Agile Development is what is known to some as a "solution" to the disadvantages of the common software development method described in the book. Instead of moving down the process in a step-by-step manner, Agile Development follows an incremental approach. Developers choose to break the project into smaller chunks that are completed in monthly or weekly sprints. After each sprint, tests are done in order to find any bugs and to make sure everything is working properly. After multiple sprints, a product is finally able to be released. Some advantages to this process are that it allows for changes to be made after the initial planning stage, it is easier to add new features, clients are able to add feedback after each sprint in order to ultimately obtain the best possible product, bugs are more easily caught, and the product could be launched at the end of any sprint. However, two major shortcomings with this method are that the product could come in late and over budget without a successful product manager and if the initial product doesn't have a definitive plan, the final product may be completely different than intended.

On the other hand, there is the process described in the textbook as the Software Development Process, which prides itself on being a sequential design process. In this process, there are seven stages that are completed in order. Once a step is completed, it cannot be revisited at any point in the process, which means that each step must be thoroughly completed before moving on. Major disadvantages to this method are the lack of flexibility when it comes to revisiting past steps, initial requirement are heavily relied upon, bugs are only tested at the very end, the project might have to start over from the beginning if a requirement error is found, and it doesn't take the client's opinion into account. The saving graces for this method are that the record keeping required may improve future projects, the client know exactly which product they are going to get, and there is a minimal project impact in case of employee turnover.

For me personally, I would use the Agile Development method for my company. I feel that the advantages of this method far outweigh the negatives. Overall, I like how the client is more involved with the development of the product, as well as how there are milestones along the way. I feel that the software development process described in the book is too rigid, which could leads to a slower overall production. Not only that, but if something were to happen that would cause the entire production to restart, worker morale would drop drastically.