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Subject: Re: What are your development phases?

Posted by [mirek](#) on Fri, 25 Nov 2011 12:21:39 GMT

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lectus wrote on Fri, 25 November 2011 06:35Hi guys!

Quick question for you experienced C++/U++ developers.

What are the steps you usually use for developing your software?

1: Create main package and application skeleton.

2: Add a feature or a couple of features

3: Check with users

4: Goto 2

Quote:

Do you have design phases?

No. But in work, we have product managers that are supposed to create feature requests. We are doing scrum, so each 'run' (which is about 2 weeks now) we get/negotiate a list of features we are supposed to implement/test/deploy.

Quote:

Do you develop class diagrams with UML?

IMO, unless you have highly educated non-programmers around, UML does not make much sense.

It could be useful if product/project managers could understand UML. But then they could have been programmers, right?

For programmers it makes little sense. But could be just my opinion.

That said, I do not believe much in 'design phase'. Each time somebody starts to 'paint boxes and arrows', I am getting depressed IME those boxes rarely survive initial development and almost never deployment...

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