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Subject: Re: Tools or methodologies you use when developing software

Posted by [tvanriper](#) on Sun, 23 Dec 2007 12:32:50 GMT

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I rarely-to-never have time to get into huge UML sessions or worry about Rational Rose and so on.

I might spend a little time on the whiteboard (since much of what I do involves communicating across various forms of hardware), working out the component design so I know what to program, but once I get programming, I see everything in my head.

I have a tendency to program both from the bottom up and from the top down. Eventually, the code meets somewhere in the middle.

Experience has taught that if I only go from the bottom up, I wind up with a butt-ugly GUI that few people can use. If I only go from the top-down, I wind up with a crappy design that I cannot extend later. Working both ways, I wind up creating a glue-layer between the two, and everything works well.

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