Software Development I
Lab 1

Kristen Lawler: 200-46-139

January 31, 2017

Agile Development is an iterative development process. It is less formal than other processes, and its primary structure is cyclical. Rather than following a linear path to a project's completion, Agile Development encourages developers to come up with a plan, work, analyze progress, and return to the original plan to make any changes necessary. Then the cycle repeats, resulting in an iterative and organic process.

This development methodology is vastly different from the one given by section 2.16 of our text. While agile development has a cyclic structure, this alternate process is much more linear. This methodology begins with the requirements specifications stage: a formal process to understand the problem at hand and to determine what the resulting software needs to do. Developers are then directed to identify the system's inputs and outputs, design a process to obtain the output from a given input, create a program that implements the design, test the program, and to finally perform maintenance on it. This methodology is far more structured than that of Agile Development.

In some regards, Agile Development seems to be the superior software development method. Its associated process provides a basic structure, but enables workers to be creative and productive through the encouragement of change: this methodology supports developers in altering the original plans over time. This is different from the

alternative development process offered by our text, which begins with a plan, ends with its implementation, and allows for no changes to be made along the way. While the process from section 2.16 may be more rigid, it does have some desirable outcomes. This process creates very clear guidelines on what is expected of the developers by the customers. Agile Developments' cyclical structure, however, comes with an air of uncertainty or vagueness; this could be unsettling to customers. It is clear that each development methodology has its own strengths and weaknesses.

As a developer, I feel that I would much rather prefer an Agile Development process. It seems that this methodology is much more conducive to collaboration and creativity without complete abandonment of structure. Furthermore, with this process work is mapped out by time rather than by features. Instead of simply working until several features have been completed, agile developers are encouraged to work for a particular period of time. This provides developers with the opportunity to surpass whatever simple, initial features were needed, and to make more progress on the project at hand.