

CS485/540 Software Engineering

Chapter 3 – Notes

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- Extreme Programming
 - XP: <http://extremeprogramming.org/rules.html>, refactoring: <http://www.refactoring.com>
 - Industrial XP: readiness, community, business justification, progress management, retrospective logs, process improvement (<http://industrialxp.org>)
 - Problems: requirements volatility, multiple customers, informality, lack of formal design
- Adaptive Software Development (ASD)
 - collaboration: constructive criticism, assist each other, work as hard as others, have required skills, communicate (<http://www.adaptivesd.com>)

- Scrum
 - Term comes from rugby
 - <http://controlchaos.com>
- Dynamic Systems Development Method (DSDM)
 - 80% of project can be done in 20% time (exponential curve) (<http://www.dsdm.org>)
 - feasibility, business, functional iteration, design/build iteration, implementation
- Crystal
 - maneuverable models for specific types of projects

- Feature Driven Devel. (FDD)
 - features \simeq user stories
(<http://www.featuredrivendevelopment.com>)
- Lean Soft. Devel (LSD)
 - trim the fat
- Agile Modeling (AM)
 - <http://www.agilemodeling.com>