**Agile Development Summary**

Agile is a software package development methodology introduced in 2001. Before Agile, the methodology used was ‘Waterfall method’. The essence of waterfall software package development is that complicated software package systems may be in-built a serial, phase-wise manner. It consists of the subsequent steps:

1. Demand
2. Analysis
3. Design
4. Implementation
5. Testing
6. Maintenance

This approach holds that complicated systems may be in-built one pass, while not going back and revisiting needs or style concepts in light-weight of fixing business or technology conditions. However, studies of past software package shows only a few projects are considered on-time and on-budget using waterfall methodology.   
The crux of agile methodology is that the normal methodology isn't alleged to be followed whenever and it may be modified supported client and project desires.   
  
The most common agile development ways are listed below  
  
1. XP  
XP stands for extreme programming. It concentrates on the event instead of social control aspects of software package comes. XP was designed so organizations would be unengaged to adopt all or a part of the methodology. It involves suggestions coming up with by developers when taking a look at cases from user. This is often a repetitious method that completes after user acceptance testing. User takes a look at cases to the project dynamically and also the project is terminated once all the user cases are enforced and also the user is happy with the performance of the project.

2. Scrum  
Scrum is said to scrimmage wherever cluster of individuals gather to induce the duty done. In software package development, the ‘job’ is put out a release. During this method, the requirements are incomplete at the beginning, and also the development would modify at a pace as per the wants of the project. Unlike XP, scrum includes each social control and development method. After, the scope of the project and styles are created, it's divided into series of short iterations referred to as ‘sprints’.   
Each sprint has well defined quantity work to be done. When sprint is completed, the members review the sprint to articulate the things learned and check progress. Throughout a sprint, the team encompasses a daily meeting referred to as a commencement. Every team member describes the work to be done that day, progress from the day before, and any blocks that has got to be cleared.   
  
Agile development isn’t a social control fight. It needs discipline and adherence to processes, even once those processes aren't onerous. As an example, users should review and approve changes before they're integrated into the baseline, developers should review each other’s code, and code should endure unit tests. These processes act as checks and balances to convey bigger freedom to development organizations inside a well defined framework.