

# A COMPARATIVE STUDY OF AGILE, COMPONENT-BASED, ASPECT-ORIENTED AND MASHUP SOFTWARE DEVELOPMENT METHODS.

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- **Subject Terms:** \*COMPUTER software development \*MASHUPS (World Wide Web) \*COMPARATIVE studies \*SOFTWARE engineering \*END-user computing \*SOFTWARE architecture
- **Abstract:** This paper compares Agile Methods, Component-Based Software Engineering (CBSE), Aspect-Oriented Software Development (AOSD) and Mashups as the four most advanced software development methods. These different approaches depend almost totally on their application domain but their usability can be equally applied across domains. The purpose of this comparative analysis is to give a succinct and clear review of these four methodologies. Their definitions, characteristics, advantages and disadvantages are considered and a conceptual mind-map is generated that sets out a foundation to assist in the formulation and design of a possible new integrated software development approach. This includes supportive techniques to benefit from the examined methods' potential advantages for cross-fertilization. It is a basis upon which new thinking may be initiated and further research stimulated in the software engineering subject field.
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