lecture\_2\_2:

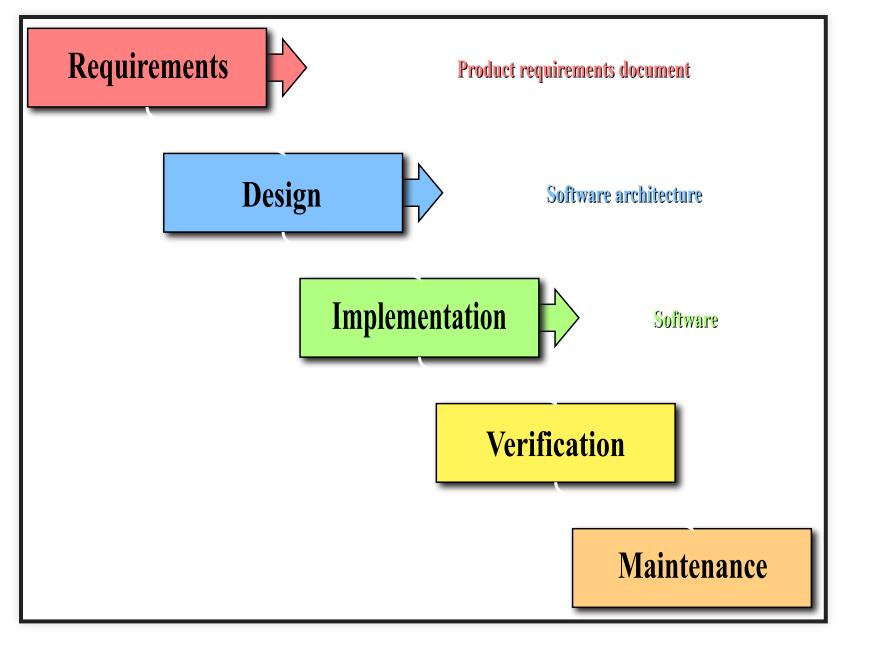
# Software Development Process

comp-prog/lecture\_2\_2
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#### Software development process: overview

- There is usually a question on the AP test about software dev.
- This section will shape how you approach programming problems, especially the group projects. Your README files will demonstrate your understanding of this section.
- Programming is engineering.

Waterfall methodology (pg. 54)



#### 1. Requirements specification

- Understand and dictate what problem the software will solve.
- The textbook states problems clearly. In the wild, problems are not always clearly defined, so developers need to interact with stakeholders frequently.

#### 2. System analysis

- Based on requirements specification, determine outputs of the software.
- Determine how to reach the outputs.
- Determine what the program's inputs are.
- System analysis involves constructing/enumerating any formulas required.

#### 3. System design

- Describe the algorithm being used.
- Break down the problem into components that are solved by subsystems.

## 4. Implementation / development

• Write code. Create the program.

#### 5. Testing

- Check that the code meets requirements and does not have any bugs / mistakes.
- How do you know it works?
- For your group projects, I will require you to describe test cases that you use. For example, you may test it using simple values, or check complex calculations with a calculator.

## 6. Deployment

• Release the software for install, or host it on a website.

#### 7. Maintenance

- Security updates
- Feature improvements
- Fix bugs
- Incorporate changing requirements

#### Waterfall vs. Agile

- Waterfall development is effective for small projects with clear requirements.
- For many development teams, the software to build has changing requirements that are not clear at the project's inception. These teams are often crossfunctional and smaller. They use the Agile development methodology.

# Waterfall vs. Agile

# end