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### Lab 1 Short Essay

There are many different processes of software development. Each one has its own advantages and disadvantages. Two examples are the Software Development Life Cycle and the “Agile Development” methods.

The Software Development Life Cycle (SDLC) is a method of software development with several steps. These include the requirements specification step, system analysis, system design, implementation, testing, deployment, and maintenance. An advantage of this particular method is that before any sort of coding begins, the developers work very closely with the customer’s desires for the software that is to be made. This method also goes in depth with the products capabilities. Separate programs are written and later combined to make the desired software and put through testing. The testing is done by other developers rather than those who coded the software, which is highly increases the amount of bugs found and fixed within the code. The maintenance step of the process continues to work on the software even after its initial send-off to the customer. The maintenance step adds new features and fixes any bugs that the customer has found. A disadvantage that can be seen is that rigorous testing before it is sent to the customer is very time consuming, especially in the concern of deadlines. The Software Development Life Cycle is a highly effective method of developing software.

The “Agile Development” method of software development has many different forms. These include Scrum, Crystal, XP, the Dynamic Systems Development Method (DSDM), and Feature Driven Development. They all have their own advantages in their own rights and also have many similarities to the SDLC method. One advantage to all the forms of Agile Development is that many, like Scrum, are simpler processes. Much like in SDLC, the customer of the software holds a lot of influence. The Product Backlog, which is used to determine what will be developed, is filled with desired features for the software from people who will use the software once it is done. In Scrum, the programs of the software are developed differently. Separate teams develop specific parts of the software in what are called Sprints. Each Sprint has their own deadlines and goes through testing. This is both a disadvantage and an advantage when compared to SDLC. It is an advantage in the sense that each Sprint is tested before the next begins, reducing the amount of error. However, it can be seen as a disadvantage due to how this could take too long, especially if the deadline for the Sprint is missed.

As a developer and after looking at both of these methods, I can say I would rather use the SDLC method of development. The software is much more carefully designed and tested than it is in methods such as Scrum. This method also does not have the pressure of trying to complete everything quickly. Deadlines still exist, but that deadline is for the whole product rather than just one part like in Scrum. I would rather use SDLC as a developer because I believe it has less room for error than the methods of Agile Development.