SD Methodologies IV

1   Introduction to other models

Definition: Incremental Funding

An ROI-informed approach to software development in which software is developed and delivered in carefully prioritized chunks of customer valued functionality. These chunks are known as Minimum Marketable Features (MMFs).

Definition: Chaos model

The phases of the life cycle apply to all levels of projects, from the whole project to individual lines of code. The main rule is always resolve the most important issue first.

Definition: BDD

Agile SD process encouraging collaboration between stakeholders

Definition: Structured systems analysis and design

A waterfall method for the analysis and design of information systems.

Definition: Unified Process

An iterative and incremental software development process framework

Definition: V-model

Demonstrates the relationships between each phase of the development life cycle and its associated phase of testing

Definition: Lightweight

A software development method that has only a few rules and practices, or only ones that are easy to follow, such as Crystal Clear
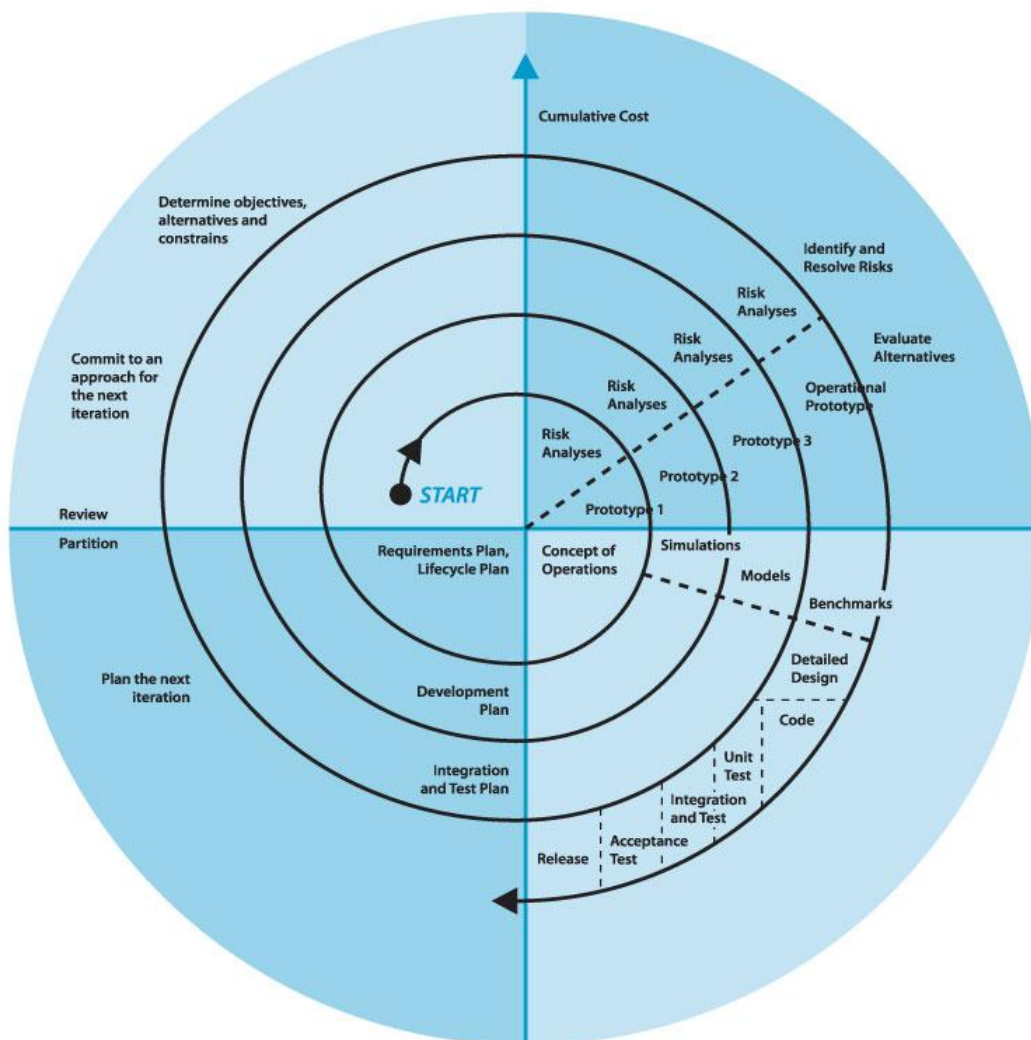
Definition: Slow programming

A SD philosophy that emphasises careful design, quality code, software testing and thinking. It strives to avoid kludges, buggy code, and overly quick release cycles

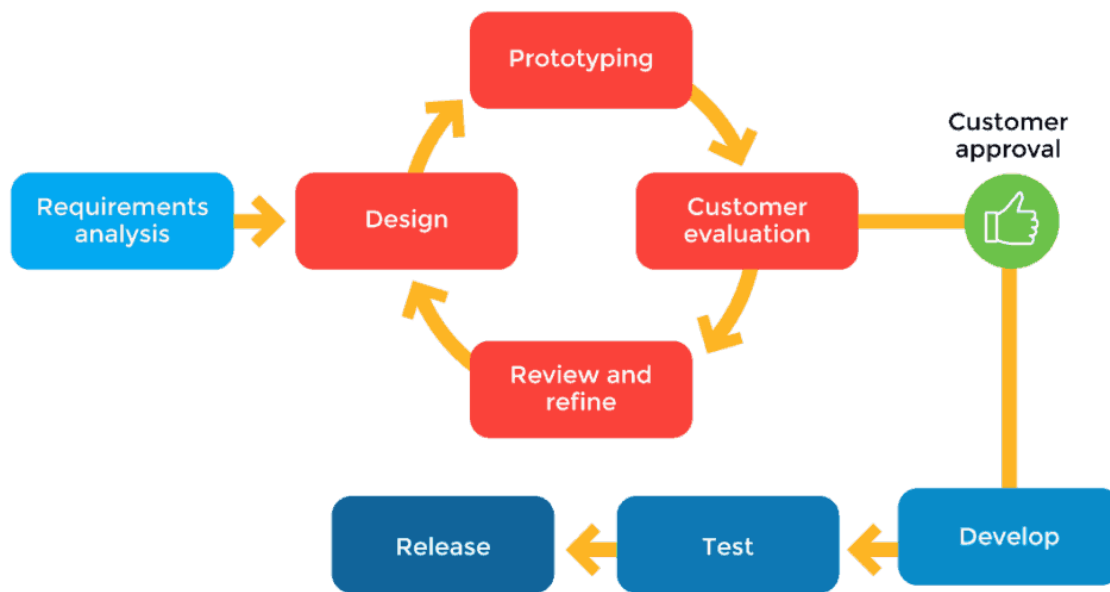## 2   RAD(Rapid Application Development)
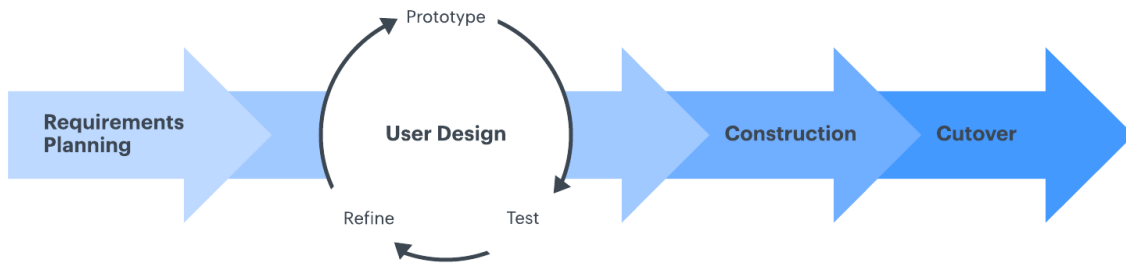
- Allows for greater flexibility than waterfall, but not as much as agile
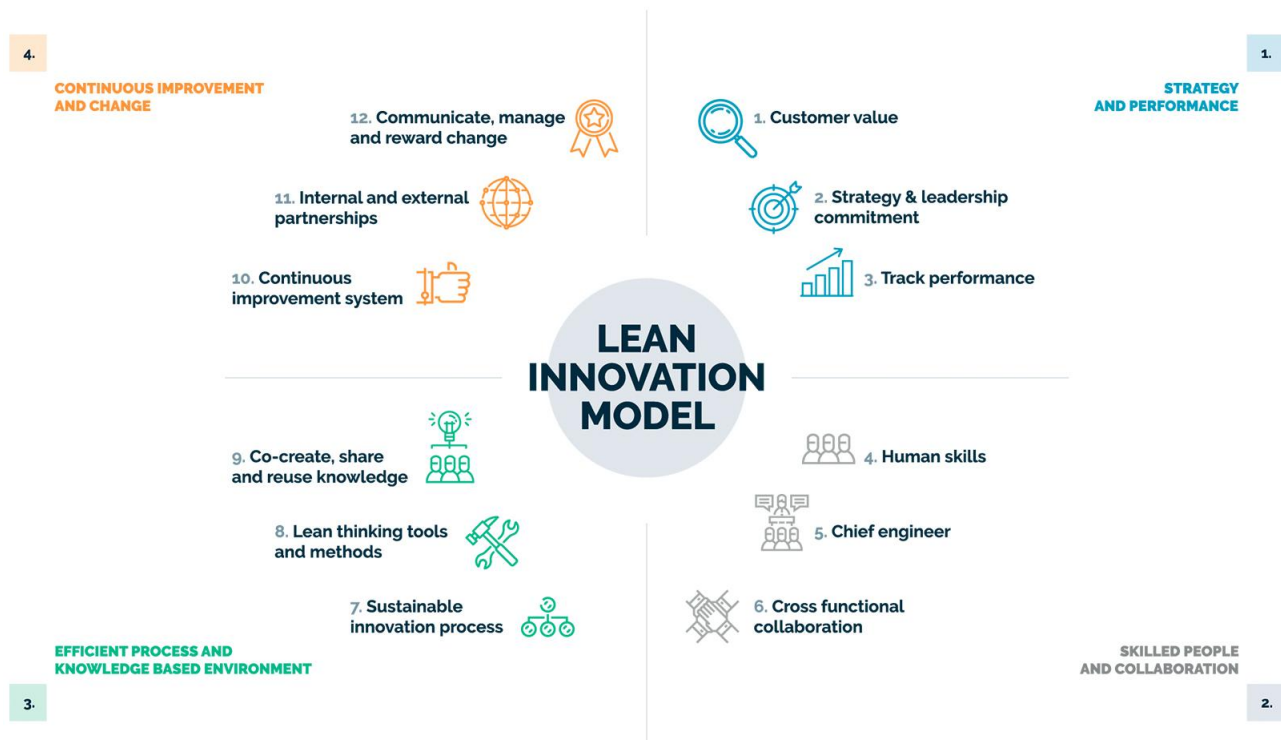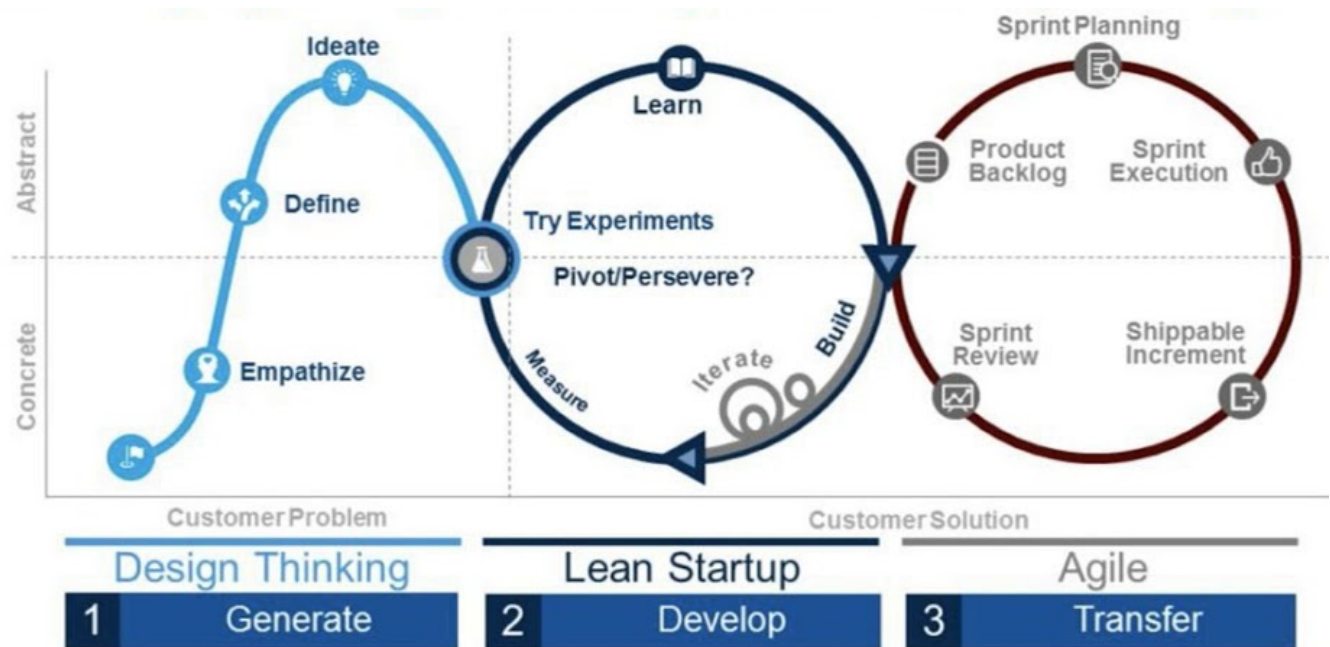
3   Spiral

- Linear model
- Risk analysis - Make sure you are able to complete the part of the spiral before the next analysis
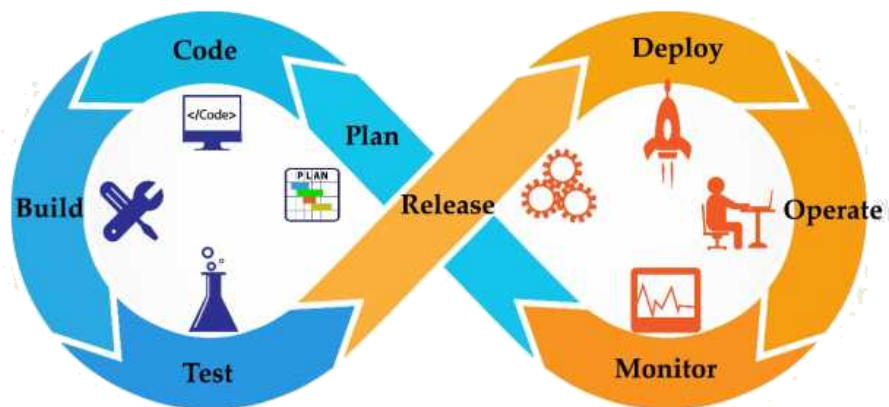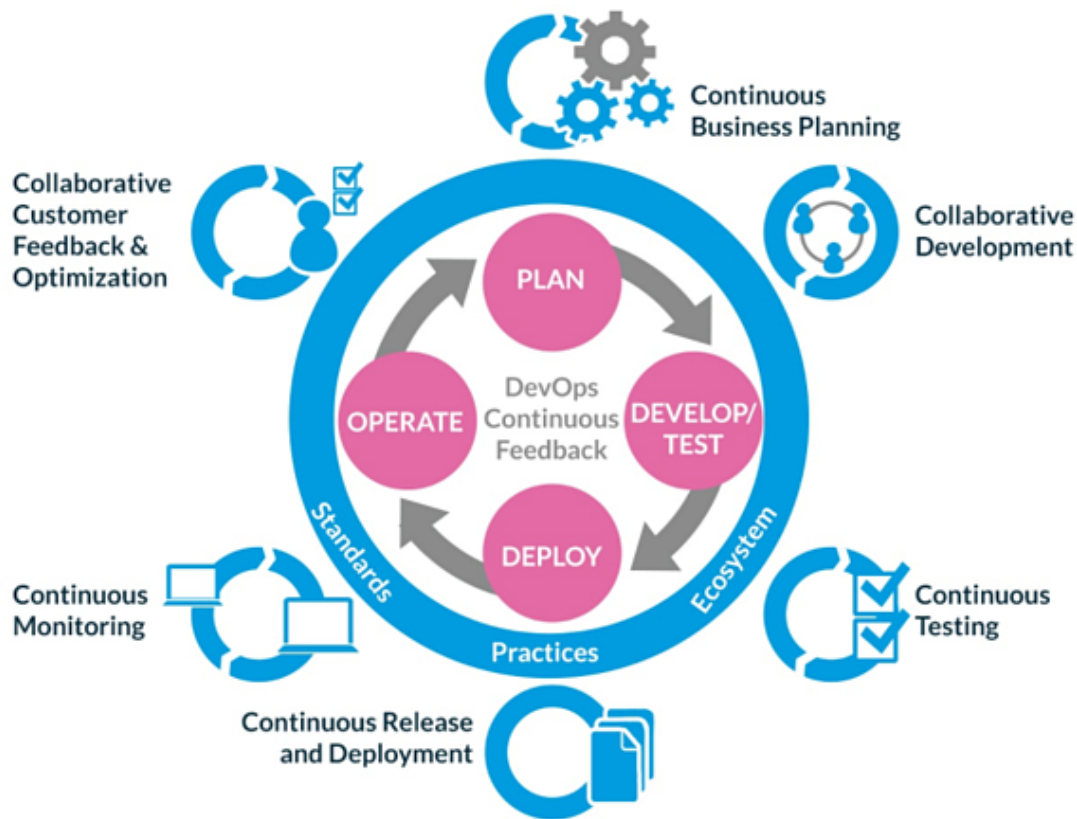
4 Prototyping

5 Lean Innovation

6 DevOps

7   Not a Software Development Model

- ITIL (Information Technology Infrastructure Library) v4

- Linked to DevOps, Agile and Lean

- Service - Providing benefit to a person

- Value - Return on what you are putting in