

CST226-3 Rapid Application Development

Introduction to Rapid Application Development
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Today's Outline

- What is RAD?
- Why was it introduced?
- When to Use RAD?
- Core Elements of RAD
- RAD Stages
- Advantages & Disadvantages of RAD

What is RAD?

- Software development methodology
- Focuses on building applications in a very short amount of time
 - Designed and developed within 60-90 days

A process of development that involves application prototyping and iterative development

What is RAD?...

- Prototyping:
 - A feature light version of the finished product, which build in a short amount of time
- Iterative Development:
 - A way of breaking down the software development of a large application into smaller chunks
- Start development as early as possible
 - Clients can review a working prototype and offer additional direction

The Problem

The development of applications that did not meet client needs

Applications took so long to build and requirements had changed before the system was complete

complete, but unusable systems



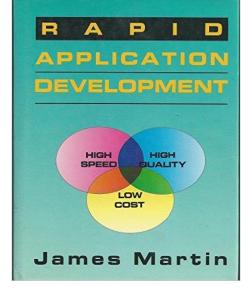
History of RAD

- In 1986 Barry Boehm wrote A Spiral Model of Software Development and Enhancement
 - Initially defined the concepts of prototyping and iterative development
- During the late 1980's Scott Shultz and James Martin refined the ideas of prototyping and iterative development into a methodology
 - Named as, Rapid Iterative Production Prototyping (RIPP)
 - Focused on developing systems in a short timeframe with small teams of highly qualified, motivated, and experienced staff

History of RAD...

 James Martin further expanded and formalized Rapid Iterative Production Prototyping and in 1991 published the book Rapid Application

Development



Problem Addressed

- With conventional methods, there is a long delay before the customer gets to see any results
 - Requirements got changed before the system was complete
 - Resulting in inadequate or even unusable systems



Only RAD can address these problems???

Nooooooooooo...

When to Use RAD?

- Not appropriate for all projects
- Works best for projects when,
 - The scope is small or work can be broken down into manageable chunks
 - The project teams are small (2-6)
 - The team must have experience with all technologies that are to be used
 - Business objectives will need to be well defined
 - Should not have a broad or poorly defined scope

When to Use RAD?...

- There should be very few client decision makers, preferably only one
 - Decisions must be able to be made quickly
- Client should be willing to accept a product that is less full featured
- Client should be willing to accept higher development cost
 - Due to the emphasis on purchasing reusable components over building them

- Prototyping
- Iterative Development
- Time Boxing
- Team Members
- Management Approach
- RAD Tools

- Prototyping
 - Objective is to build a feature light version of the finished product in as short an amount of time as possible (in days)
 - Initial prototype serves as
 - A proof of concept for the client
 - A talking point and tool for refining requirements
 - · CASE tools can be used to develop prototypes quickly

- Iterative Development
 - Creating increasingly functional versions of a system in short development cycles
 - Each version is reviewed with the client
 - Process is repeated until all functionality has been developed
 - Ideal length of iterations is between one and three weeks
 - Each cycle provides the user an opportunity to provide feedback, refine requirements, and view progress

Time Boxing

• Process of putting off features to future application versions in order to complete the current version in as short amount of time as possible

Team Members

• Recommends the use of small teams that consist of experienced, versatile, and motivated members that are able to perform multiple roles

- Management Approach
 - Active and involved management is vital to mitigate the risks of lengthened development cycles, client misunderstandings, and missed deadlines

• RAD Tools

• One of the primary objectives of the RAD methodology was to take advantage of the latest technology available to speed development

RAD Process

- RAD process consists of four lifecycle stages:
 - Requirements Planning Concept Definition
 - User Design Functional Design
 - Construction
 - Implementation Deployment

- Requirements Planning
 - Consists of meetings between a requirements planning team and key client users
 - Focus on initial requirements and the project scope
 - Identifies primary business functions and breaks them into business entities
 - Use of available tools will be more efficient
 - Rational Rose
 - Microsoft's Visio

- User Design
 - Analyze the requirements in more detail
 - Core requirements should be identified and targeted for the initial prototype
 - Secondary requirements should be identified and targeted for future development iterations
 - Develops the entities into a data model
 - E.g: Entity Relationship Diagram (ERD)
 - Formalizes business rules
 - Develops test plans and creates screen flows and layouts for essential parts of the system

- Construction
 - Develops the application in iterative cycles of development, testing, requirements refining, and development again, until the application is complete
 - Convert the Data Model into a functional database
 - Once the prototype has been developed, the team tests the initial prototype using test scripts
 - The team and customer reviews the application
 - Finally the team and customer meet to determine the requirements for the next iteration

- Implementation
 - Integrating the new system into the business
 - Helps the users transfer from their old procedures to new ones that involve the new system
 - Trouble shoots after the deployment
 - Identifies and tracks potential enhancements

RAD Advantages

- Increased Speed
 - Increased development speed and decreased time to delivery
 - Use of CASE tools to converting requirements to code as quickly as possible
 - Time Boxing to push out secondary features to future releases in order to complete a feature light version quickly

RAD Advantages...

- Increased Quality
 - Quality is defined as
 - The degree to which a delivered application meets the needs of users
 - The degree to which a delivered system has low maintenance costs
 - Deliver on quality through the heavy involving of users in the analysis and particularly the design stages

RAD Advantages...

- Increases reusability of components
- Quick initial reviews are possible
- Encourages customer feedback
- Flexible and adaptable to changes
- Iteration time can be short with use of powerful RAD tools

RAD Disadvantages

- Reduced Scalability
 - Focuses on development of a prototype that is iteratively developed into a full system
 - Delivered solution may lack the scalability of a solution that was designed as a full application from the start
- Reduced Features
 - RAD may produce applications that are less full featured than traditionally developed applications

RAD Disadvantages...

- Depends on strong team and individual performances for identifying business requirements
- Required highly skilled developers/designers

Factors Influence RAD

- Several factors contribute to the success of rapid development process by improving both the quality of the delivered system and the speed of delivery
 - Use of prototyping
 - Helps users visualize and make adjustments to the system
 - User involvement in the Construction stage
 - Allowing the details to be adjusted if necessary

Things We Covered Here

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- History of RAD
- When to Use RAD?
- Core Elements of RAD
- RAD Stages

Things We Covered Here...

- Advantages of RAD
- Disadvantages of RAD
- Factors Influence RAD