Discussion question response

Discussion question response Discussion question response Terrell, I agree with you that there are six developmental stages in the developmental life cycle. Furthermore, there are models which contain more than six stages. This research has been extensively carried out to include the various differences and similarities between the different models.

In your outline, the four basic developmental stages include: End-user development, agile development, component-based, and the object oriented development. First, agile development is a software associated method which delivers the functionality in iterations. In addition, its measurement is done after two weeks. I strongly agree that communication is vital for success in this method. In addition, one has to undergo frequent testing, development and delivery. It is recommended that this development should focus on a rapid development (Terrell, 2012). Furthermore, it has to focus on contacts that are frequently used in creation of software which is able to cater for needs of several business users. It is obvious that remembering system development life cycle is very difficult.

In the end-user development, the end user's develop their applications. This may either follow a formal or informal manner. I therefore agree that mode of formality is the difference between other modes and system development life cycle. This model is limited as it has poor quality control, inadequate documentation and it requires maintenance from the IS department (Terrell, 2012).

In the analysis of component based development, it applies the use of standard component in the application. Components are actually reusable and have one main function. There is a direct link between the web services

and the service oriented architectures. Finally, terrace has outlined that object-oriented development focuses on different computer systems. The development does not dwell with perceptions in SDLC approaches (Terrell, 2012). There is an integral alignment of instructions which occur as computer programs which demands the procedural details from the programmers. In this system the real world aspects are modeled to perform the required task.

Reference

Terrell, R. (2012). Re: Week 4: DQ1 - SDLC - Due Wed. Retrieved from https ://class room. phoenix. edu/afm213/secure/view-message-printable/