Methods for comparing methods - techniques in software development

NCC Publications - 7 Code Refactoring Techniques in Software Engineering

Agile Model	Waterfall Model
1. Agile method proposes incremental and iterative approach to software design	Development of the software flows sequentially from start point to end point.
2.The agile process is broken into individual models that designers work on	The design process is not broken into an individual models
3.It is unstructured model compared to the waterfal model	Waterfall model are more secure because they are so plan oriented
4.The customer has early and frequent opportunities to look at the product and make decision and changes to the project	The customer can only see the product at the end of the project
5. Error can be fixed in the middle of the project.	Only at the end, the whole product is tested. If the requirement error is found or any changes have to be made, the project has to start from the beginning.
6. Small projects can be implemented very quickly. For large projects, it is difficult to estimate the development time	All sorts of project can be estimated and completed.
7.Documentation attends less priority than software development	Documentation is a top priority and can even use for training staff and upgrade the software with another team
8.Development process is iterative, and the project is executed in short (2-4) weeks iterations. Planning is very less.	The development process is phased, and the phase is much bigger than iteration. Every phase ends with the detailed description of the next phase
9.Testers and developers work together	Testers work separately from developers
10.At the end of every sprint, user acceptance is performed	User acceptance is performed at the end of the project.
11.It requires close communication with developers and together analyse requirements and planning	Developer does not involve in requirement and planning process. Usually, time delays between tests and coding

Description: -

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Computer programming management.
Computer software -- Development.Methods for comparing methods
- techniques in software development
-Methods for comparing methods - techniques in software
development
Notes: Bibliography: p. 133-134.
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If a node does not have any child nodes, it is called a leaf. P ull up the constructor body, extract subclass, extract superclass, collapse hierarchy, form template method, extract interface, replace inheritance with the delegation, replace delegation with Inheritance, push down-field all these are the other examples. It enables a project manager to create a clear schedule and to plan a reliable budget.

Software Estimation Techniques

More and more customers and providers prefer using agile development methodology, as it emphasizes continuous delivery, makes the process user-focused and gives a competitive edge.

Software Estimation Techniques

The points can be distributed in any way that the stakeholder desires. Three-Point Estimation is one of the most effective methods for software testing when you have practice and data from the previous projects and an ability to apply them.

Estimation Techniques in Software Testing [With Examples]

A rough idea how long a task would take to complete.

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And each functionality can be divided into sub-functionalities. But what happens after a couple of days or months…? You save yourself with future technical debt if you notice that the code needs to be updated during the earlier phases of feature development. It estimates the value of the total effort that can be considered as time, cost or size of the task.

COMPARISON OF SIX PRIORITIZATION TECHNIQUES FOR SOFTWARE REQUIREMENTS

In case they lack some knowledge, the process will slow down and the costs may increase.

Red-Green Refactoring Red-Green is the most popular and widely used code refactoring technique in the Agile software development process. Each of the above criteria was assigned weight according to Table III.

Related Books

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