

Re: XP Question about Metaphor

Source: <http://coding.derkeiler.com/Archive/General/comp.object/2003-11/1375.html>

From: Sebastian Czort (*hc.niweulb_at_trozcs*)

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"H. S. Lahman" <h.lahman@verizon.net> wrote in message
news:SnOub.50208\$bQ3.43142@nwrndny03.gnilink.net...

> *Responding to Jeffries...*

>

>> *So I think there is a real difference in what agile methods are saying
about the*

>> *best time to do design, i.e. closer in time to the building of the
thing. I*

>> *would agree with what I understand you to be saying, namely "Yes, but it
is*

>> *still [usually] /before/.*

>

> *Being 'closer in time' is just another way of saying one uses smaller
> waterfalls.*

Hello H.S. Lahman,

I believe the difference is much bigger than you seem to imply.

Most agile methods say that you switch between design (D) and coding (C)
with high frequency. You make the switch many times a day – many times an
hour, even.

The design phase is over when the coding phase is over (or minutes before,
if we want to be pedantic). Switching from coding to design is effortless.

The switch is done so effortlessly that it does not make much sense to
compare it to travelling up a waterfall (although, technically we could
compare it to travelling up a, fx., 10 cm waterfall – is it perhaps
misleading to call water falling 10 cm a waterfall?).

Regards,

Sebastian Czort

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/**

* Sebastian Czort; M.Sc.; computer science;

* software architecture; test-driven-development;

comp.object: Re: XP Question about Metaphor

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* Java; Smalltalk; C++; C; Assembler;  
* consulting; fixed-price contracts;  
* hc.niweulb@trozcs; reverse();  
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*/
```