Software Processes

CS4003 - Software Engineering

Early computer software not built for consumer users. It transitioned out of military and enterprise into general communication and entertainment use cases.

How do you push software to millions of users without things breaking?
Design and analysis became important for this transition.

Waterfall

- Early design systems went through a linear plan, design, code, and deliver paradigm
- Took a long time

Agile

- More flexible process for software development

- Focuses on reiteration

- Not recommended for brand new systems