IS development Technique & Method
SDLC is a logical process whereby systems analysts, engineers, programmers, and end-users build computer information & application systems to solve business problems and needs.
• UP / Unified Software Development Process (USDP) is a use-case-driven development process framework, centered on system architecture, interactive and growing.

• UP can be applied at various project scales.
UP stages:

Inception.

Elaboration.

Construction.

Transition.
UP Life cycle

Disciplines

- Business Modeling
- Requirements
- Analysis & Design
- Implementation
- Test
- Deployment
- Configuration & Change Mgmt
- Project Management
- Environment

Phases

- Inception
- Elaboration
- Construction
- Transition

Iterations

- Initial
- Elab #1
- Elab #2
- Const #1
- Const #2
- Const #N
- Tran #1
- Tran #2
• UML is a standard modeling language or set of modeling techniques for specification, visualization, construction and documentation of work in system development (Fowler, 2004).
UML’s diagram

- Use-case diagram.
- Activity diagram.
- Class diagram.
- Sequence diagram.
- State machine diagram.
- Component diagram.
Rapid Application Development

- RAD is a software development methodology, which involves iterative development and prototype development.

**Tools:**
- Graphical User Interface (GUI) builder
- Computer Aided Software Engineering (CASE)
- Database Management System (DBMS)
- fourth generation programming language
- generator code
- Object-oriented techniques.
FAST is a hypothetical methodology developed by Whitten et al. (2004) by combining best practices encountered in various methods.

FAST is a flexible framework that is flexible enough to provide different types for different projects and strategies.
• Classical stages such as those found in the SDLC are investigation, analysis, design, implementation, and improvement / care will still be taken. The main differences are in the design and implementation stage approach.

MVC is a pattern of web application development that divides an application in three parts (layer)
• Prototyping is one approach in system development that directly demonstrates how a system or system components will work in its environment before the actual construction stage is done (Howard, 1997).
THANK YOU