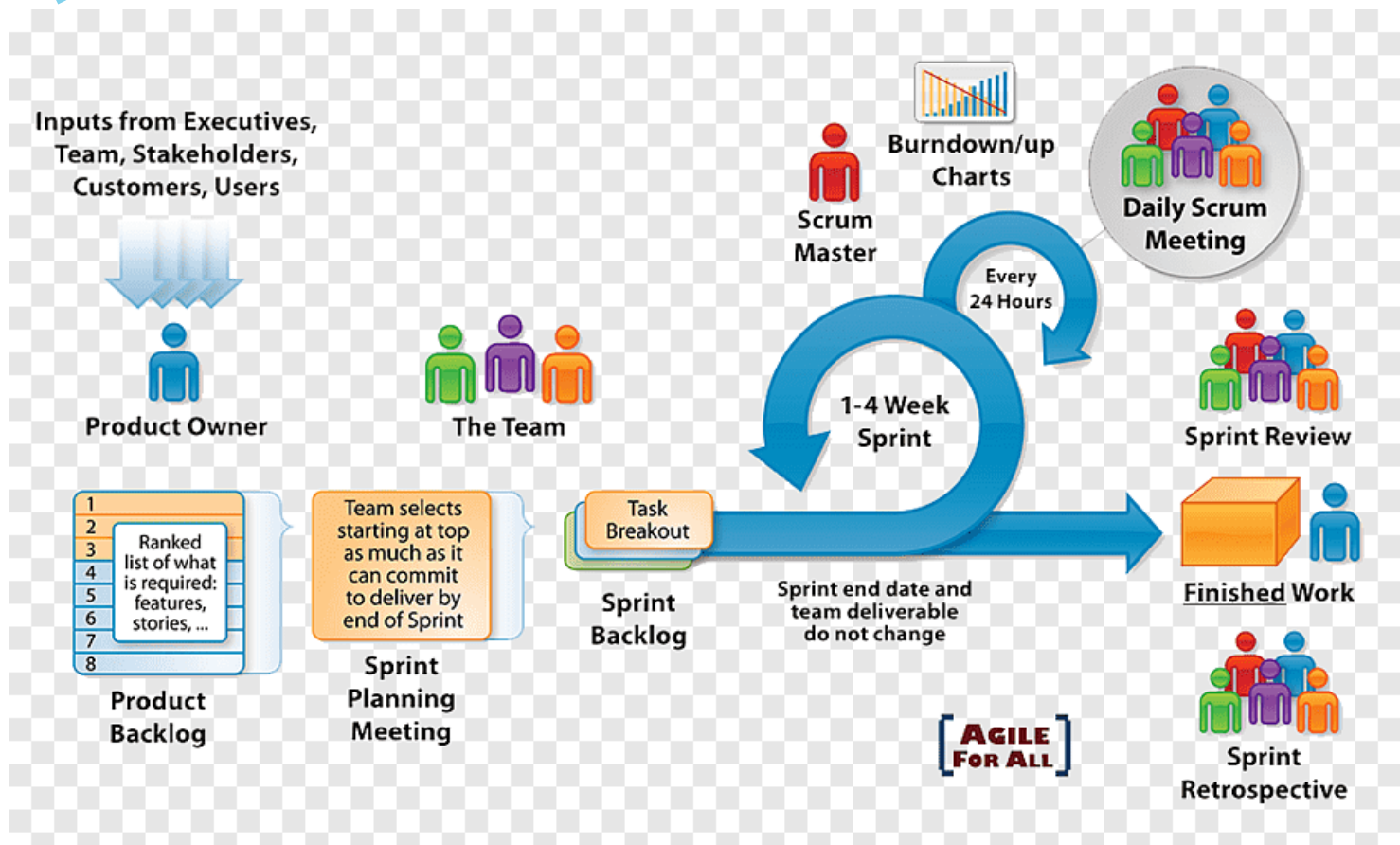
<https://www.slideshare.net/TanaLinback/agile-101-56280748>



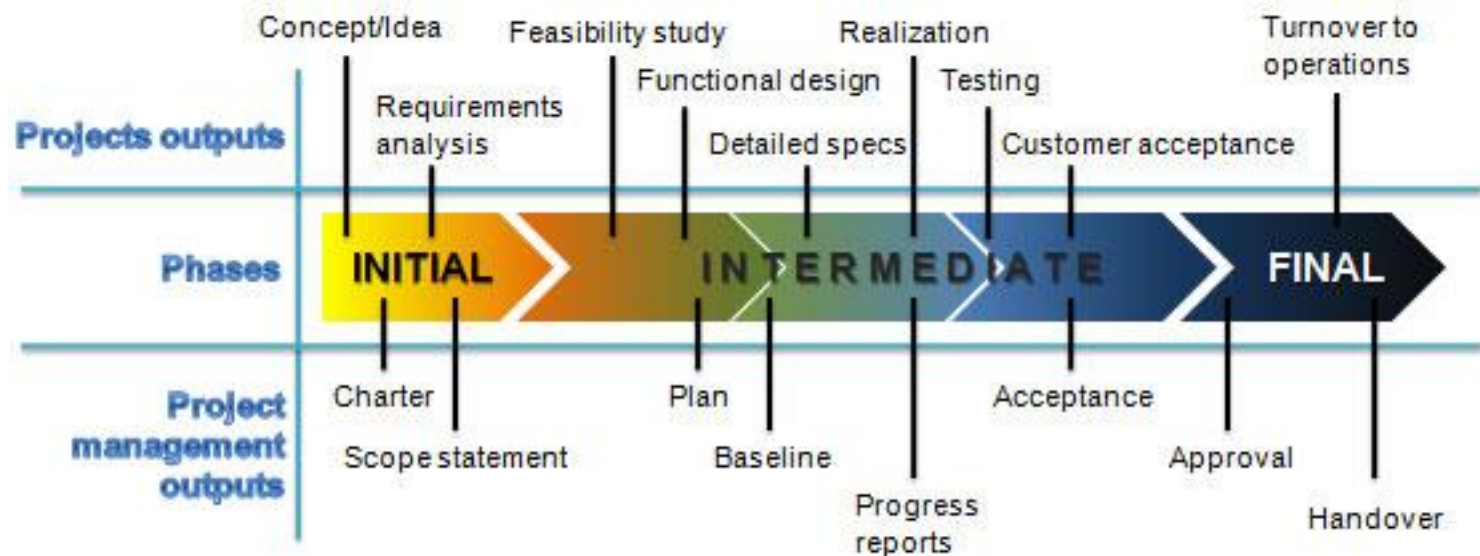








# Ciclo de vida de proyecto / gestión de proyecto



completar



FIN