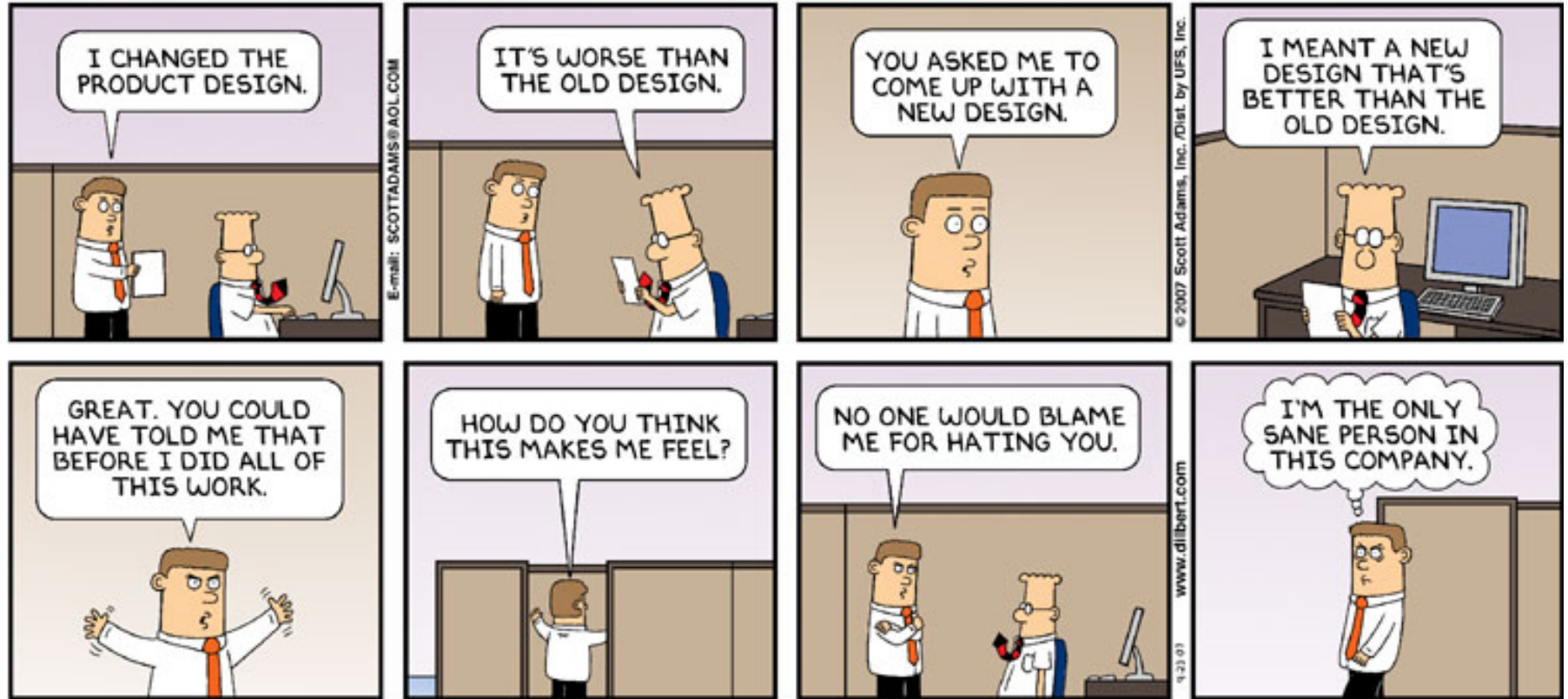


Design Evolution according to Dilbert



Summary of Methods

⇒ Summary

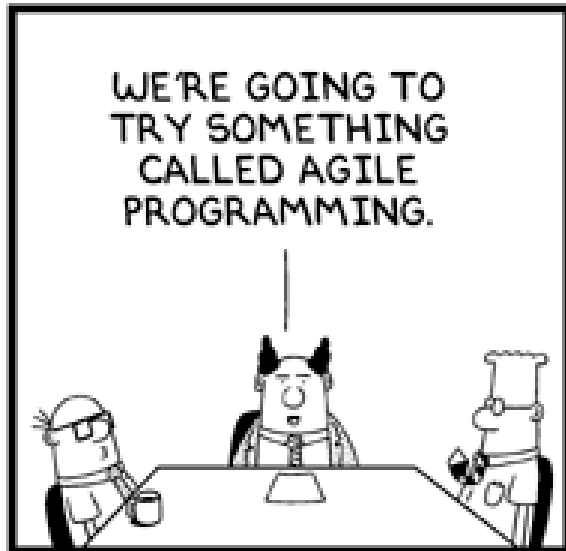
- ↳ All methods rely on magic
 - In FD, DF and PC at deriving the model
- ↳ Data structure design closest to a true method

⇒ 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



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