
Subject: What are your development phases?
Posted by [lectus](#) on Fri, 25 Nov 2011 11:35:15 GMT
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Hi guys!
Quick question for you experienced C++/U++ developers.
What are the steps you usually use for developing your software? Do you have design phases?
Do you develop class diagrams with UML? What UML tools do you use?

Thanks!

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 deloyment...

Subject: Re: What are your development phases?
Posted by [mr_ped](#) on Fri, 25 Nov 2011 18:28:49 GMT
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- 1) create main package + test package
- 2) write first test
- 3) compile + run
- 4) fix all failed tests
- 5) refactor
- 6) goto 2

In parallel I do draw boxes and arrows on paper to keep some vague idea what I tried to do at first and then changed it completely during implementation.

Subject: Re: What are your development phases?
Posted by [dolik.rce](#) on Sat, 26 Nov 2011 12:04:16 GMT
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I'm kind of an anarchist in this. I don't have any stable workflow, I just do whatever I feel like at the moment. Most times I start with implementing the main feature, and then wrap the GUI around it later. But sometimes I do exact opposite - design GUI and then write features in it, one by one. It usually depends on what part of app I have clearer idea about

In any case I test a lot. Not really test-based development, just trying manually if the code behaves as expected. Thanks to U++ build system I can afford to rebuild every couple lines. So in general I can sum it up as:

1. write minimal buildable code (plain Top window or single function call in `CONSOLE_APP_MAIN`)
2. build and see if it works
3. add/improve feature (just a couple lines)
4. go to 2

I don't paint lines&boxes... If I need to see the code organization, I use Doxygen afterwards. The design phase happens only in my head, on the go.

Honza

Subject: Re: What are your development phases?
Posted by [Novo](#) on Tue, 29 Nov 2011 01:21:40 GMT
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- 1) Software should exist.
 - 2) Software should work.
 - 3) Software should work well.
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