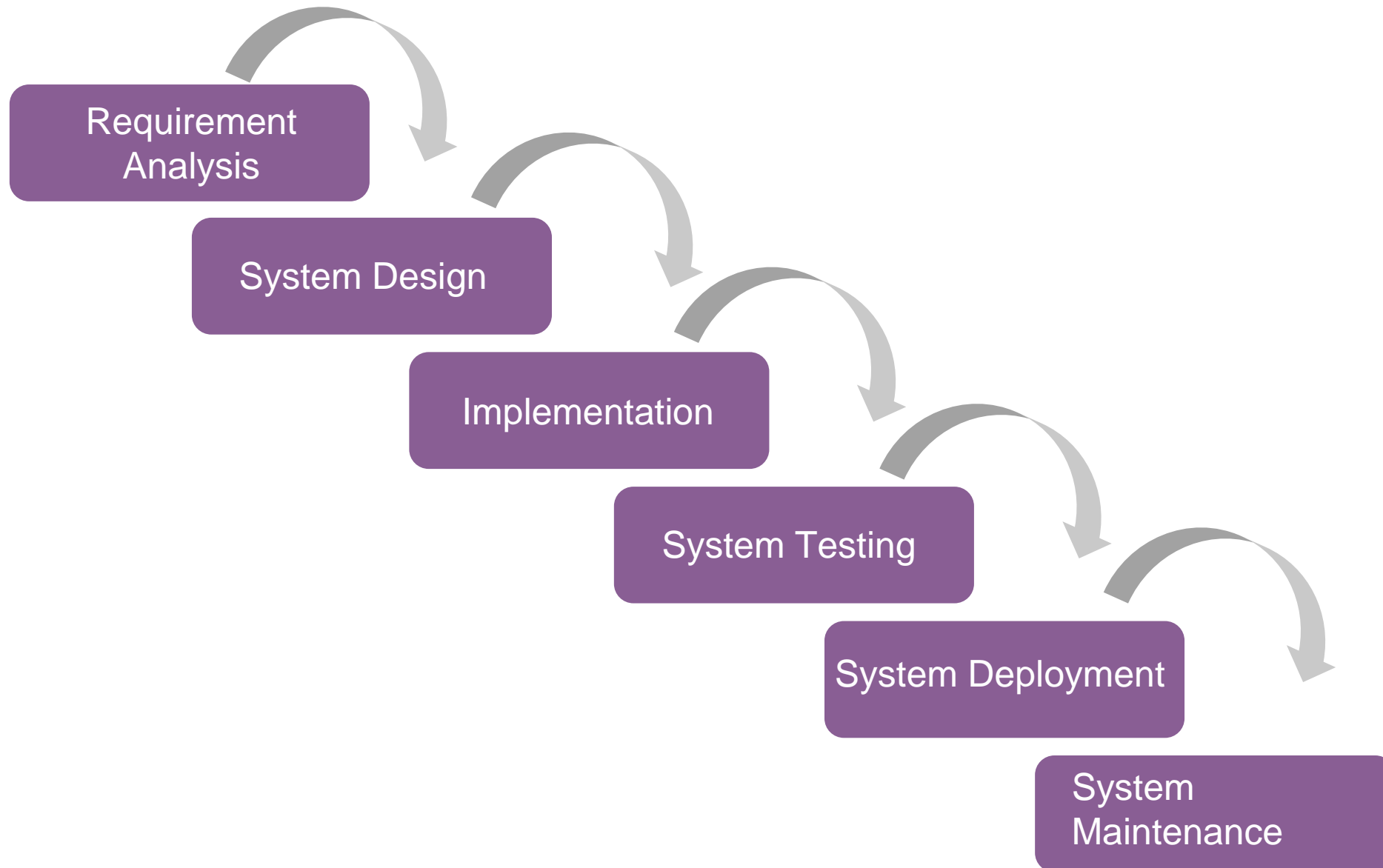


# AGILE METHODOLOGIES

# Waterfall Model (SDLC)



# Agile Manifesto



**Manifesto for Agile Software Development**

We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

**Individuals and interactions** over processes and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck	James Grenning	Robert C. Martin
Mike Beedle	Jim Highsmith	Steve Mellor
Arie van Bennekum	Andrew Hunt	Ken Schwaber
Alistair Cockburn	Ron Jeffries	Jeff Sutherland

# Agile Manifesto

Released in February 2001, at The Lodge at Snowbird ski resort in Wasatch mountain of Utah

A document that contains the core values and principles of agile software development.



# Four Core values of Agile Manifesto

Agile Methodologies	Traditional Methodologies
Individuals and interactions	Processes & Tools
Working software	Comprehensive documentation
Customer collaboration	Contract negotiation
Responding to change	Following a plan

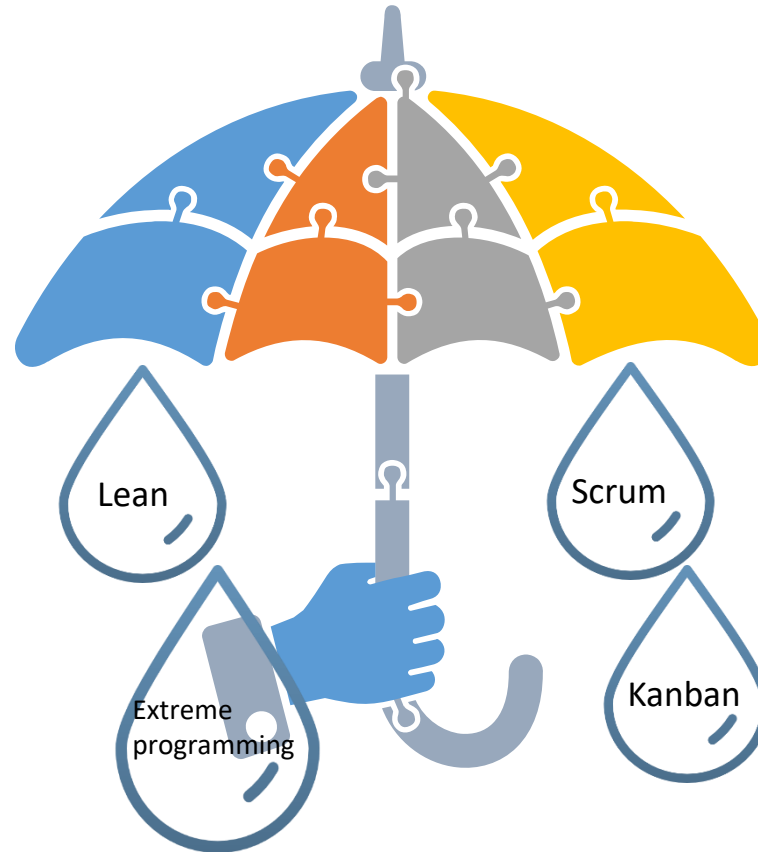
# Twelve Principles of Agile Manifesto



- |    |  |    |  |
|----|--|----|--|
| 01 | Customer satisfaction                      | 07 | Face-to-face communication                               |
| 02 | Early and continuous delivery of software  | 08 | Working software   |
| 03 | Embrace change                             | 09 | Technical excellence                                     |
| 04 | Frequent delivery                          | 10 | Simplicity   |
| 05 | Motivated individuals                      | 11 | Self-organized teams                                     |
| 06 | Collaboration of businesses And developers | 12 | Regularly reflect and adjust the way of work to improve. |

# Agile Methodologies

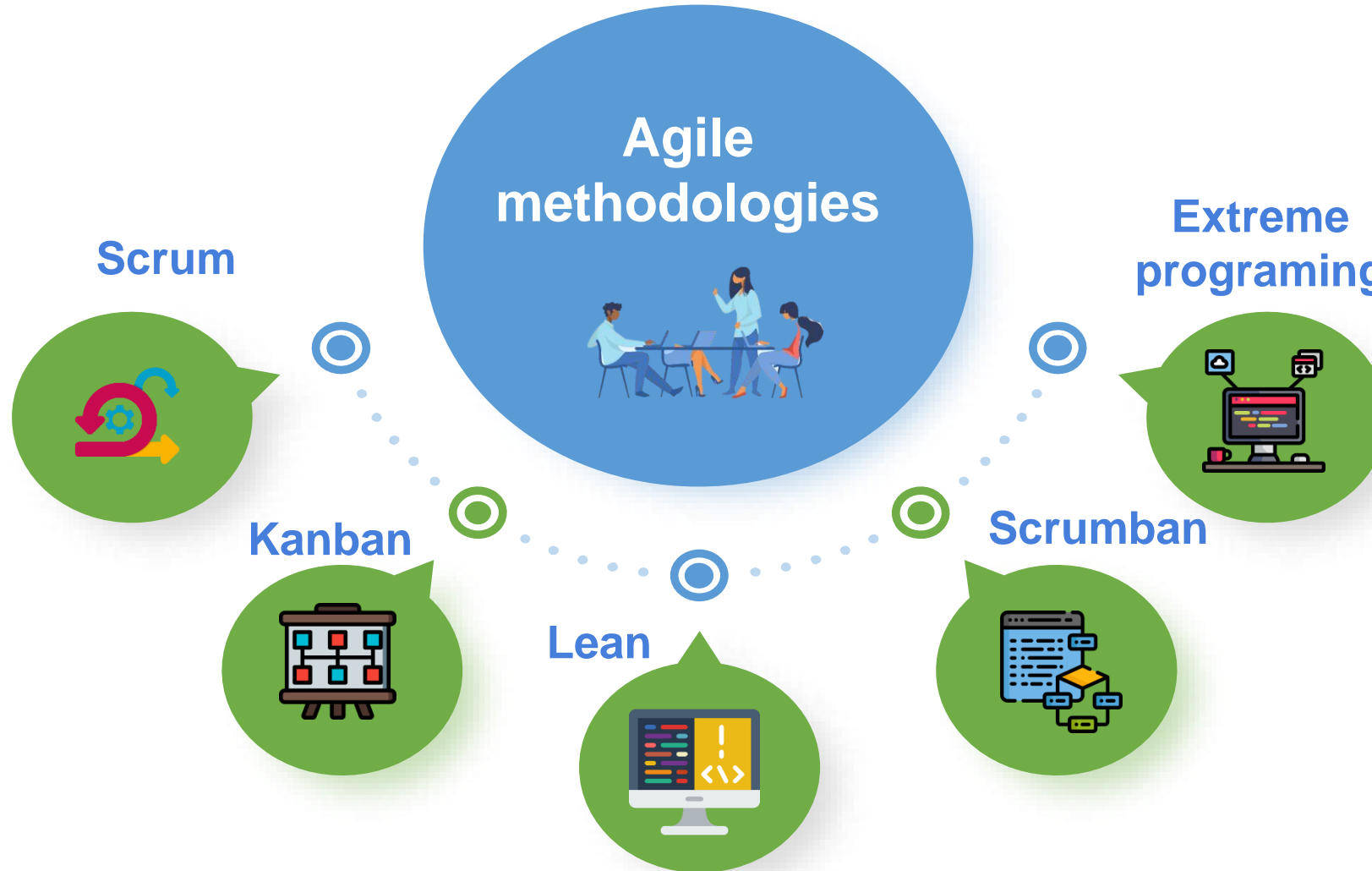
- ❑ An umbrella term for a group of technical and project management methodologies.
- ❑ Used for developing products and services iteratively.



- ❑ Total Product Development is broken up into shorter, time-boxed periods - sprints or iterations.
- ❑ At the end of each iteration, there is a shippable product called increment.



# MOST POPULAR AGILE METHODOLOGIES





# SCRUM FRAMEWORK



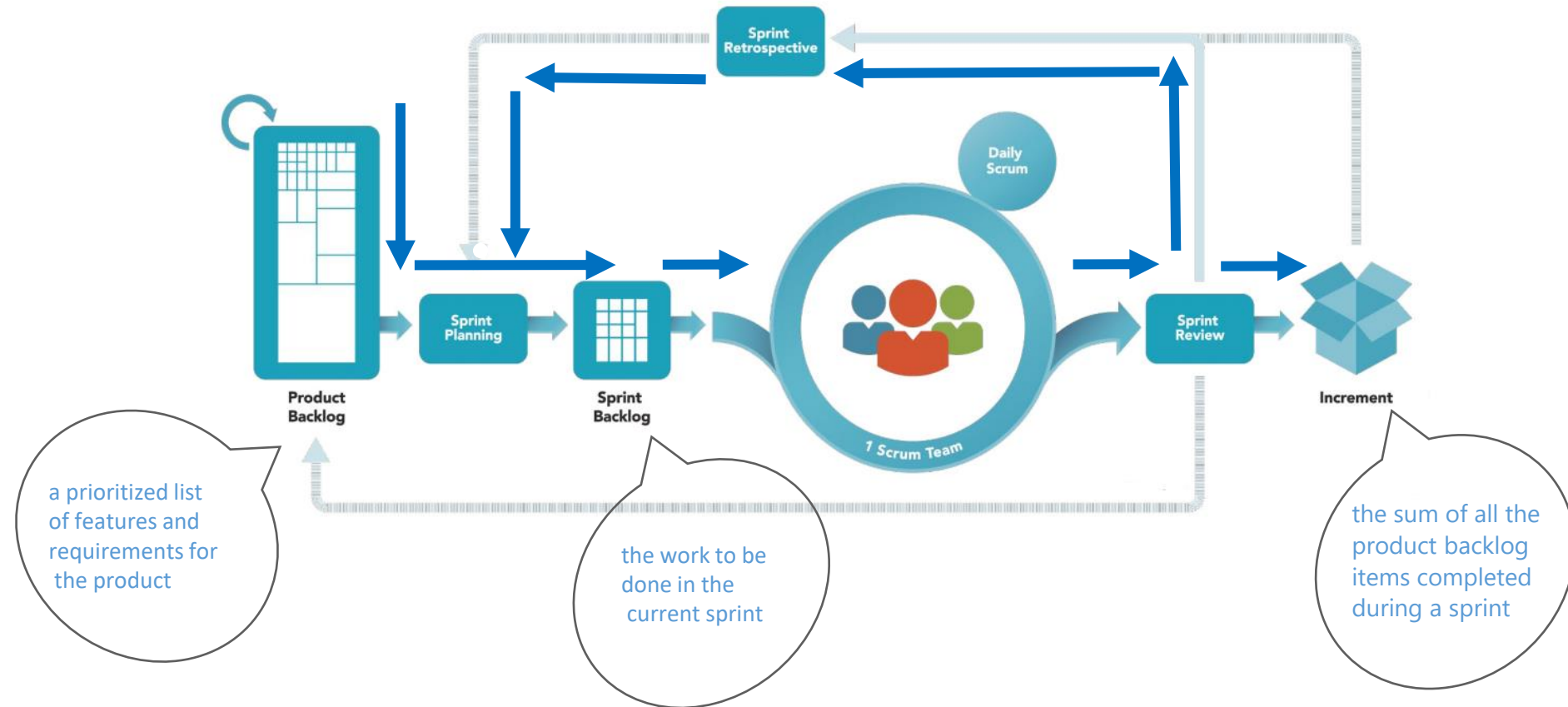
A **lightweight framework** for managing and organizing complex software projects.

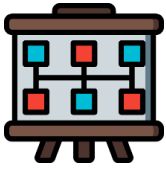


Helps teams **deliver high-quality products fast and efficiently.**



software products are developed in short **cycles/iterations** called **sprints**.





# ABOUT KANBAN

- Method for managing and improving workflows.
- It is based on the concept of "**just-in-time**" production.
- Originated in **Toyota in the 1940s**.
- Name Kanban originated from a **Japanese word**.
- "Kanban" meaning "**visual board**".

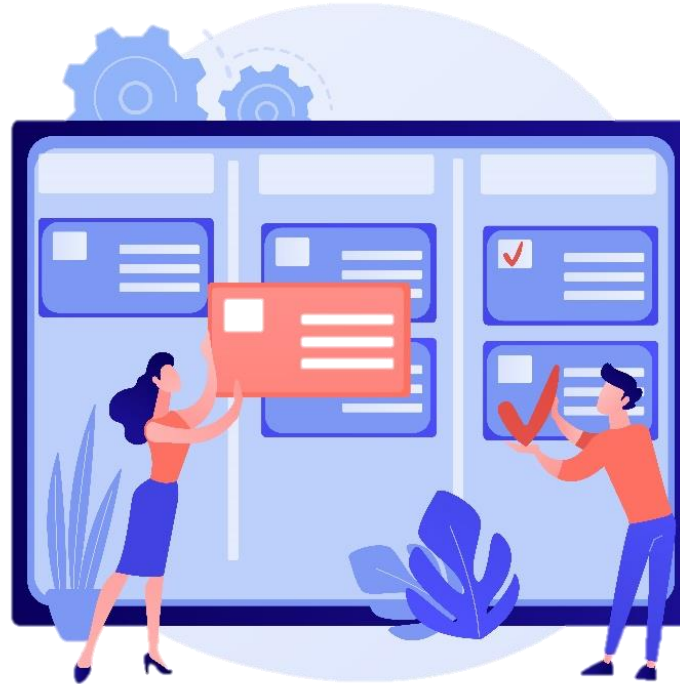


- Often used in combination with other agile methods, such as Scrum
- work is represented by **cards on a board**, with each column on the board representing a different stage in the workflow.

# SCRUMBAN METHODOLOGY

A hybrid methodology that **combines** all the benefits of **Scrum** and **Kanban**.

Enables teams to handle **both incremental and evolutionary changes** in product development.



Allows teams to use the planning and prioritization tools of Scrum, while also utilizing the visual workflow management of Kanban.

Flexible enough to be used for both short-term and long-term projects.

Thank  
you!