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IFSC 336

September 20th, 2019

Project Development

We start first at Structured Analysis and Structured Design (SA/SD). It is diagrammatic notation which is design to help people understand the system. The basic goal of SA/SD is to improve quality and reduce the risk of System failure. It establishes concrete management specification and documentation. It focuses on solidity, pliability and maintainability of system.

Basically, the approach of SA/SD is based on the Data Flow Diagram. It is easy to understand SA/SD but it focuses on well-defined system boundary whereas JSD approach is too complex and does not have any graphical representation.

SA/SD is combined known as SAD and it mainly focuses on following 3 points:

1. System
2. Process
3. Technology

The next development method is Object-oriented Analysis. Object-orientation is what’s referred to as a programming paradigm. It’s not a language itself but a set of concepts that is supported by many languages. Each object contains its own data and its own logic, and they communicate between themselves.

These objects aren’t random. They represent the way you talk and think about the problem you are trying to solve in your real life.

They represent things like employees, images, bank accounts, spaceships, asteroids, video segment, audio files, or whatever exists in your program.

The third development process is Agile development. It abandons the risk of spending months or years on a process that ultimately fails because of some small mistake in an early phase. It relies instead on trusting employees and teams to work directly with customers to understand the goals and provide solutions in a fast and incremental way. The most popular and common examples are Scrum, eXtreme Programming (XP), Feature Driven Development (FDD), Dynamic Systems Development Method (DSDM), Adaptive Software Development (ASD), Crystal, and Lean Software Development (LSD). Teams generally pick one or two methods. The most widely used methodologies are Scrum and XP, which dovetail nicely. Scrumis a hands-on system consisting of simple interlocking steps and components.

The fourth development process is Rapid application development. Rapid application development tools prioritize speed and agility so that IT teams can increase their productivity and improve project outcomes. Instead of the typical turnaround of months or years for new applications, rapid application development methodology enables IT teams to deliver in a matter of days or weeks. Creating production-ready apps faster means that the business can benefit from its availability earlier, while new functionality continues to be released. Rapid application development is particularly well suited for delivering systems of differentiation and innovation. These projects demand a greater level of business involvement as well as more frequent iterations to stay current within the market.

One problem these processes all have in common is project creep or scope creep. Scope creep is what happens when changes are made to the scope of a project without any control. Naturally, changes happen to projects all the time. It is that very rare project that ends up delivering exactly what was asked for on day one. However, without there being some control over the changes, a project manager has little chance of keeping on top of the work and managing the project effectively.

Generally, scope creep is when new requirements are added after the project has started. Often these changes are not properly reviewed. The project team is expected to deliver them with the same resources and in the same time as the original scope. On the other hand, you could end up with a project with lots of approved, considered changes, that never ends because every time you think you have finished a new requirement arrives in your inbox and you have to make more changes.

Don’t let the scope creeper cripple your project. The following are five ways to keep control of your project.

1. Document the Requirements

2. Set up Change Control Processes

3.  Create a Clear Project Schedule

4. Verify the Scope with the Stakeholders

5. Engage the Project Team