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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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　KISS principle
　Lean integration
　Lean software development
　Lightweight methodology
　The Magic Cauldron (essay)
　Mayo-Smith pyramid
　Micro-innovation
　Minimalism (computing)
　Open–closed principle
　Planning poker
　PM Declaration of Interdependence

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
- Software development process

References

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