

Craig Larman Method



Español



Related Products Patterns

- Operation Contract
- Use Case Diagram
- High Level Use Case Diagram
- Use Case Diagram in Expanded Format
- Class Diagram
- Sequence Diagram
- System Sequence Diagram
- State Diagram
- Requirements Specification
- Use case prioritization



Video Explicación

Part 1: Explanation of the Method and its Phases

Part 2: Phase 1, Planning and Requirements Specification

- ◆ Part one
- ◆ Part Two

Part 3: Phase 2, Construction

- ◆ Part one
- ◆ Part Two



Methods and Related Models

- None



Examples

- None



Descripción

It is a method of developing object-oriented software created by Craig Larman [1] based on RUP (Rational Unified Process) [2].

It is a method of evolutionary development (iterative), incremental and directed by use cases that allows fully develop a software system from an initial functional prototype whose functionalities are spreading culminating with the development of that system.



Restricciones (*Forces*)

- **Type of Organization:** SMEs, Large Companies.
- **System Type:** It applies to all types of systems.
- **Programming Paradigm:** OO (Object Oriented).



Information Resources

- Larman, C. (2004). Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd. ed.). Prentice Hall Professional Technical Reference.
 - IBM. Rational Unified Process (RUP). Recuperado el 2009-11-19 de[[1]]
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