

IS DESIGN DEAD?

This article by Martin Fowler talks about one of the more recent software programming trends called Extreme Programming(XP) and the challenges it poses to people's understanding of how programming of software works and where does design come into play. The reason for the confusion is that before XP, there was plan-based design where designing software upfront was a priority but even earlier than that there existed a type of evolutionary design which was the modern equivalent of the nightmare-ish "code and fix" approach. The plan-based approach had come to life in order to battle the entropy that was evolutionary design, which makes it understandable why so many people are still uneasy with the concept of XP as it is practically just a descendent of the evolutionary type of programming. Fowler, however, goes on to explain that there are lots of positives about XP which deal with many of the issues that plan-based approach had (such as, how to deal with unplanned requirements or drastic changes) without becoming too chaotic. Throughout the article there is the continuous reminder that though it feels as if design will die out in software programming because of the increasing popularity of XP – it is not actually the case. As a matter of fact, design and designers/architects are as needed as ever, though perhaps not quite in the same way as previously. Some aspects of design will need to adapt into a different format but design will remain to be a crucial part of the software development process.