

6

Kendall & Kendall
Systems Analysis and Design, 9e

Agile Modeling and Prototyping



Learning Objectives

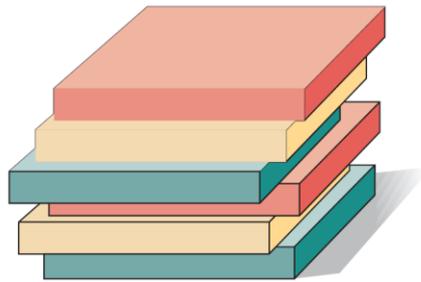
- Understand the roots of agile modeling in **prototyping** and the four **main types of prototyping**.
- Be able to use prototyping for **human information requirements** gathering.
- Understand agile modeling and the **core practices** that differentiate it from other **development methodologies**.
- Learn the importance of **values critical** to agile modeling.
- Understand how to **improve efficiency for users** who are knowledge workers using either structured methods or agile modeling.

Selected Features Prototype

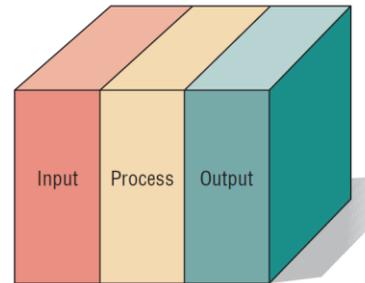
- **Building an operational model** that includes some, but not all, of the features that the final system will have
- Some, but not all, **essential features are included**
- **Built in modules**
- Part of the **actual system**

Four Kinds of Prototypes

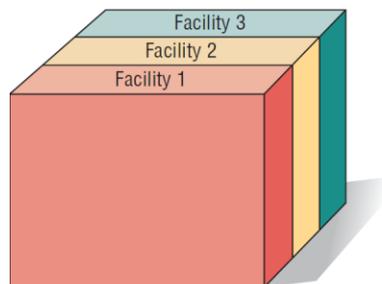
Clockwise, Starting from the Upper Left (Figure 6.1)



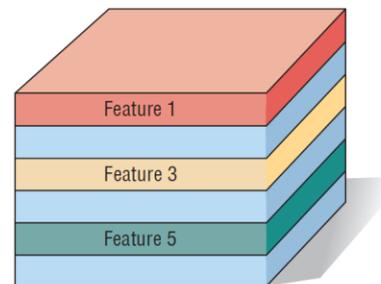
Patched-Up Prototype



Nonoperational Prototype



First-of-a-Series Prototype



Selected Features Prototype



Agile Modeling

- Agile methods are a collection of **innovative, user-centered approaches to systems development**

Values Are Crucial to the Agile Approach (Figure 6.4)

