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Tuesday-Wednesday Class (6pm-11pm)

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1. What is the dis-advantage of agile?

The dis-advantage of agile is as follows:

* Not suitable for handling complex dependencies.
* More risk of sustainability, maintainability and extensibility.
* An overall plan, an agile leader and agile PM practice is a must without which it will not work.
* Strict delivery management dictates the scope, functionality to be delivered, and adjustments to meet the deadlines.
* Depends heavily on customer interaction, so if customer is not clear, team can be driven in the wrong direction.
* There is a very high individual dependency, since there is minimum documentation generated.
* Transfer of technology to new team members may be quite challenging due to lack of documentation.
* The project can easily get taken off track if the customer representative is not clear what final outcome that they want.

1. What is the advantage of agile?

The advantage of agile is as follows

* Is a very realistic approach to software development.
* Promotes teamwork and cross training.
* Functionality can be developed rapidly and demonstrated.
* Resource requirements are minimum.
* Suitable for fixed or changing requirements
* Delivers early partial working solutions.
* Good model for environments that change steadily.
* Minimal rules, documentation easily employed.
* Enables concurrent development and delivery within an overall planned context.
* Little or no planning required.
* Easy to manage.
* Gives flexibility to developers.

1. What is the difference of agile and waterfall?

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| **Agile Model** | **Waterfall Model** |
| * Agile method proposes incremental and iterative approach to software design | * Development of the software flows sequentially from start point to end point. |
| * The agile process is broken into individual models that designers work on | * The design process is not broken into an individual model |
| * The customer has early and frequent [opportunities](http://www.guru99.com/agile-scrum-extreme-testing.html#56236846) to look at the [product](http://www.guru99.com/agile-scrum-extreme-testing.html#14675703) and make decision and changes to the project | * The customer can only see the product at the end of the project |
| * Agile model is considered unstructured compared to the waterfall model | * Waterfall model are more secure because they are so plan oriented |
| * 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. |
| * 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 |
| * Development process is iterative, and the project is executed in short (2-4) weeks iterations. [Planning](http://www.guru99.com/agile-scrum-extreme-testing.html#10775851) is very less. | * The development process is phased, and the phase is much bigger than iteration. Every phase end with the detailed description of the next phase. |
| * 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 |
| * Every iteration has its own testing phase. It allows implementing regression testing every time new functions or logic are released. | * Only after the development phase, the testing phase is executed because separate parts are not fully functional. |
| * In agile testing when an iteration end, shippable features of the product is delivered to the customer. New features are usable right after shipment. It is useful when you have good contact with customers. | * All features developed are delivered at once after the long implementation phase. |