

Method and Models



Additional Resources



- R.S. Pressman & Associates, Inc.
- Software Engineering Institute



- Software Engineering: a practical approach (Pressman, R.)

Need help to manage the lifecycle of your software projects?



In this section you will find methods and models proposed by the Software Engineering presented in an accessible manner that seeks to accelerate their learning and understanding.

Existing methods and models explain brilliantly what to do to run a software development project, however, often do not tell us how. To do so, within each phase or activity of the methods and models shown here, you will find a set of product patterns that will help you develop software products necessary to deploy the method or model that best suits the characteristics of your projects software.

Library Methods and Models

The methods and models that are currently posted in this library are:

- Craig Larman Method
 - OOHDM: Object Oriented Hypermedia Design Method
 - XP: Extreme Programming (English)
 - PSP Personal Software Process (English)
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