

# System development life-cycle

## General

Petr Svarny, 2020

# From just programming to good programming.

Analysis,  
Design,  
Tests,  
Style.

# Best way to develop SW?



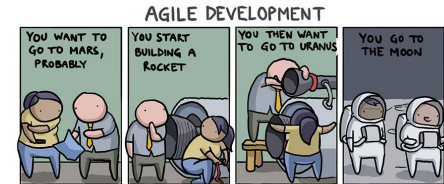
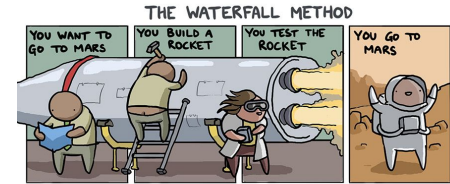
# Best way to develop SW?

Basic blocks:

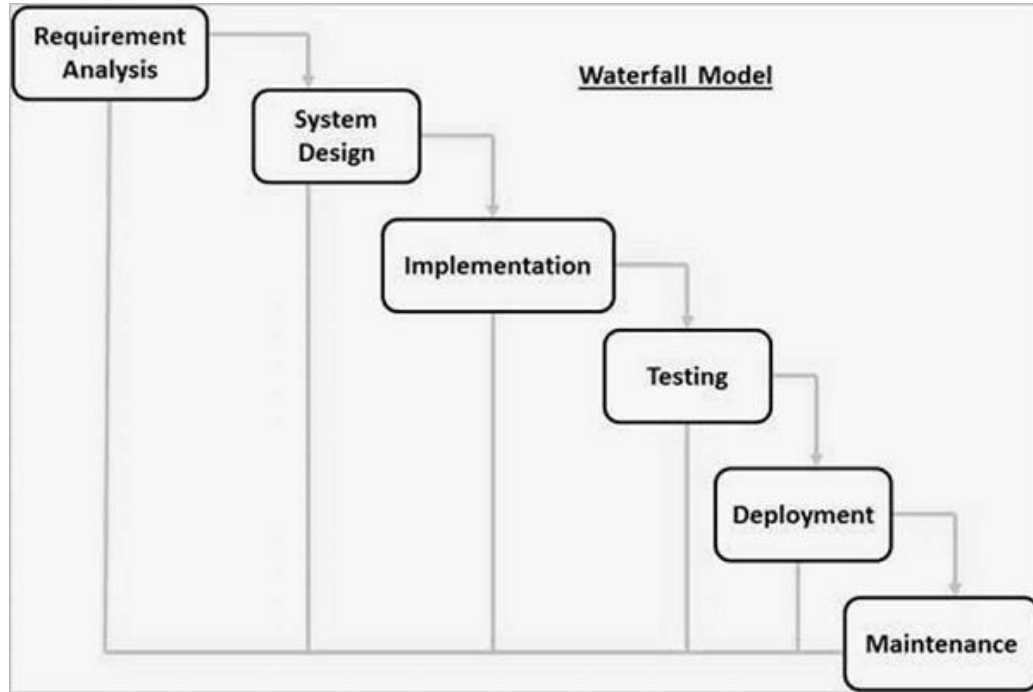
- Analysis
- Design
- Implementation
- Testing
- Deployment
- Maintenance

Many paths:

- Waterfall
- Prototyping (ex. RAD)
- Agile (Kanban, Scrum, XP)
- ...



# Waterfall



# Prototyping

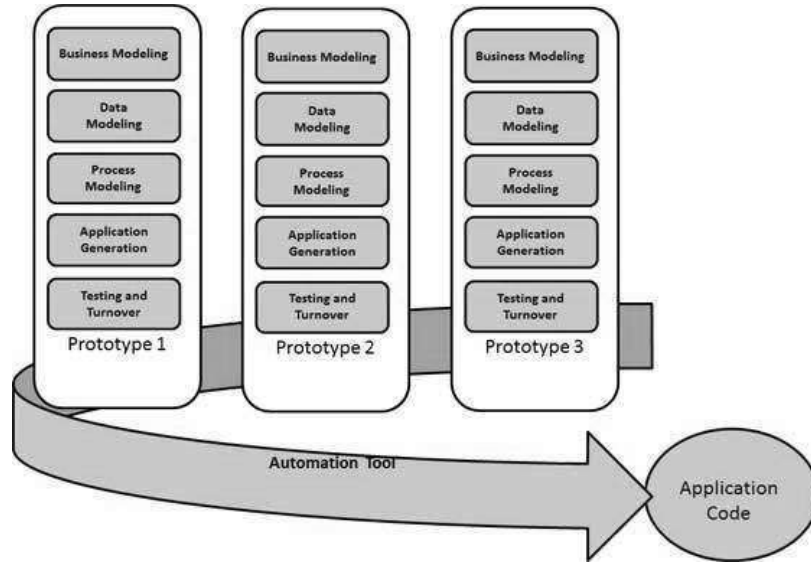
Throwaway/Rapid Prototyping

Evolutionary Prototyping

Incremental Prototyping



# Rapid application development



# Agile

## Agile Methodology



[https://commons.wikimedia.org/wiki/File:Kanban\\_board\\_example.jpg#/media/File:Kanban\\_board\\_example.jpg](https://commons.wikimedia.org/wiki/File:Kanban_board_example.jpg#/media/File:Kanban_board_example.jpg)

<https://blog.yeeflow.com/rapid-application-development-vs-agile-methodologies>

[https://en.wikipedia.org/wiki/Scrum\\_\(software\\_development\)#/media/File:Scrum\\_process.svg](https://en.wikipedia.org/wiki/Scrum_(software_development)#/media/File:Scrum_process.svg)



# Scrum, Kanban, XP

