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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!

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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 deloyment...

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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.

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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

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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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