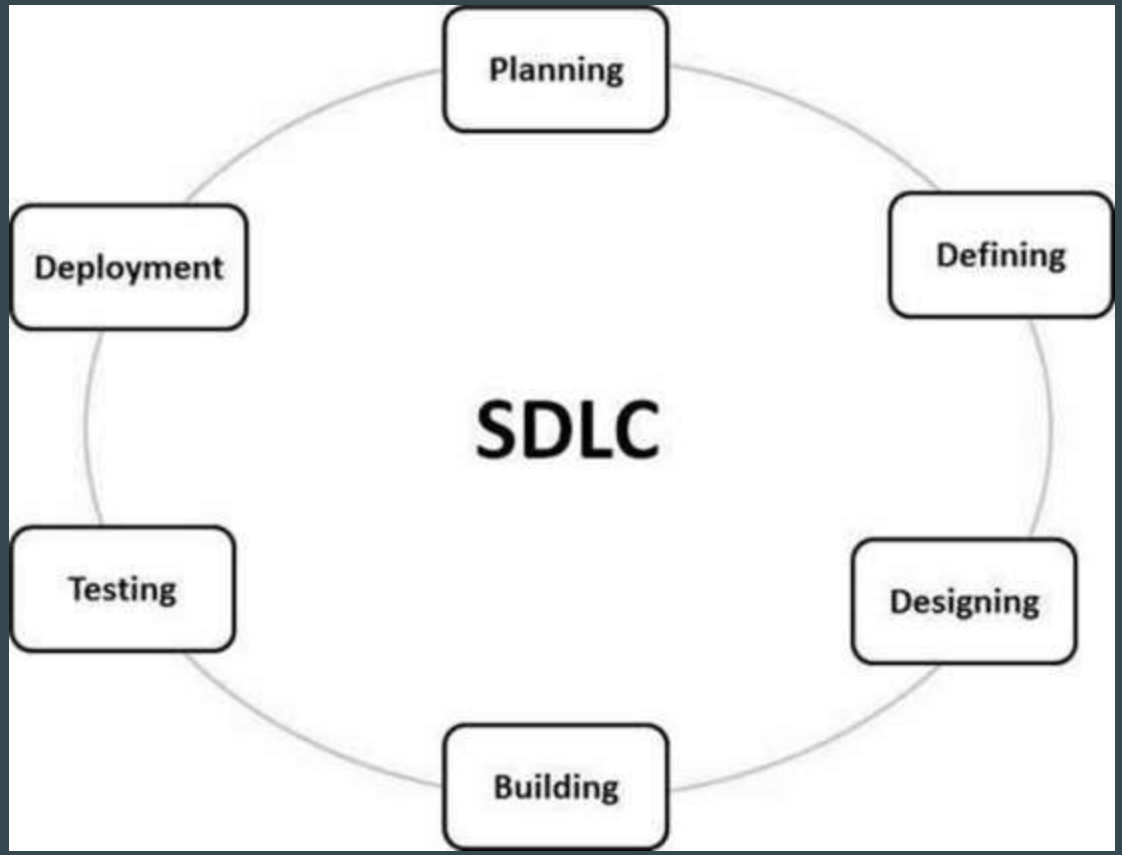
SDLC

...

The life and death of software development

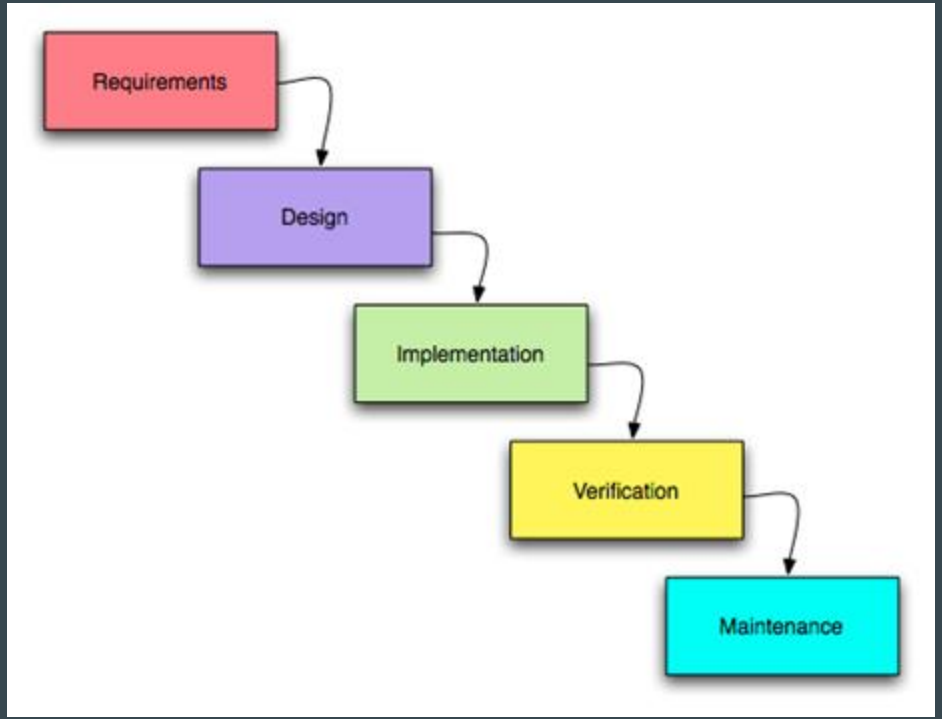
What is the SDLC?

- A process used to design, develop and test high quality softwares
- Describes how a certain software was developed
- Stands for **software development life cycle**



Waterfall Model

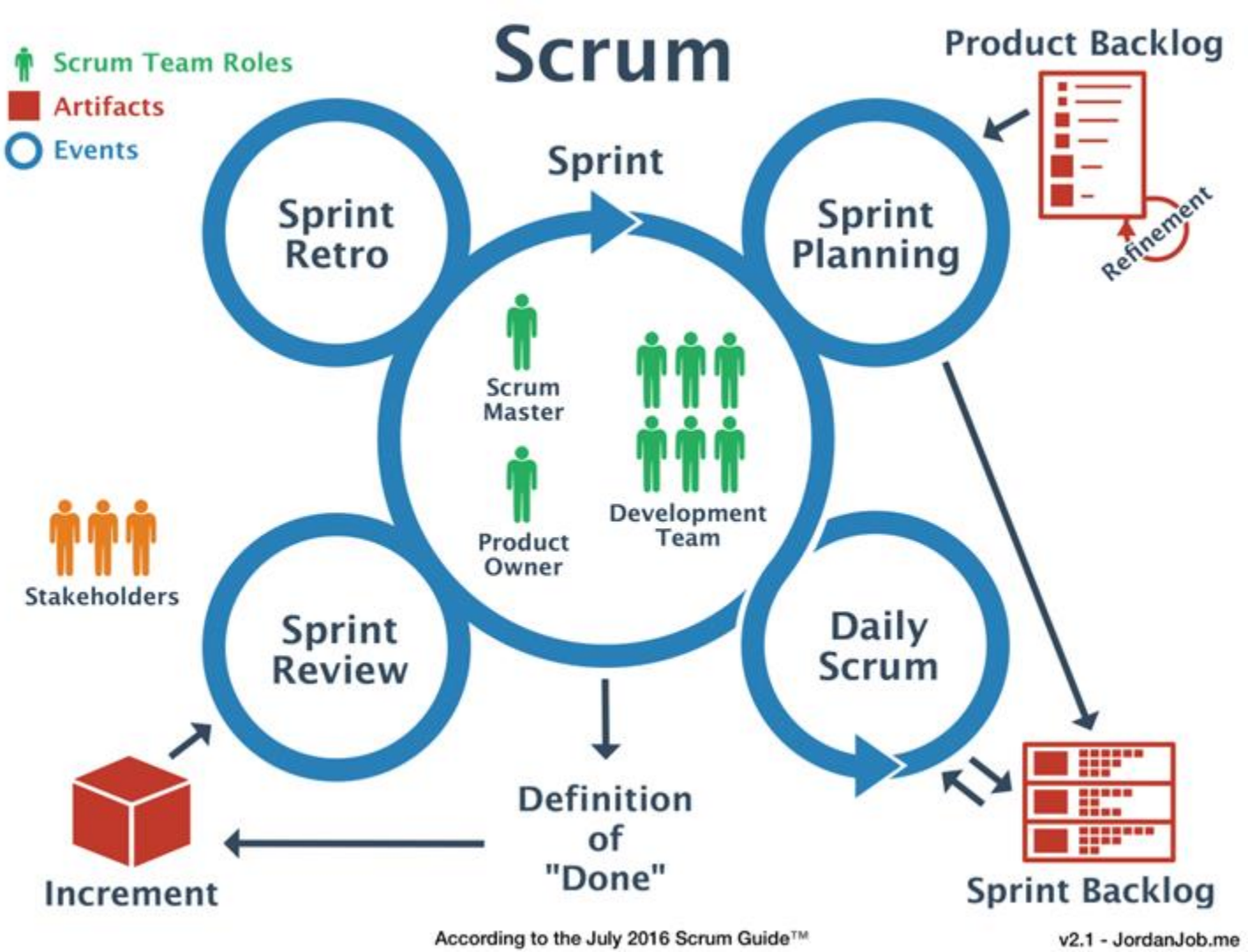
- Rigid
- Highly documented
- You go through each phase once
- Good for projects that require on time delivery
- Like software for rockets, or military projects



Agile

- Agile is more of a concept than an actual methodology unlike the first three models
- It's about being able to develop and deploy software quickly by not wasting time discussing design and planning
- It's about communicating consistently with the client and stakeholders about what they would want in the project and making plans on applying their requests in an iterative way so that the current development wouldn't be disturbed
- Read all about it here: https://agilemanifesto.org/

Scrum


Scrum
Scrum Team Roles
Artifacts
Events
Product Backlog
Refinement
Sprint
Sprint Retro
Sprint Planning
Scrum Master
Product Owner
Development Team
Stakeholders
Sprint Review
Daily Scrum
Definition of "Done"
Increment
Sprint Backlog
According to the July 2016 Scrum Guide™
v2.1 - JordanJob.me

Scrum Artifacts

- Backlog
- Project Board
- Burndown chart

Backlog

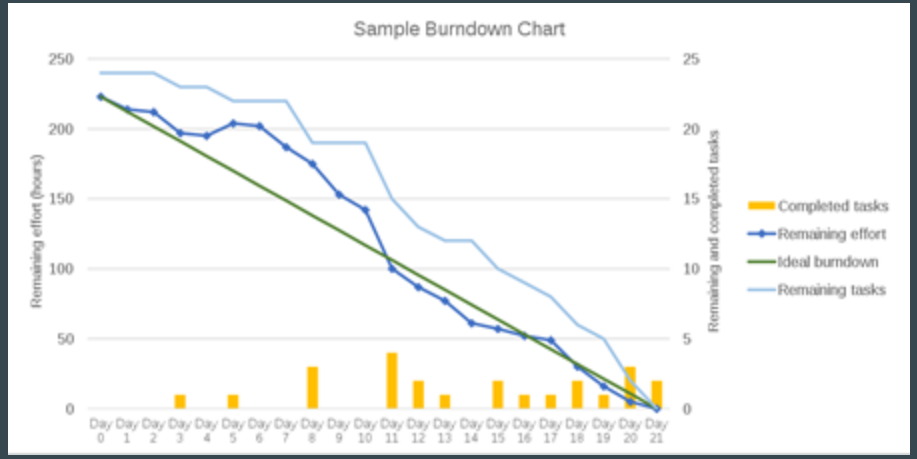
- Contains the user stories that need to be implemented
- Each user story would have a point value, the value is the amount of effort it would take to implement the user story
- During sprint planning, you would assess which user stories to implement based on their urgency and match the total points against your capacity - the total amount of work hours you actually have

Project Board

- How you keep track of the project during development
- Maintained by the scrum master

Burndown Chart

- Another way of keeping track of your progress during a sprint
- Is used in sprint review to see the sprint's velocity
- The velocity describes the total amount of points finished during sprint



YOLO Development (Patent Pending)

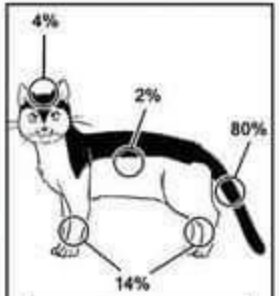
- Similar to Big Bang, but it makes it into production
- Only has one iteration like in waterfall
- Flexible(?) to changing requirements like in agile
- All about taking requirements from product owner/ project manager and coming up with something to show on project presentation
- Most apps developed under YOLO development are made once, released, and never updated
- Start (Some sort of requirements) >>>>>>Start panicking>>>>>>>Panic (Rechecking the requirements, refactoring the code) >>>>>>>>>Panic some more>>>>>>>End (Some sort of MVP, released to production)

Any Questions?

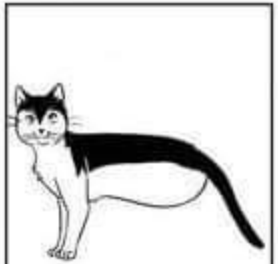
Some Bad SDLC Jokes I found on the interwebs

Richard's guide to software development

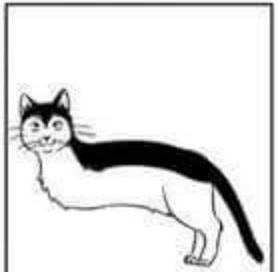
HOW THE SOFTWARE IS DESIGNED.



HOW MUCH TIME HAS TO BE SPENT ON EACH PART.



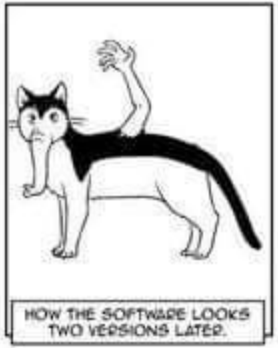
HOW THE SOFTWARE LOOKS BEFORE THE BETA TEST.



HOW THE SOFTWARE LOOKS AFTER THE BETA TEST.

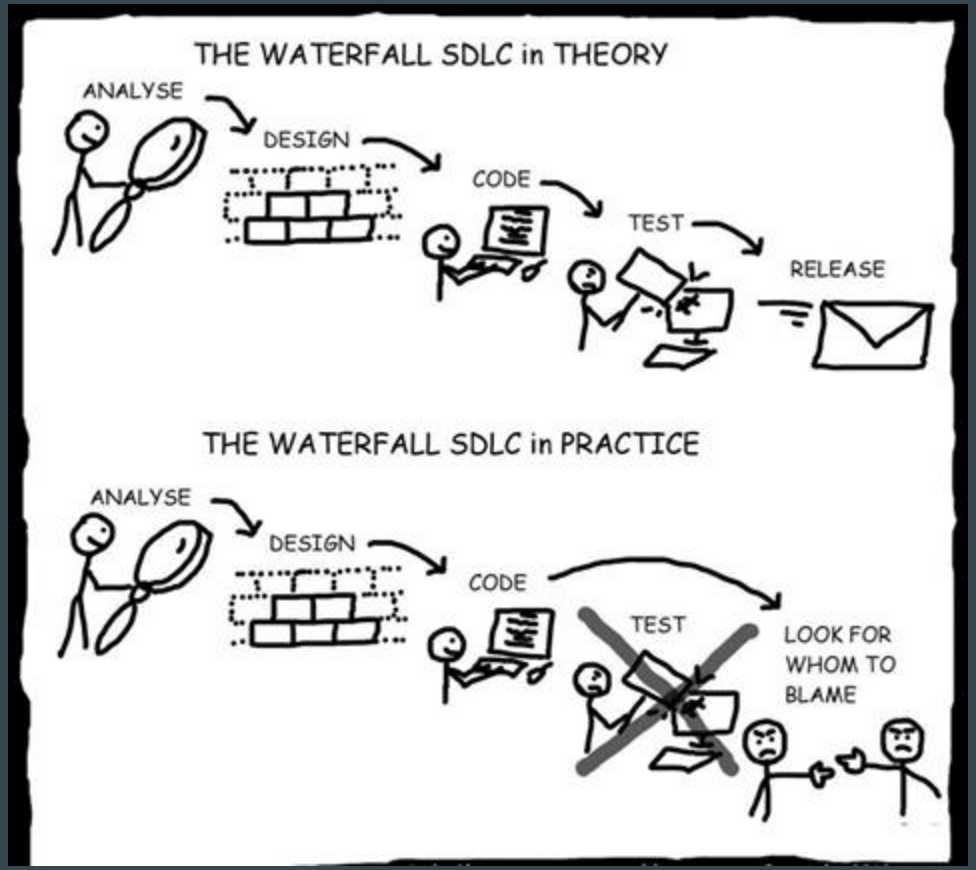
HOW THE SOFTWARE IS ADVERTISED.

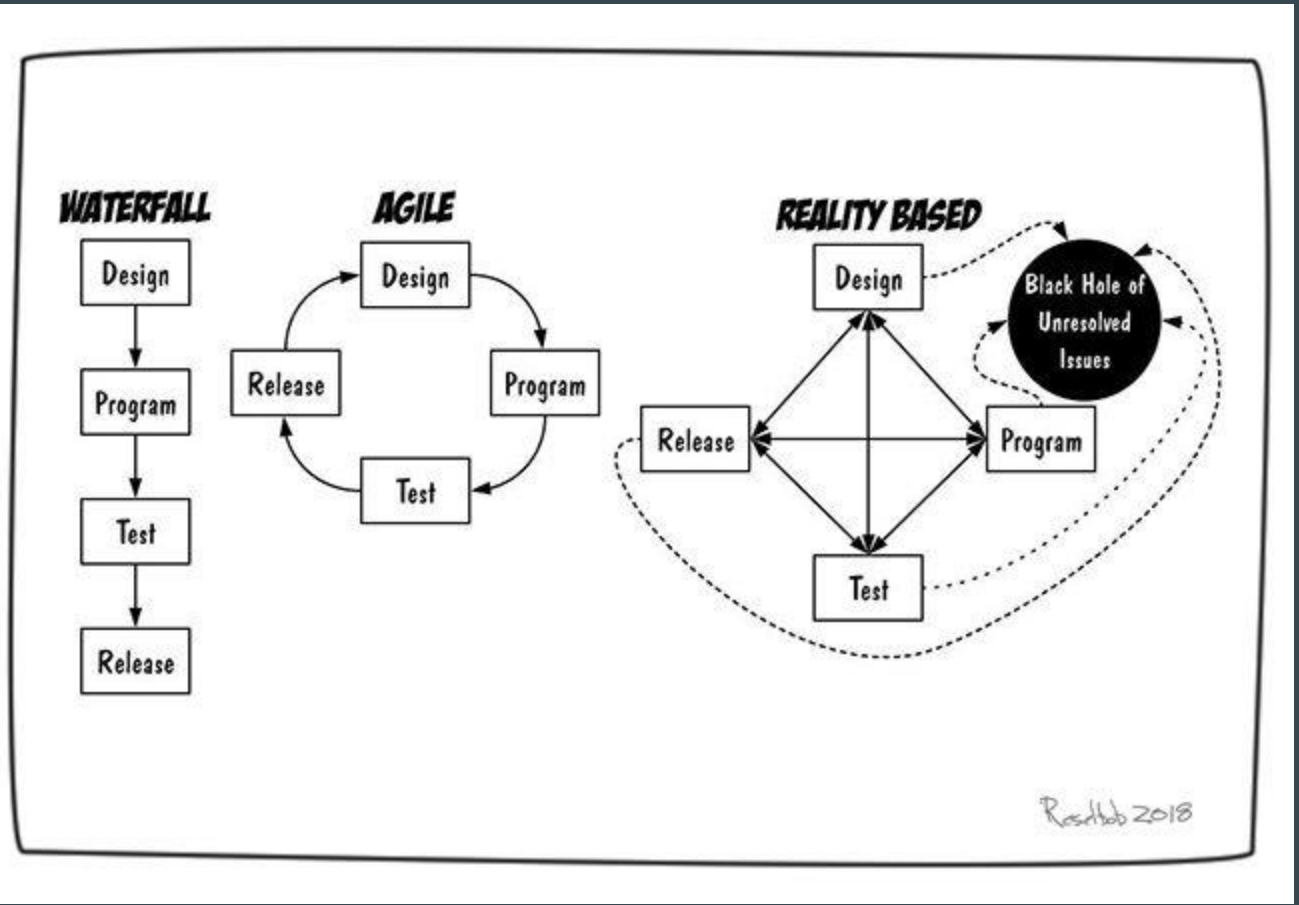
WHAT THE CUSTOMER REALLY WANTED.



HOW THE SOFTWARE LOOKS TWO VERSIONS LATER.

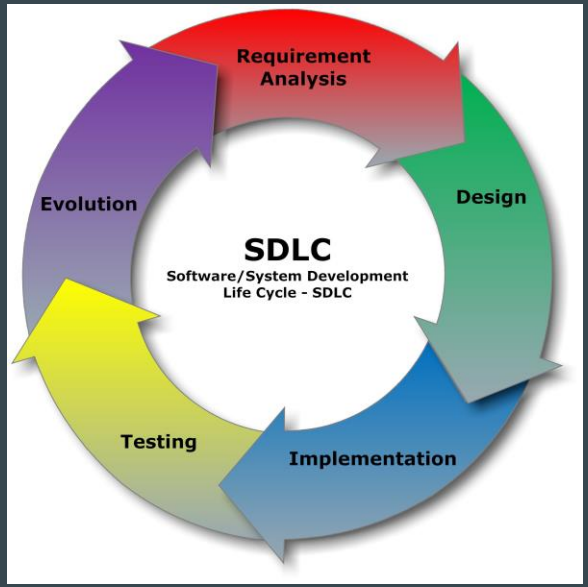
Sandra and Woo by Oliver Knörzer (writer) and Powree (artist) – www.sandraandwoo.com


THE WATERFALL SDLC in THEORY
ANALYSE
DESIGN
CODE
TEST
RELEASE
THE WATERFALL SDLC in PRACTICE
ANALYSE
DESIGN
CODE
TEST
LOOK FOR WHOM TO BLAME


WATERFALL
Design
Program
Test
Release
AGILE
Design
Program
Test
Release
REALITY BASED
Design
Black Hole of Unresolved Issues
Release
Program
Test
Rashbob 2018

Discussion Q's

- What is the SDLC? Phases in the SDLC?
- What are some implementations of the SDLC?
- What is Agile? How is it related to scrum?
- What makes the waterfall model "rigid"?
- How is scrum flexible?
- What is a burn down chart?
- What is the scrum master?
- What are user stories?



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SDLC Notes

- Marielle Nolasco's Personal SDLC notes