

Agile vs. Waterfall Method

The waterfall method described in section 2.16 of the textbook depicts a systems analysis and design approach that follows a linear flow of control and/or focus when developing a new system. These steps essentially create a 'life cycle' for a new system that most, if not all systems created by the rubric strictly follow. Movement between stages of this life cycle may be 'upwards' or 'downwards': whereas a downwards movement signifies increased development towards completion, whereas upward movements entail corrections.

Agile development however, reinvents the approach used to develop new systems using key principles such as team-oriented development, constant user interaction and testing, as well as other highly inclusive and cyclical methods (i.e ever-present).

Agile has been argued to be more adapted to changing environments in system development as compared to the 'waterfall' method, making it the sought after method of organising system development. However, the demands of agile development, which requires a high level of training of specialised open-minded professionals, makes it a more expensive choice. And in some cases, systems that do not experience a rapidly-changing environment see Agile development as an unnecessary compliment.