Design Evolution according to Dilbert
Summary of Methods

Summary

- All methods rely on magic
  - In FD, DF and PC at deriving the model
  - Data structure design closest to a true method

Importance

- Provides a look at basic design methods of the 70s
  - Not much progress since
  - Addition of OO - but just as much magic as FD and DF
- lays out important aspects of design methods
  - Compared and contrasted

Most design “methods” are sets of heuristics, suggestions, and guidance
Dilbert on Agile Programming

We're going to try something called Agile Programming.

That means no more planning and no more documentation. Just start writing code and complaining.

I'm glad it has a name.

That was your training.

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