



Experience improves us



Software Development Methodologies

- Waterfall Model
- Prototype Methodology
- Agile Methodology
- Rapid Application Development
- Dynamic System Development Model Methodology
- Spiral Model
- Extreme Programming Methodology



Which methodology is better?

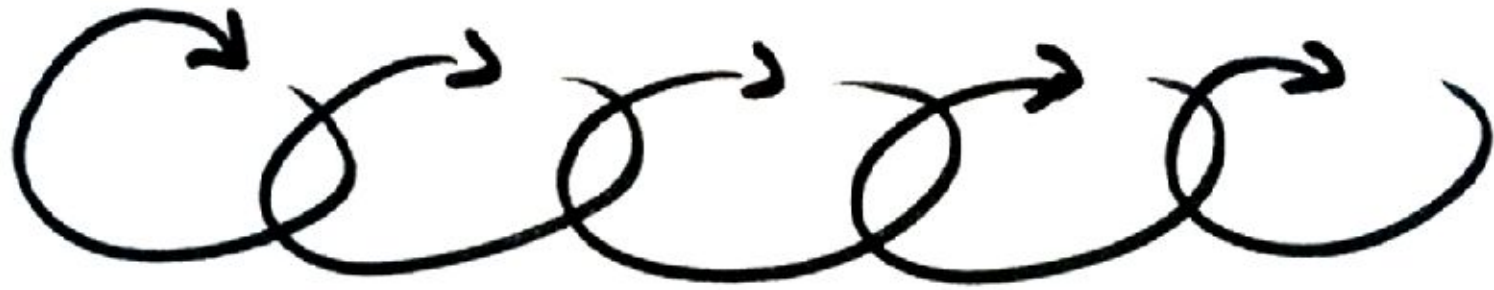


- 1. Estimation should be done by team
not manager**



2. Plan the time when product will be released





4. Close team collaboration

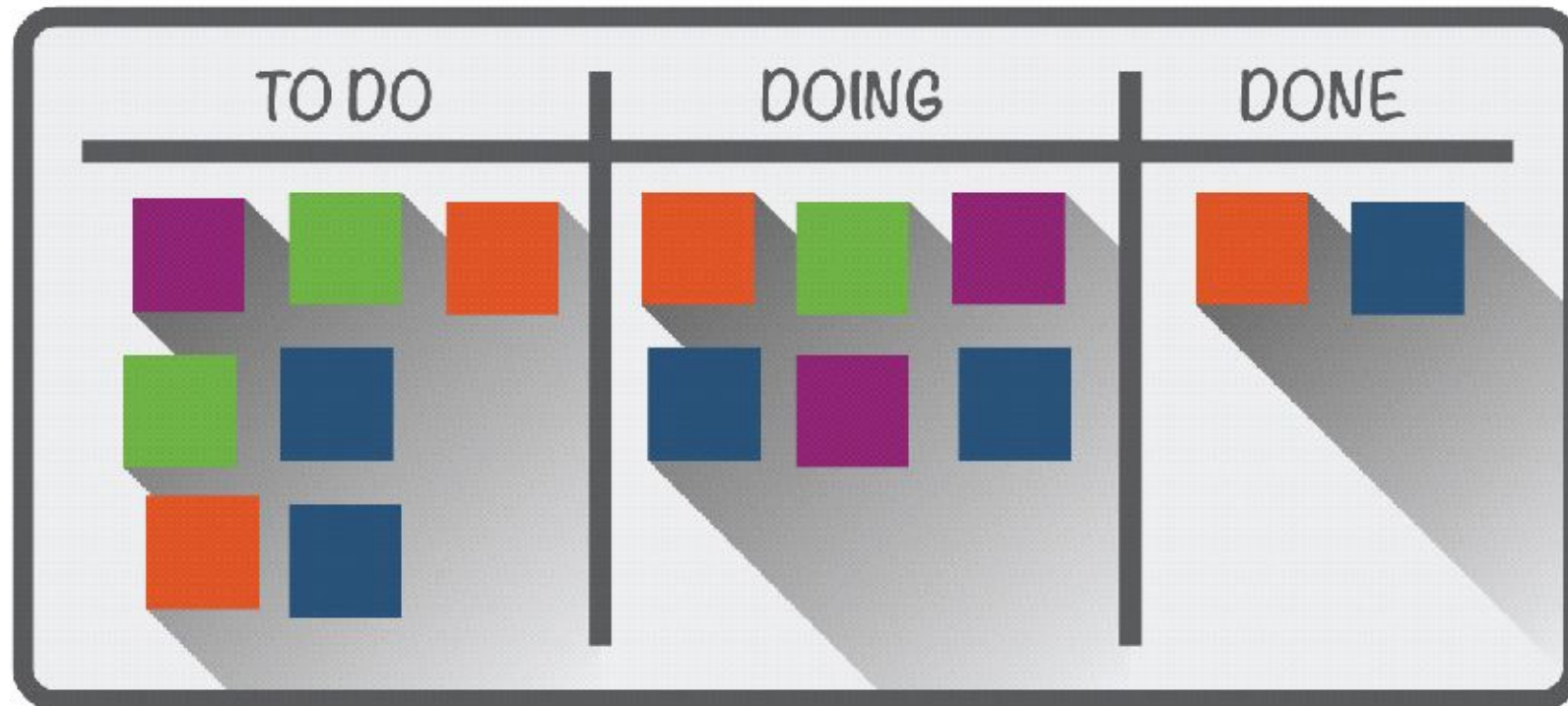


5. Add some buffer time





7. Document your plan using some tool



8. Put priorities and concentrate on the main



PRIORITIES

- 1.
- 2.
- 3.



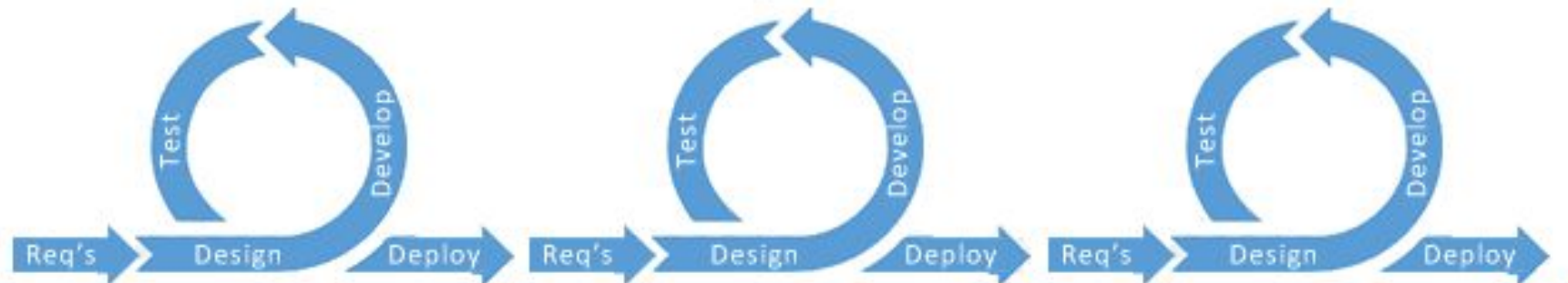


Waterfall



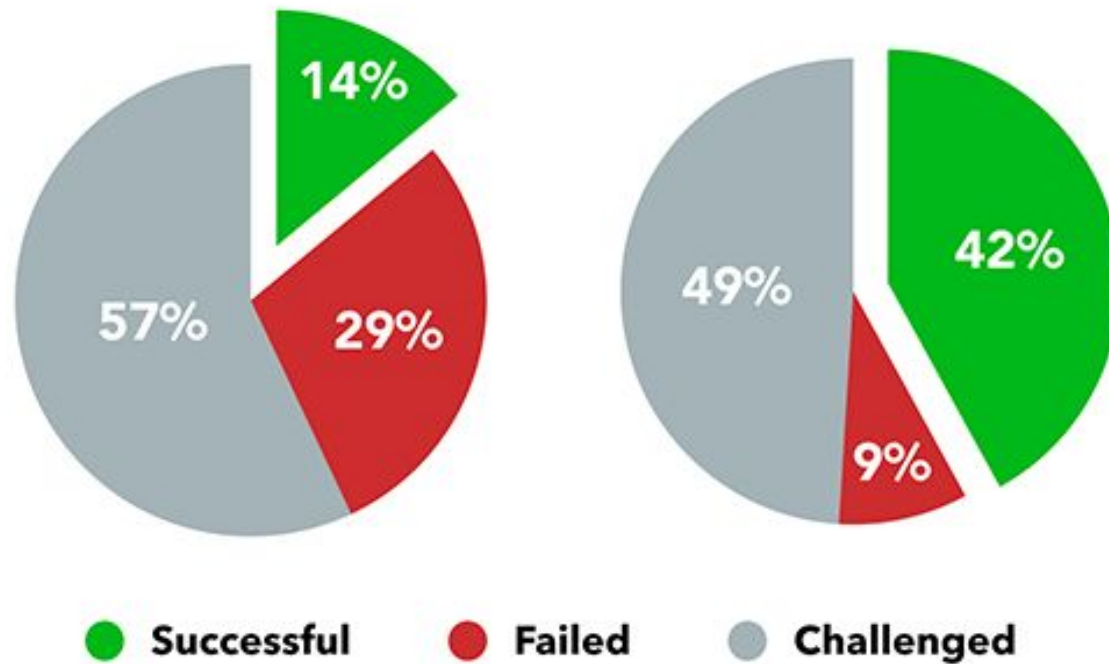
Big outcome at end

Agile



Cumulative outcomes

Waterfall vs. agile software delivery success



The Agile Manifesto – a statement of values

Individuals and
interactions

over

Process and tools

Working software

over

Comprehensive
documentation

Customer
collaboration

over

Contract negotiation

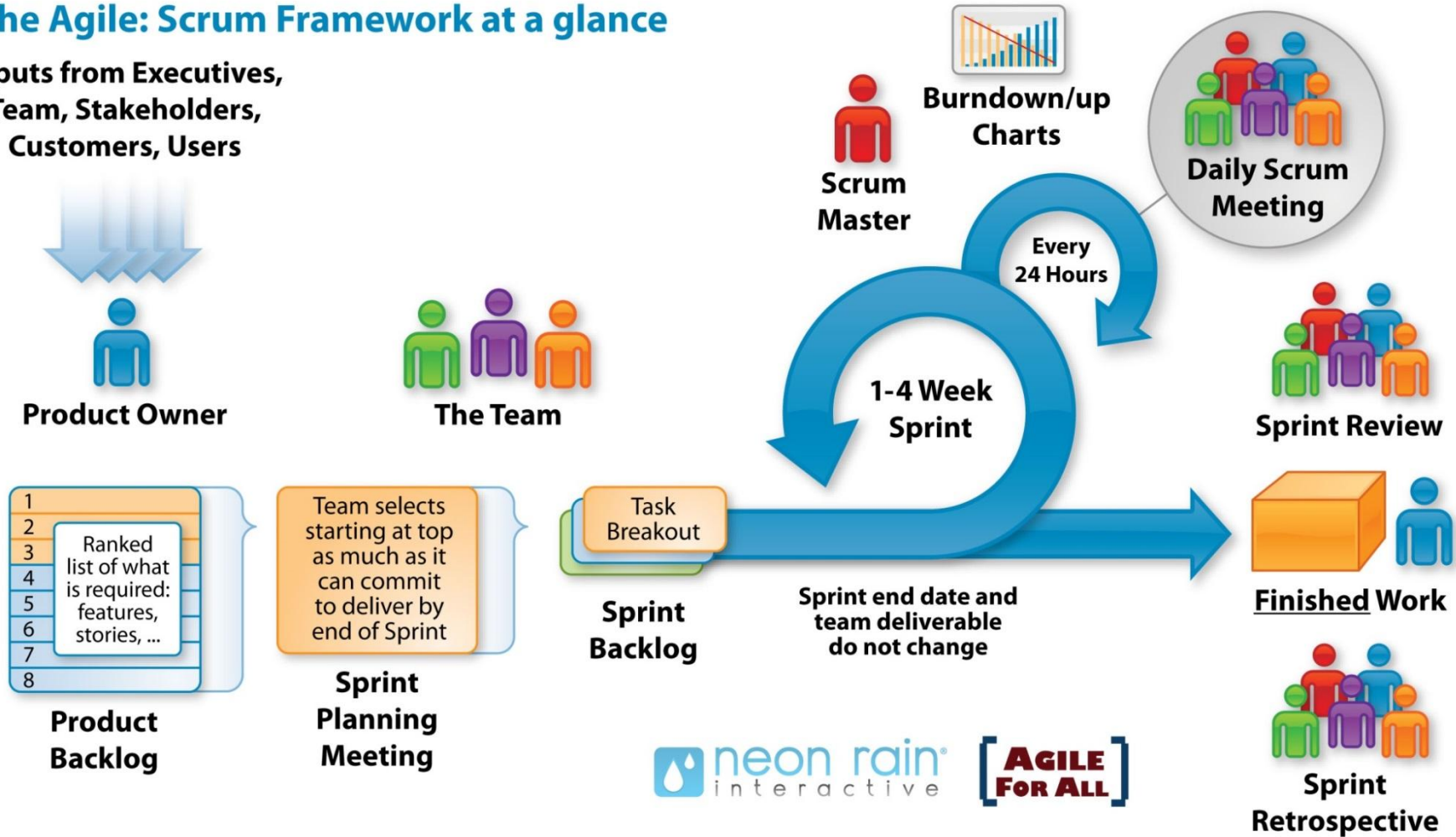
Responding to
change

over

Following a plan

The Agile: Scrum Framework at a glance

Inputs from Executives,
Team, Stakeholders,
Customers, Users



The Scrum Team



Product Owner



The Team



**Scrum
Master**



- Clearing the mind, Open mind, Open to change, Open to feedback, not being particular, come to



Product Owner

- **Also known as the Development Team**



The Team

Scrum is the most popular agile framework; it is used by 70% of all agile teams.



**Scrum
Master**

Scrum Master



Scrum
Master

Meeting

Planning Meeting

- What is a Product Backlog?
- What can we do?
- Further details?
- Who will do it?
- How long will it take?

Daily Standup Meeting

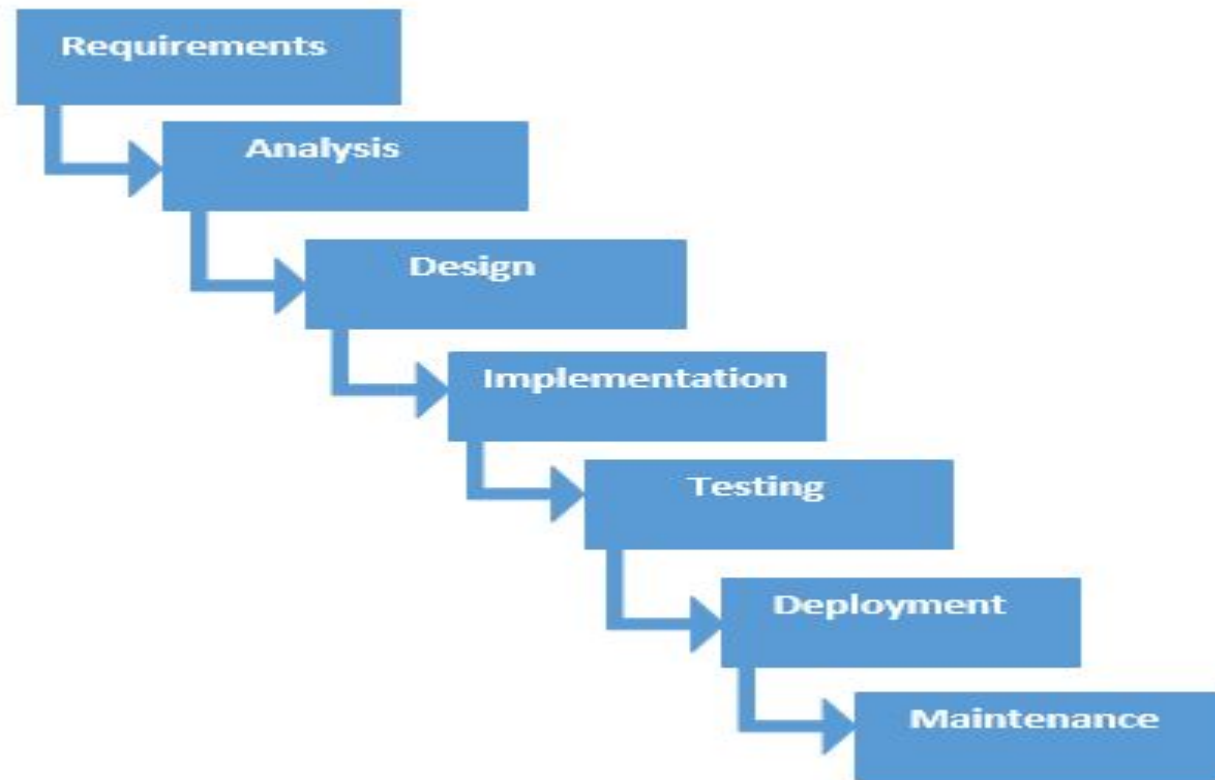
- Daily 15 minutes
- Issues:
 - What have I done?
 - What will I do?
 - What is my problem?

Sprint Review

- For the Product Owner
- For the customers.
- At the end of each sprint

Sprint Retrospective

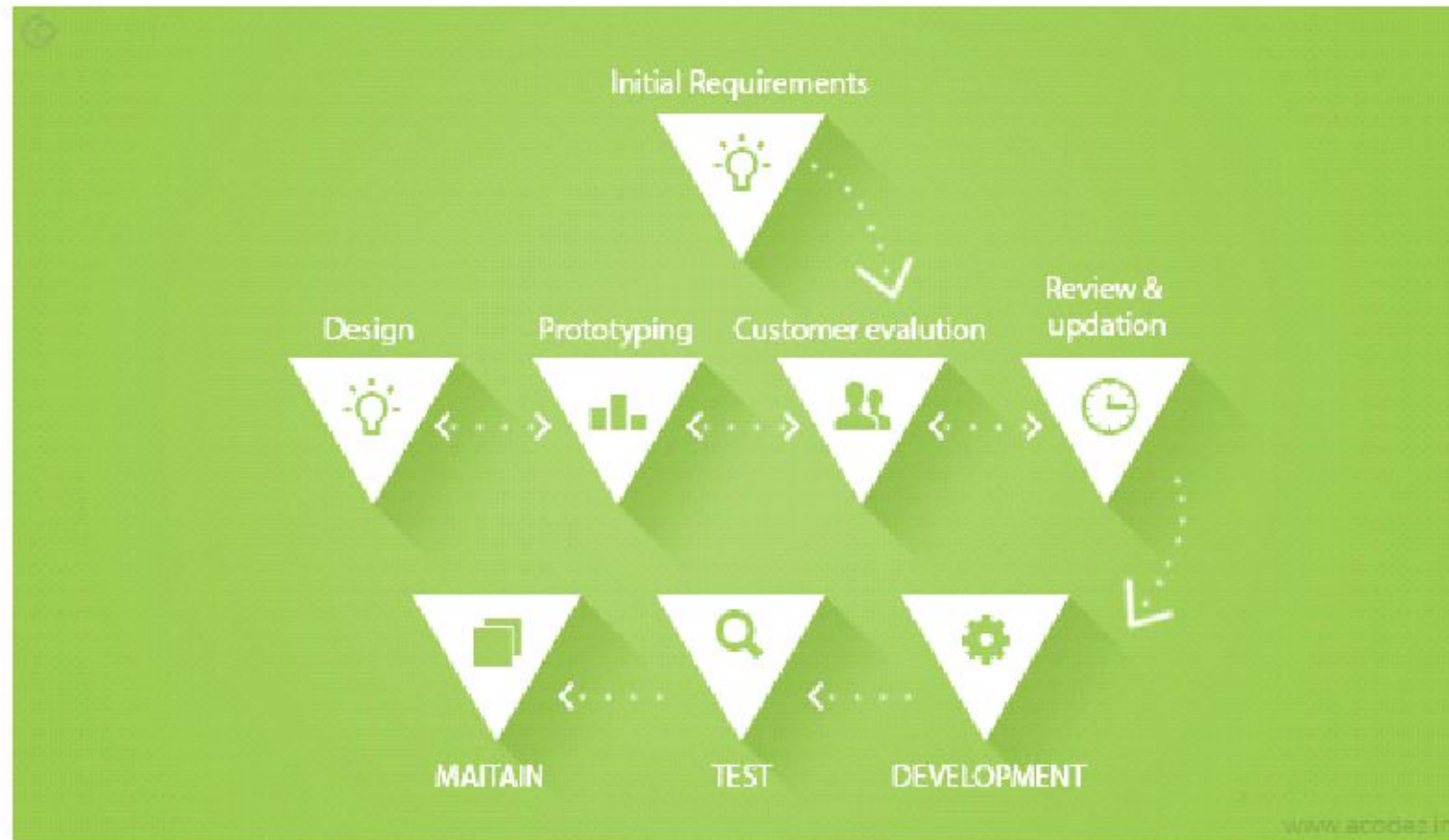
- Analysis of the work done
- At the end of sprint







Prototype Methodology







More prescriptive ←

→ More adaptive



RUP
(120+)

XP
(13)

Scrum
(12)

Kanban
(3)

Do Whatever
(0)

- Architecture Reviewer
- Business Designer
- Business Model Reviewer
- Business Process Analyst
- Capsule Designer
- Change Control Manager
- Code Reviewer
- Configuration Manager
- Course Developer
- Database Designer
- Deployment Manager
- Design Reviewer
- Designer
- Graphic Artist
- Implementer
- Integrator
- Process Engineer
- Project Manager
- Project Reviewer
- Requirements Reviewer
- Requirements Specialist
- Software Architect
- Stakeholder
- System Administrator
- System Analyst
- Technical Writer
- Test Analyst
- Test Designer
- Test Manager
- Tester
- Tool Specialist
- User-Interface Designer
- Architectural analysis
- Assess viability of architectural proof-of-concept
- Capsule design
- Class design
- Construct architectural proof-of-concept
- Database design
- Describe distribution
- Describe the run-time architecture
- Design test packages and classes
- Develop design guidelines
- Develop programming guidelines
- Identify design elements
- Identify design mechanisms
- Incorporate design elements
- Business use case realization
- Business use-case model
- Business vision
- Change request
- Configuration audit findings
- Configuration management plan
- Data model
- Deployment model
- Deployment plan
- Design guideline
- Design model
- Development case
- Development-organization assessment
- End-user support materials
- Glossary
- Implementation model
- Installation artifacts
- Integration build plan
- Issues list
- Iteration assessment
- Iteration plan
- Manual styleguide
- Programming guidelines
- Quality assurance plan
- Reference architecture
- Release notes
- Requirements attributes
- Requirements management plan
- Review record
- Risk list
- Risk management plan
- Software architecture document
- Software development plan
- Software requirements specification
- Stakeholder requests
- Status assessment
- Supplementary business specification
- Supplementary specification
- Target organization assessment
- Test automation architecture
- Test cases

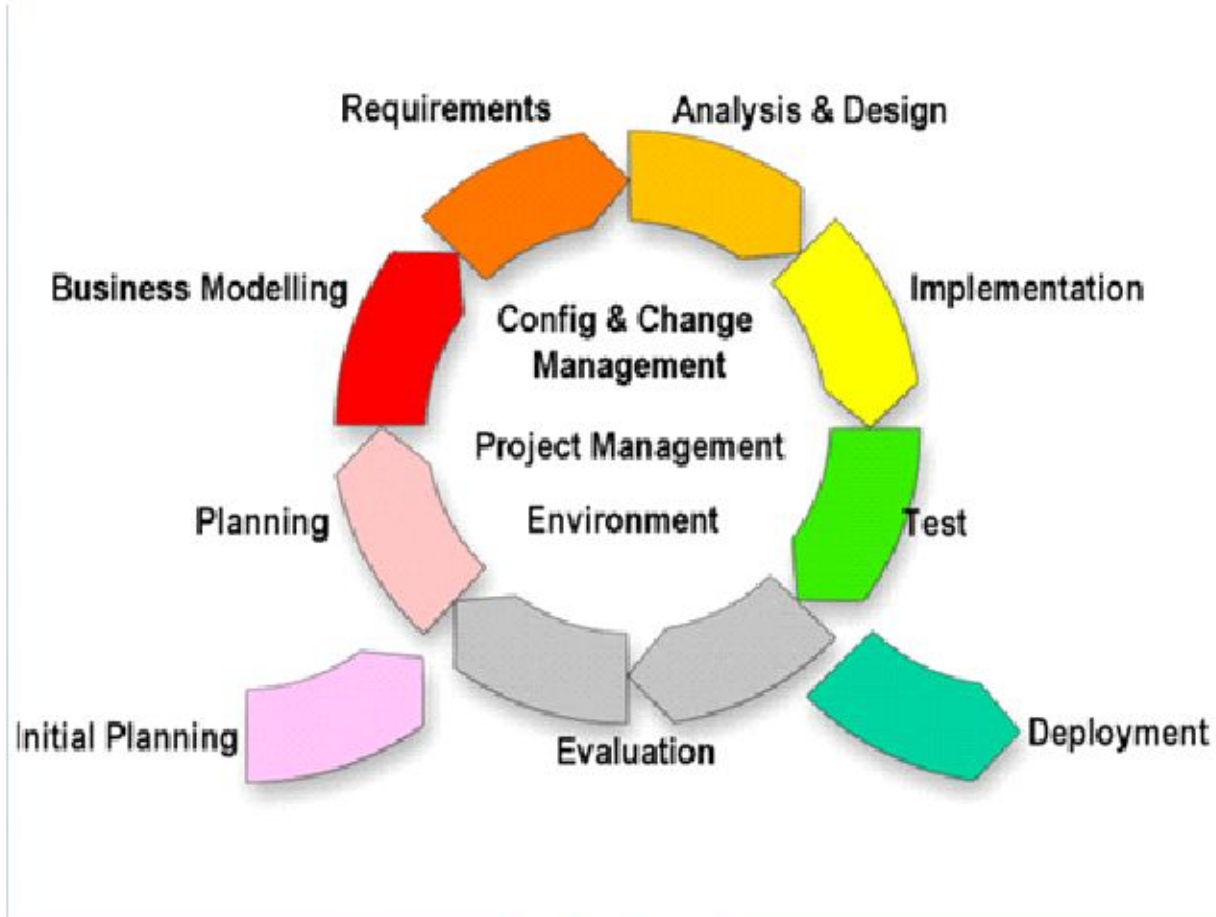
- Whole team
- Coding standard
- TDD
- Collective ownership
- Customer tests
- Pair programming
- Refactoring
- Planning game
- Continuous integration
- Simple design
- Sustainable pace
- Metaphor
- Small releases

- ScrumMaster
- Product Owner
- Team
- Product backlog
- Sprint backlog
- Sprint planning meeting I + II
- Daily Scrum
- Sprint review
- Sprint retrospective
- Sprint
- Definition of Done

- Visualize the workflow
- Limit WIP
- Measure and optimize lead time



Rational Unified Process Methodology (RUP)



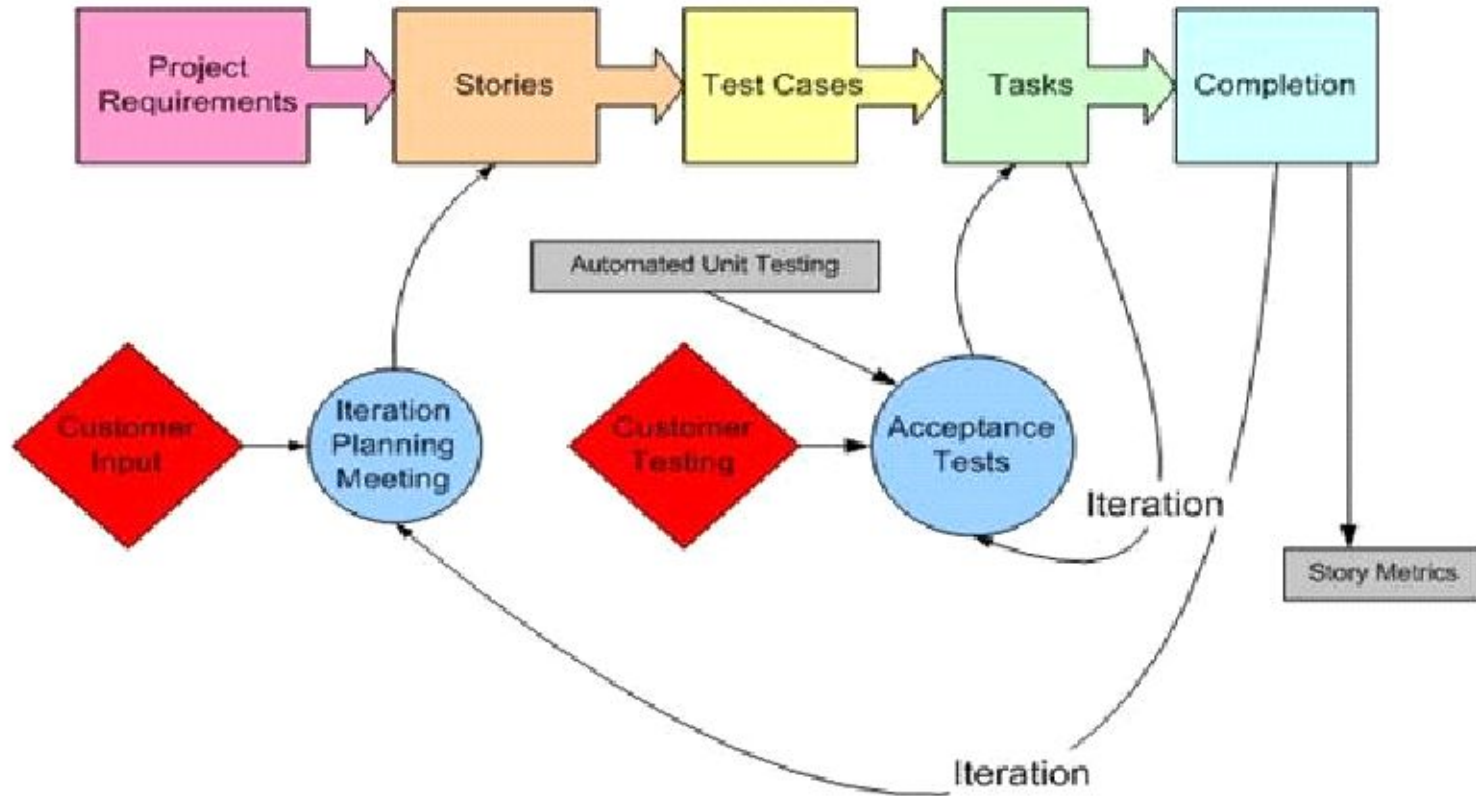
Rational Unified Process Methodology (RUP)





It is chiefly used for crafting software within a very unbalanced atmosphere.

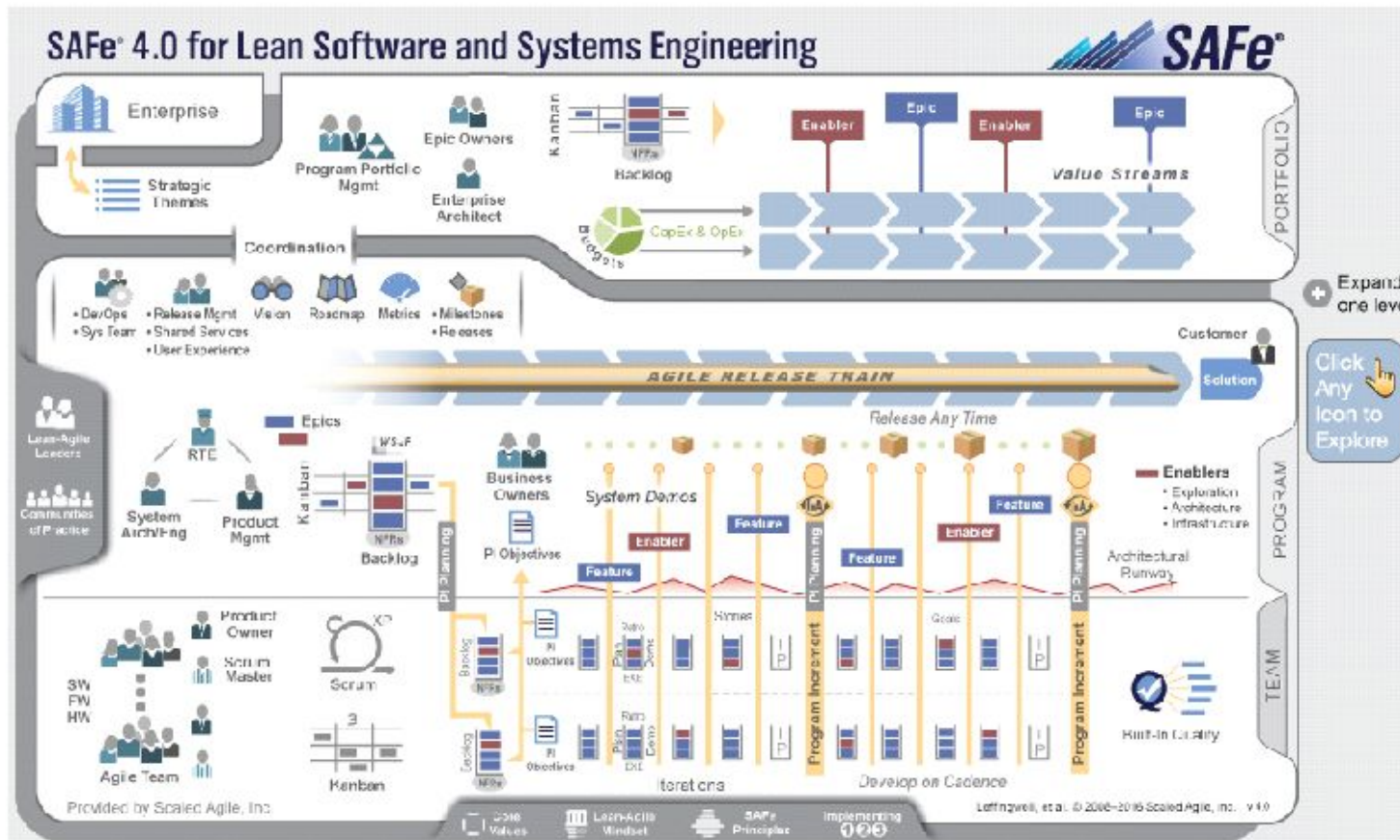
Extreme Programming Methodology (XP)



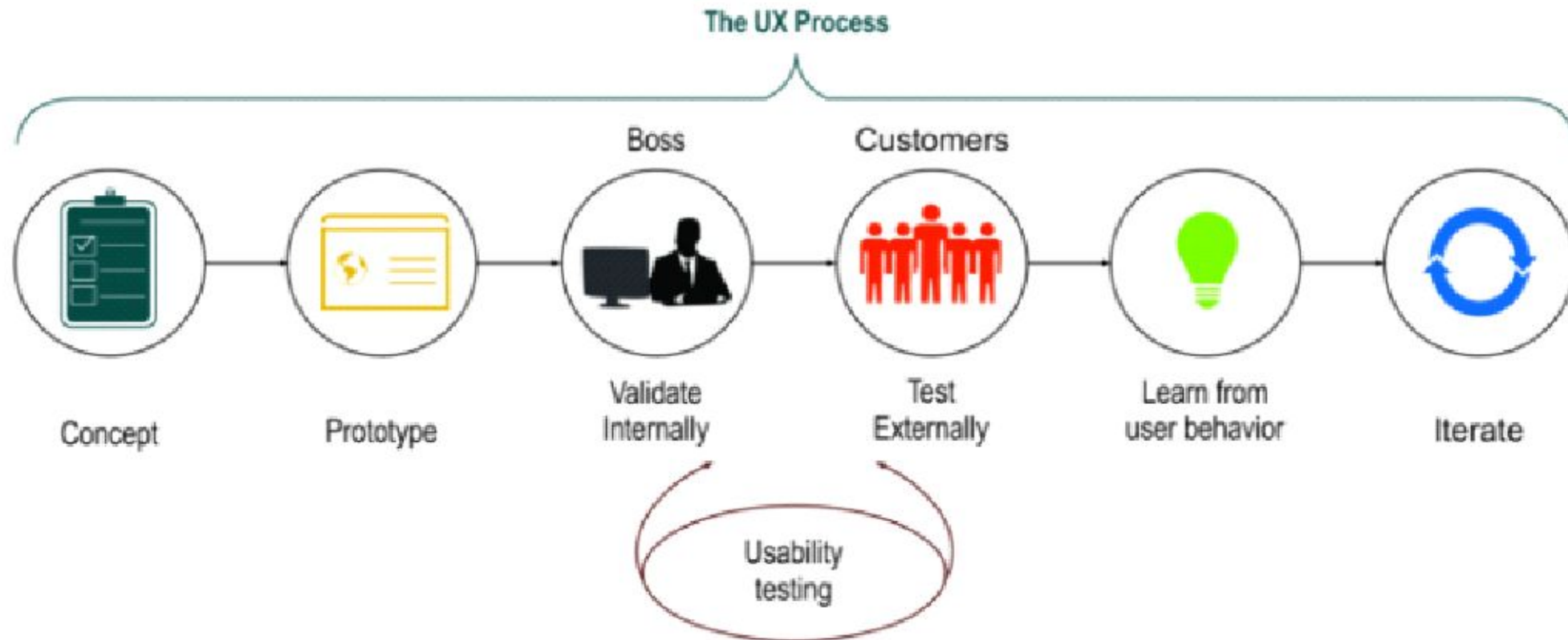




Sealed Agile Framework (SAFe)



Lean Development Methodology



- **Adopting a Model of Learning & Development**

Lean Development Methodology



- ~~Estadística) para la toma de decisiones (1 día, 1 hora)~~





LOGOS
IT ACADEMY

