Abstract

The main objective of software companies is to develop quality software at a high speed with fewer errors and to deliver the software to the customer at the right time. To achieve the above said objectives, many companies have adopted agile software development methodologies, by which the software can be rapidly developed with less cost and time. And also reusable components play a major role in developing reliable software faster. This paper emphasizes the importance of using patterns to achieve reusability in agile software development and also describes about the PDOT - Pattern Document Online Tool. PDOT is developed in Java platform with MySQL as the database.

References

- Jaspreet Singh, Ashima Singh, Agile software development and reusability, IJREAS Volume 2, Issue 2 (February 2012) ISSN: 2249-3905
pdf (cited on 1/1/2013)
- Klaus Marius Hansen, "Agile Environments – Some Patterns for Agile Software Development Facilitation";
- Michael R Blaha., James R Rambaugh, Object-Oriented Modeling And Design With UML, 2/E, Dorling Kindersley(India) Private Ltd
- Fowler, Martin Analysis Patterns: Reusable Object Models, Pearson education, ISBN: 0-201-89542-0
- Roger Lee, Naohiro Ishii Software Engineering Research, Management and Applications 2009
- James O. Coplien, Neil Harrison Organizational patterns agile software development, Pearson Prentice Hall, 2005
- Craig Larman: "Agile and Iterative development: a Managers Guide";
- Jim Highsmith: "Agile Software Development Ecosystems"; Addison-Wesley, 2002

**Index Terms**

Computer Science
Software Engineering

**Keywords**

Agile Software Development  Reusability  Patterns  Online Tool  PDOT