

# Agile Models; a comparison



## KANBAN

- Utilizes a progress board to organize current projects/issues
- Kanban utilizes multiple stages to clearly illustrate what phase projects currently are in
- One example of phases has in order: [ User Stories, in progress, peer review, test, completed]
- Kanban in contrast to other models does away with set iteration or cycles. Instead the software is perpetually worked on with time estimates on specific projects!
- <https://kanbanize.com/kanban-resources/getting-started/what-is-kanban>

## SCRUM

- Scrum model utilizes a heuristic approach to developing software
- With stricter role consideration such as Scrum master or Product owner
- Teams self organize and use backlogs to develop sprint planning
- Sprints are the development cycles of scrum they have outlined timelines and are flexible to the project.
- Scrum's strength is in its structure and cohesiveness, daily scrum meetings are part of working scrum models
- <https://www.scrum.org/resources/what-is-scrum>

## XP

- XP (extreme programming) is an agile development method to produce efficient high quality code
- With XP we observe less rigid structure with more focus on a planning session to dictate the course of an iteration
- Iterations are XP's development cycles. These are usually shorter (1 week) and target very specific software goals.
- Often in XP we utilize methods such as pair programming to improve code and reduce risk of setback at points where new software is critical
- With the looser model XP demands a high level of near to constant communication. This is paramount to success and doubles down on the idea of producing good code efficiently
- [https://www.agilealliance.org/glossary/xp/#:~:text=Extreme%20Programming%20\(XP\)%20is%20an,engineering%20practices%20for%20software%20development.](https://www.agilealliance.org/glossary/xp/#:~:text=Extreme%20Programming%20(XP)%20is%20an,engineering%20practices%20for%20software%20development.)