KariAnn Harjo

ITSE 1450

Module 11 Discussion 2

Structured, Object-Oriented (O-O), and Agile are three different software development methodologies. Structured development relies on structure charts and data flow diagrams (DFDs) to design and develop software. O-O development uses object models to represent data, behavior, and how objects interact with other objects. Agile development is an iterative and collaborative approach that emphasizes flexibility and customer satisfaction.

The most significant differences among these methodologies are that structured development relies on structure charts and DFDs, O-O methods use a variety of diagrams, including class, case, and sequence diagrams, and agile methods tend to use other iterative models 1. Structured development is a linear process, while O-O development is more flexible and adaptable. Agile development is highly iterative and emphasizes collaboration and communication between developers and customers.

Despite their differences, these methodologies share some common goals. All three methodologies aim to develop high-quality software that meets the needs of customers. They also emphasize the importance of testing and quality assurance to ensure that software is reliable and free of errors. Finally, they all recognize the importance of documentation to help developers understand the software and maintain it over time.