

Managing Interactive Processes

There are two levels of development:

- The macro processes
- The micro process

Macro process

- Establish core requirements (conceptualization).
- Develop a model of the desired behavior (analysis).
- Create an architecture (design).
- Evolve the implementation (evolution).
- Manage post-delivery evolution (maintenance).

Micro process

- Identify the classes and objects at a given level of abstraction.
- Identify the semantics of these classes and objects.
- Identify the relationships among these classes and objects.
- Specify the interface and then the implementation of these classes and objects

In principle, the micro process represents the daily activity of the individual developer, or of a small team of developers. The macro process serves as the controlling framework of the micro process. It represents the activities of the entire development team on the scale of weeks to months at a time. The basic philosophy of the macro process is that of incremental development: the system as a whole is built up step by step, each successive version consisting of the previous ones plus a number of new functions.