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Software Development I

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Waterfall development is a linear method of developing software. It starts out with the specification of requirements and progresses through analysis and design to implementation and testing, then deployment and maintenance. If at any point in the process there is a snag, the developer must back up and correct the error before moving forward once more. Waterfall development relies on a strict idea of a finished product and a program that does what it is initially conceived to do, usually developed between the developers and the party for whom the program is created for, whether it is a client that the developers are in direct contact with, or someone higher in the company for which the developers are employed.

However, agile development is aimed to provide a counter for waterfall development. Its core idea responses to the unpredictability of software development and instead of having a set of objectives laid out at the outset, it uses shorter cycles often called sprints where the developers only need to have one finished aspect instead of a whole program. The program is constantly assessed so if it needs to move in another direction, it is far easier than the linearity of waterfall.The software is developed at the same time the requirements are decided upon, so it streamlines the process, and in a practical programming setting, reduces time and money needed to develop software. It also allows the developers to assess the market value of what they are working on, and they have something that will be used instead of the very real possibility that by the time the software is done, it is obsolete.