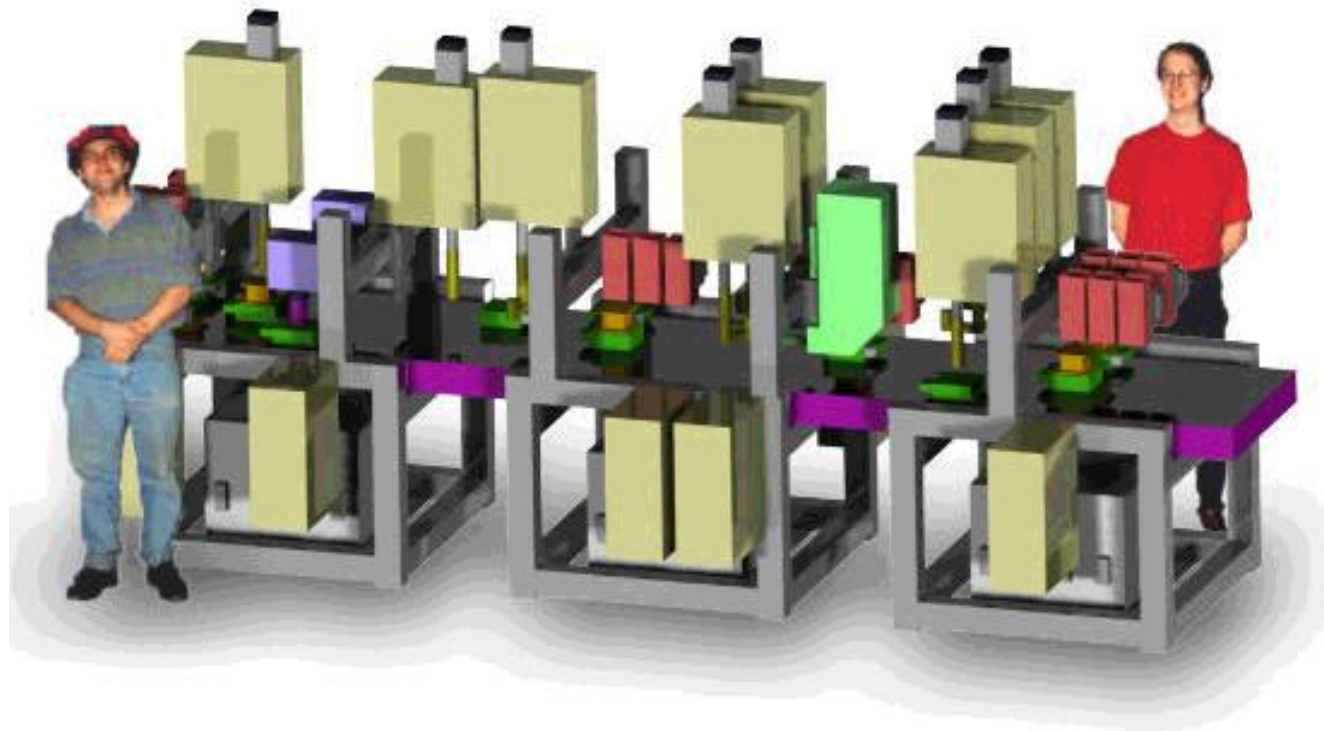
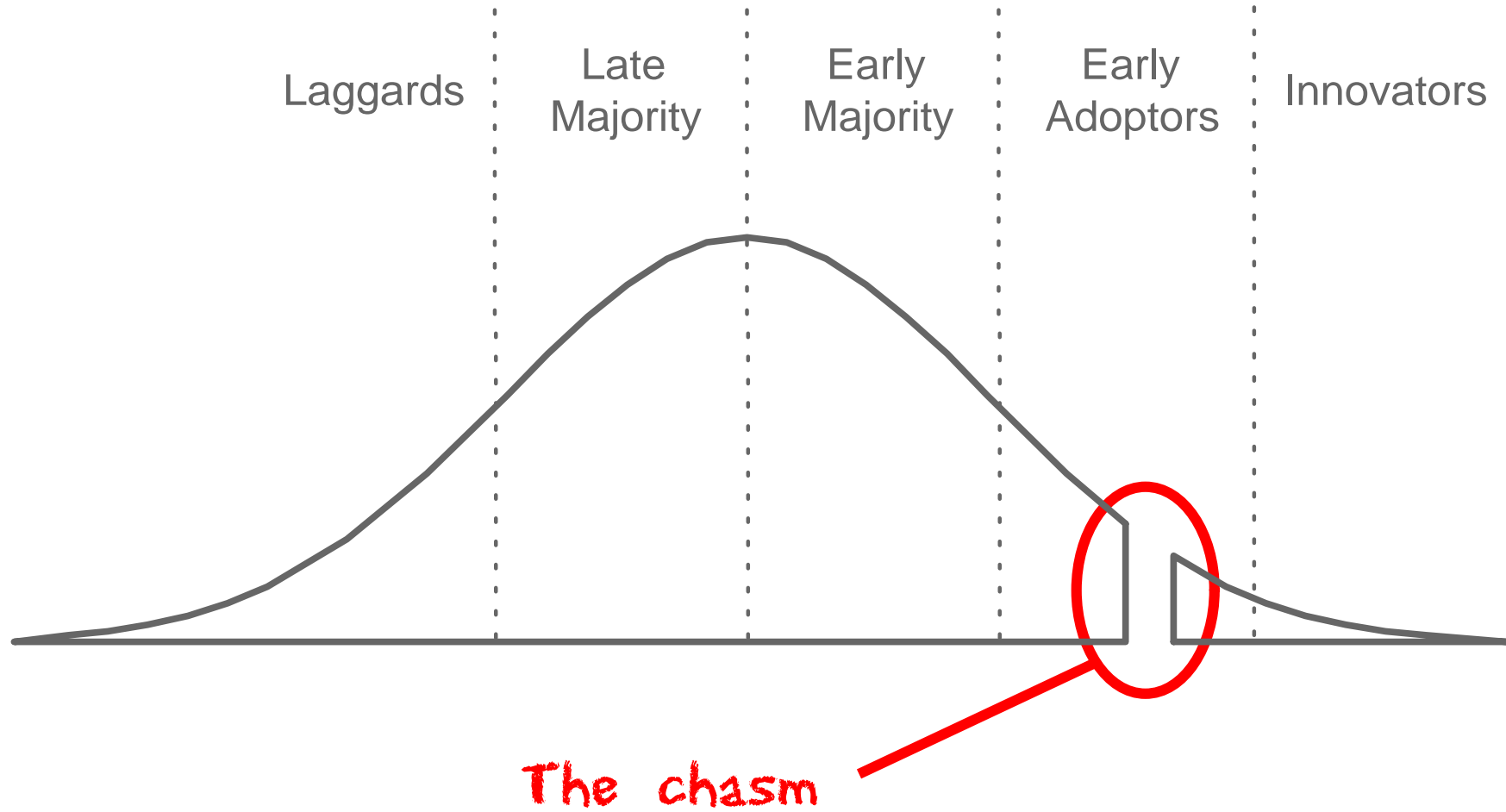
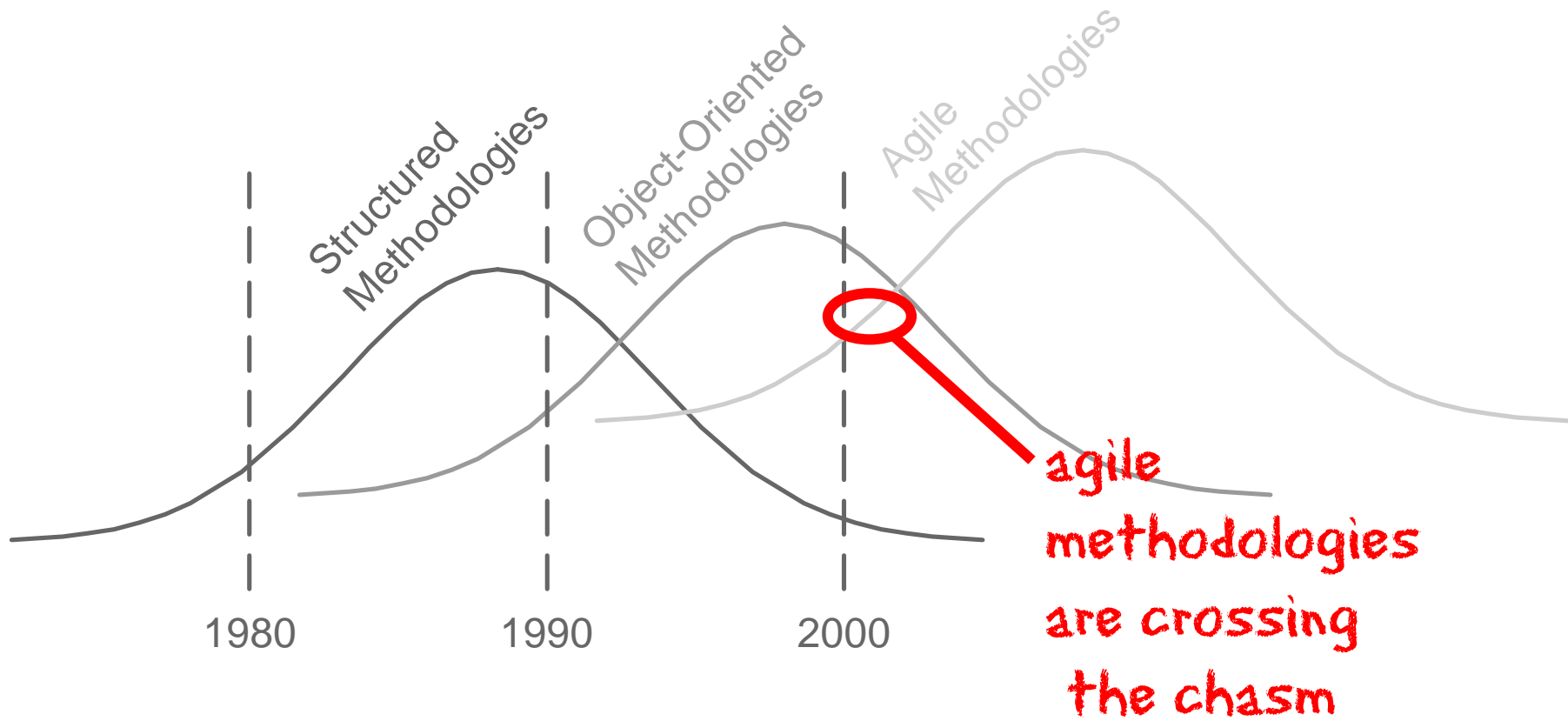
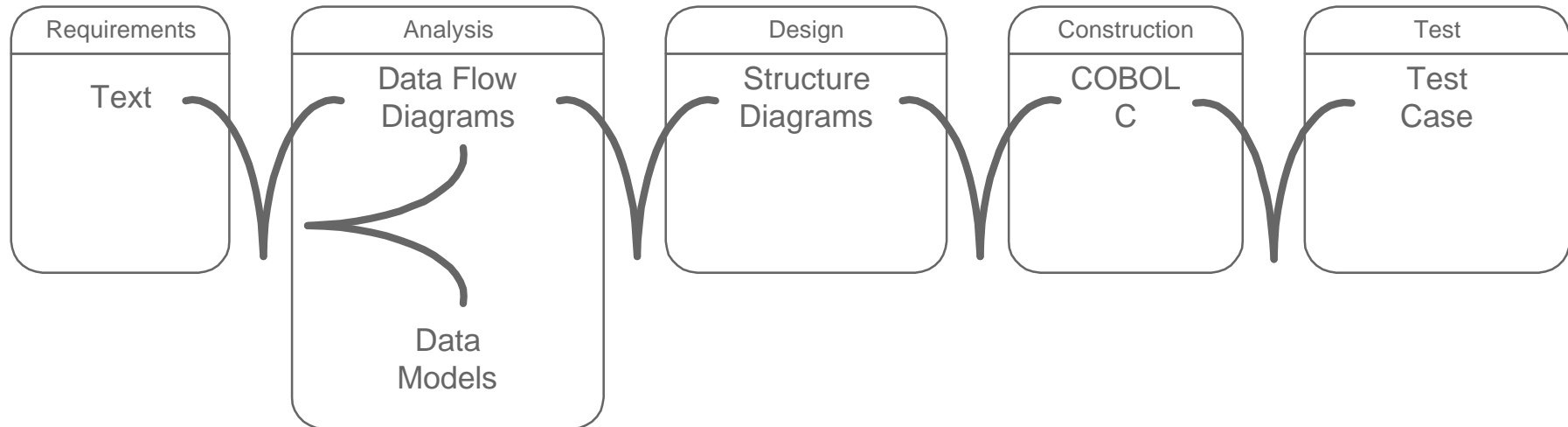


# The Importance of Being Agile





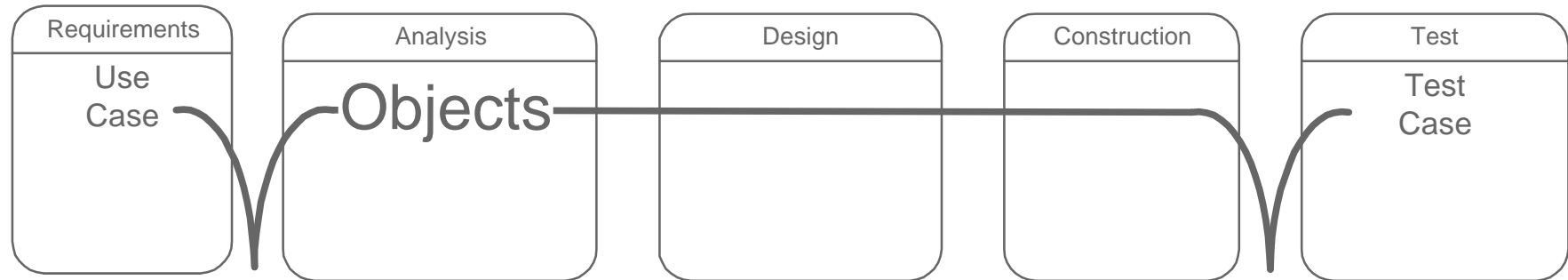




**Transformation of work products**

**Waterfall life-cycle addresses requirements and architecture risks late in the project**

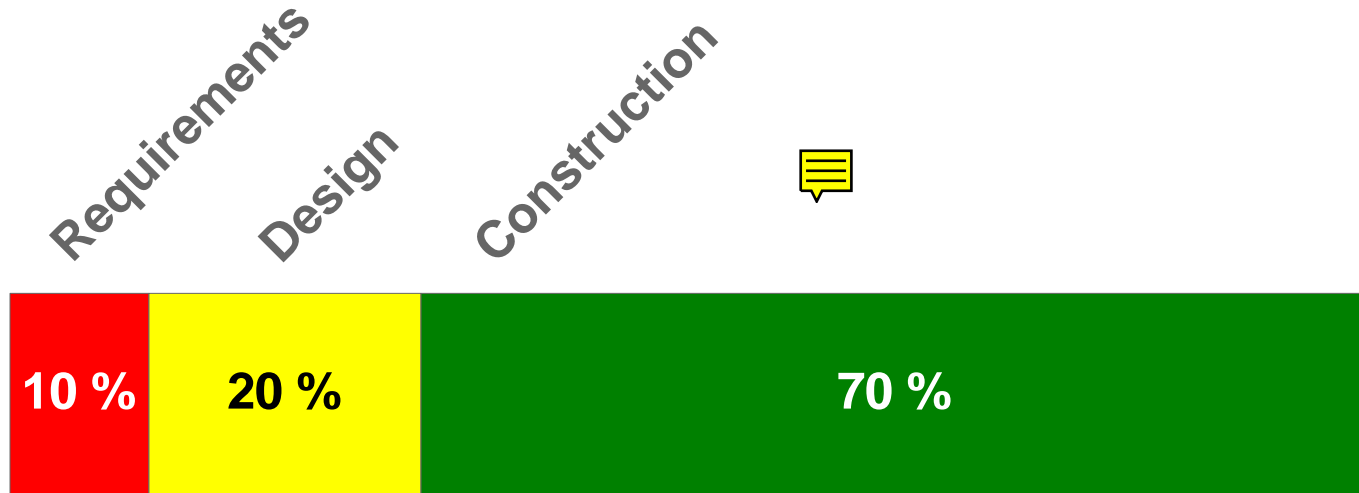
**Attempt to predict all necessary tasks**



*Evolution of work products*

*Iterative life-cycle addresses requirements and architecture risks early in the project*

*Still attempts to predict all necessary tasks*



Smart people  
Must obey  
physical laws

Less smart people  
Expensive  
Time-consuming  
Materials required



# Software Development

Construction is

Free

Instant

Error free

No material required



Requirements

Design



Smart people  
Endlessly adaptable



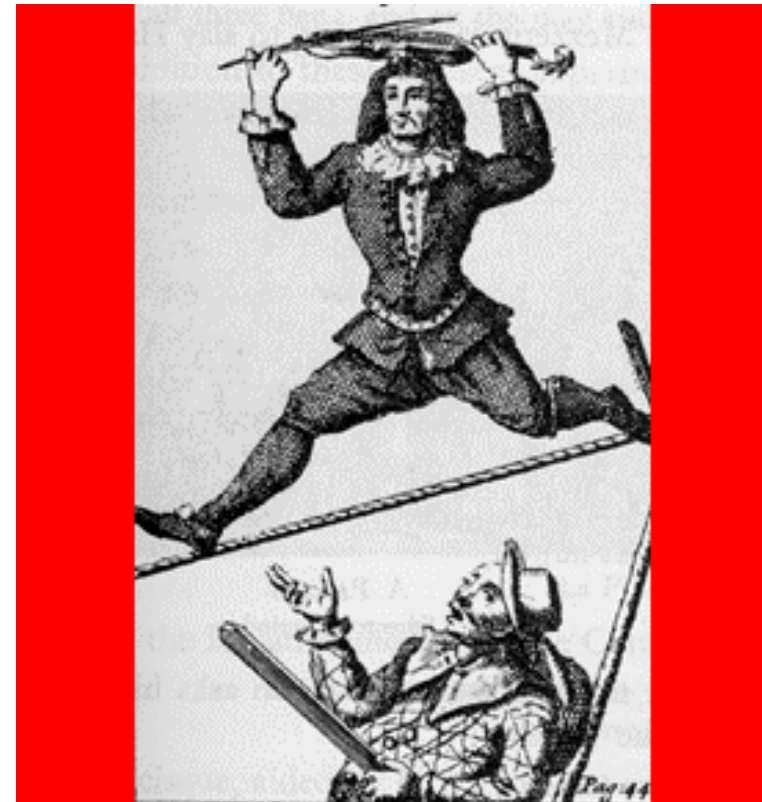


## Agile

Characterised by  
quickness, lightness,  
and ease of movement;  
nimble

Mentally quick or alert:  
an agile mind

Agile methodologies  
attempt to be  
adaptive rather than  
predictive







extreme Programming (XP)

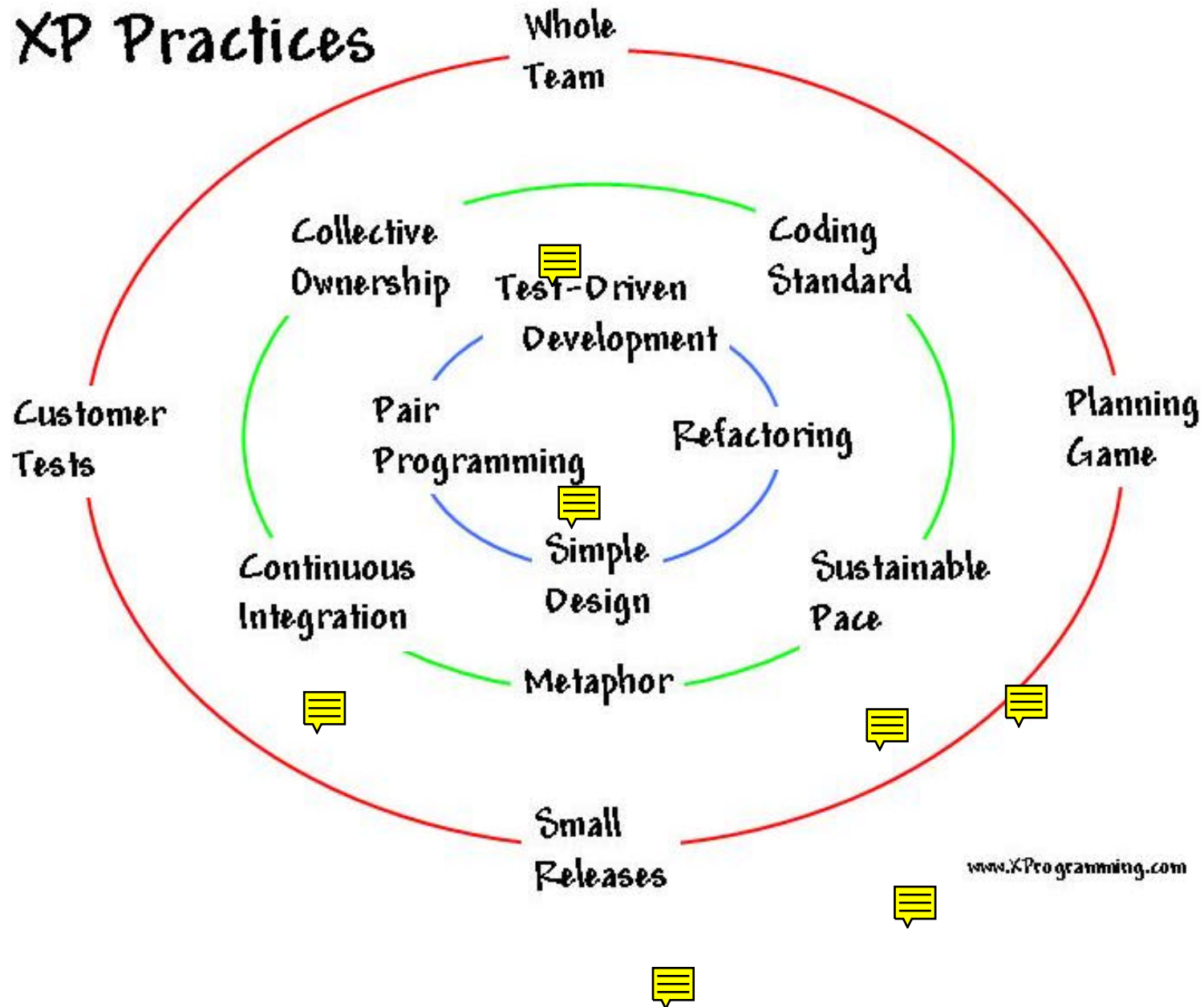
Crystal

Scrum

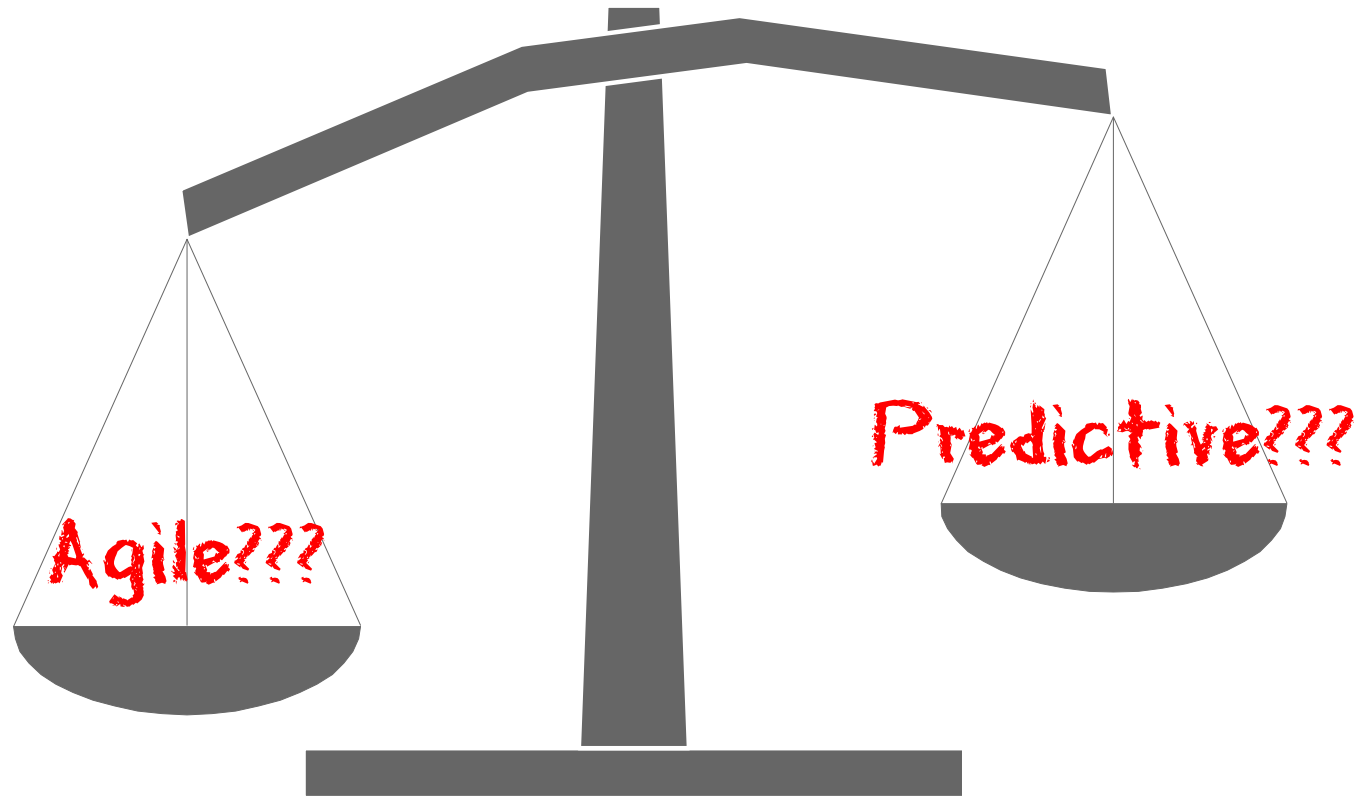
Feature Driven Development (FDD)

Dynamic System Development Method  
(DSDM)

## XP Practices



# Which Approach?



	Agile	Predictive
Developers	Superior skills	Adequate skills
Customers	Committed	Available
Requirements	Emerging, changing	Known early, stable
Architecture	Current requirements only	Current and future requirements
Refactoring	Inexpensive	Expensive
Size	Smaller teams	Larger teams
Objective	Rapid value	High certainty