William Esposito

Professor Rivas

CMPT220L Lab1 Short Essay

24 January 2017

"Agile Development" is a team based approach to development that goes against the grain of the more traditional development process explained in Chapter 2.16. Agile Development Stresses teamwork, collaboration, and the ability to adapt to different changes that may be a result of the development cycle. The more traditional method described in Chapter 2.16 describes truly planning things before doing them, and going in a very linear structure to accomplish the development cycle. Agile Development adopts an environment which minimizes the amount of up-front design and planning, and more "do it as you go" so to speak. This only works effectively if the developers adopting the Agile approach are in constant communication with their customer so that they may be able to tell them what it is they want as the development process continues. This could prove to be a disadvantage however as constant communication is not always possible, the customer may not have the time or interest to do oversee the development. This is different than the traditional process in which that is all settled in stone before hand. Due to this, progress is much more easily measured as one can simply look at how far along the line their development progress is coming compared to when they wanted certain sections to be done by.

Additionally, testing is done as the product is developed in Agile, where as testing in a more traditional method is segregated to a specific time slot which takes place at the very end

before the product is released. It could be a hassle for a team to have to go back and fix things at the very end, as opposed to actively doing it along the way. As a developer, I want to know exactly it is what I need to do by what specific periods of time so that I may be able to track progress accordingly; I would prefer a more traditional method.