Software Conceptual Design

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Lecture - 07
Comparing and Contrasting Software Development

In the previous videos of this week, we described the different phases of the software development process and various development models like V-Model and Agile. Now, let us compare and contrast the software development process with other common development processes. For example, let us consider the construction of a building. How similar or different is creating a software from construction of a building?

So, when we construct a building, a blueprint is created first, and then the construction of the actual building starts, also, the construction of the building involves a lot of tangible components. However, software, most of the time, is made up of logical components, which are very abstract in nature.

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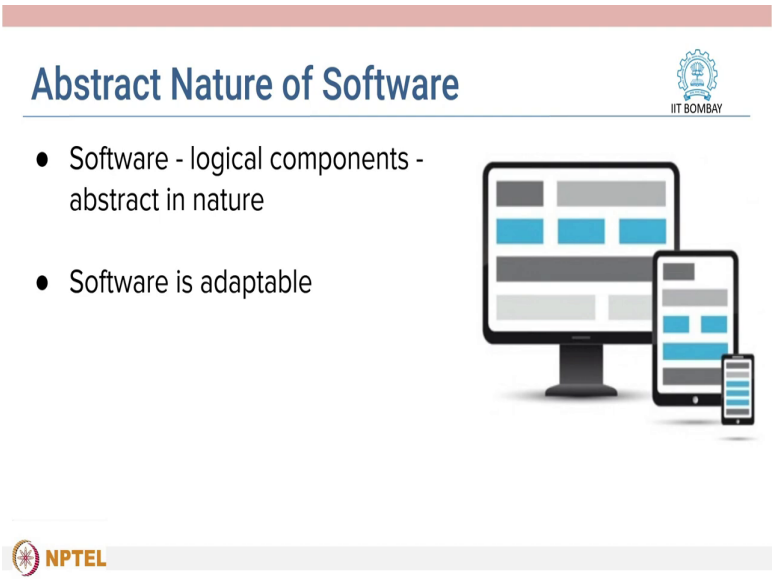

Software, most of the time, is made up of logical components which are abstract in nature; due to this abstract nature, it is possible to quickly adapt software based on the needs or

requirements of users. Hence, software is also adaptable and can be changed by anyone on the team.

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That also brings us to the next difference that a building is static, whereas a software keeps changing. In the screen, you can see a 2000s music player Winamp; however, now we have applications like Saavn, Gaana.

That was interesting. So, we see that there are key differences in terms of the abstractness and the evolution of software. But there are also similarities in terms of the processes, such as requirements gathering, undertaking site visits or understanding the end users, building models of scale, etcetera. Before we end this week, here is a thought experiment for all of you, how is software design similar or different from building a car?