

List of software development philosophies

This is a list of approaches, styles, and philosophies in software development not included in the category tree of software development philosophies. It contains also software development processes, software development methodologies and single practices, principles and laws.

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 - The Magic Cauldron (essay)*
 - Mayo-Smith pyramid*
 - Micro-innovation*
 - Minimalism (computing)*
 - Open–closed principle*
 - Planning poker*
 - PM Declaration of Interdependence*

Release early, release often

Retrenchment (computing)

Rule of least power

Scaled agile framework

Secure by design

Specification by example

Test double

Continuous test-driven development

Test-driven development

There's more than one way to do it

Transformation Priority Premise

Unix philosophy

Waterfall model

Worse is better

You aren't gonna need it

Programming paradigms

- Agent-oriented programming
- Aspect-oriented programming (AOP)
- Modular programming
- Component-based software engineering
- Object-oriented programming (OOP)
- Functional programming (FP)

Software development methodologies

- Agile Unified Process (AUP)
- Dynamic systems development method (DSDM)
- Constructionist design methodology (CDM)
- Extreme programming (XP)
- Iterative and incremental development
- Kanban
- Lean software development
- Open Unified Process
- Pair programming
- Rapid application development (RAD)
- Rational Unified Process (RUP)
- Scrum
- Structured systems analysis and design method (SSADM)
- Unified Process (UP)

Software development processes

- Behavior-driven development (BDD)
- Design-driven development (D3)
- Domain-driven design (DDD)
- Feature-driven development (FDD)
- Test-driven development (TDD)
- User-centered design (UCD)
- Value-driven design (VDD)
- Configuration-driven development (CDD)
- Bug-driven development (BgDD)
- Active-Admin-driven development (AADD)

See also

- [Anti-pattern](#)
- [Design pattern](#)
- [Programming paradigm](#)
- [Software development methodology](#)
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References

- [Don't Make Me Think](#) (book by [Steve Krug](#) about [human computer interaction](#) and [web usability](#))
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