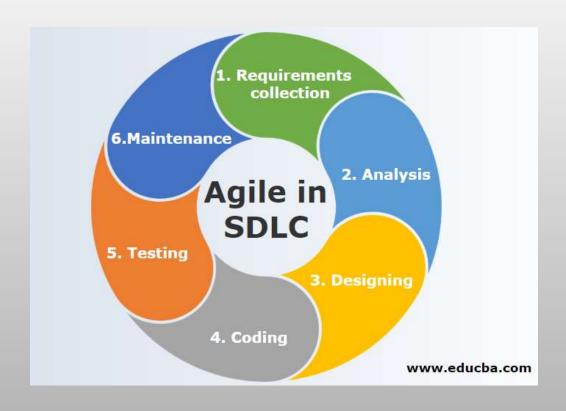
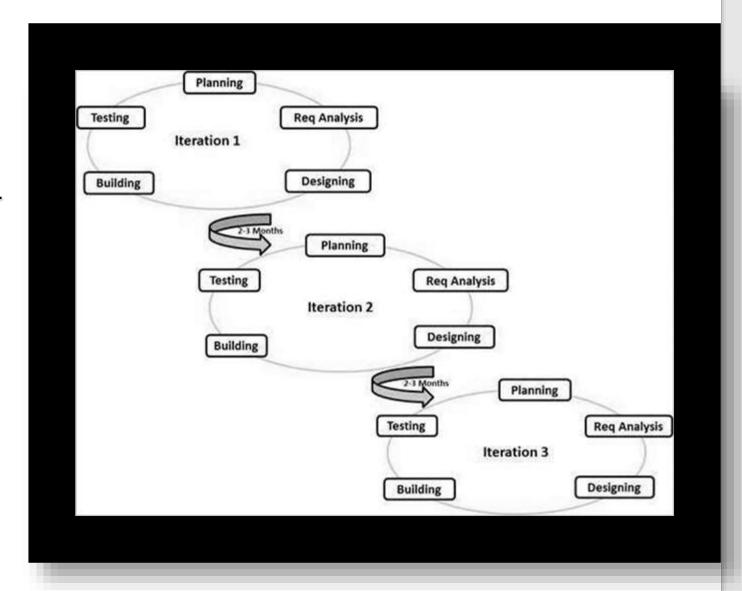
### AGILE MODEL

- Agile model believes that every project needs to be handled differently and the existing methods need to be tailored to best suit the project requirements.
- In Agile, the tasks are divided to time boxes (small time frames) to deliver specific features for a release.
- Iterative approach is taken and working software build is delivered after each iteration.
- Each build is incremental in terms of features and the final build holds all the features required by the customer.

## AGILE SOFTWARE DEVELPOMENT LIFE CYCLE



# ITERATION IN AGILE SDLC



## AGILE MODEL VS OTHER SDLC MODELS

Characteristics	Agile approach	Traditional approach
Organizational structure	Iterative	Linear
Scale of projects	Small and medium scale	Large-scale
User requirements	Interactive input	Clearly defined before implementation
Involvement of clients	High	Low
Development model	Evolutionary delivery	Life cycle
Customer involvement	Customers are involved from the time work is being performed	Customers get involved early in the project but not once the execution has started
Escalation management	When problems occur, the entire team works together to resolve it	Escalation to managers when problem arise
Model preference	Agile model favors adaption	Traditional model favors anticipation
Product or process	Less focus on formal and directive processes	More serious about processes than the product
Test documentation	Comprehensive test planning	Tests are planned one sprint at a time

# PRINCIPLES OF AGILE MODEL

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.

- Build projects around motivated individuals. Give them the environment and support they need and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Working software is the primary measure of progress.

• Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

• Continuous attention to technical excellence and good design enhances agility.

• Simplicity -- the art of maximizing the amount of work not done is essential.

• The best architectures, requirements, and designs emerge from self-organizing teams.

• At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

#### ADVANTAGES OF AGILE SDLC

- Very realistic approach to software development.
- Promotes teamwork and cross training.
- Functionality can be developed rapidly and demonstrated.
- Resource requirements are minimum.
- Suitable for fixed or changing requirements
- Delivers early partial working solutions.
- Good model for environments that change steadily.
- Minimal rules, documentation easily employed.
- Enables concurrent development and delivery within an overall planned context.
- Little or no planning required.
- Easy to manage.
- Gives flexibility to developers.

#### DISADVANTAGES OF AGILE SDLC

- Not suitable for handling complex dependencies.
- More risk of sustainability, maintainability and extensibility.
- An overall plan, an agile leader and agile PM practice is a must without which it will not work.
- Strict delivery management dictates the scope, functionality to be delivered, and adjustments to meet the deadlines.
- Depends heavily on customer interaction, so if customer is not clear, team can be driven in the wrong direction.
- There is a very high individual dependency, since there is minimum documentation generated.
- Transfer of technology to new team members may be quite challenging due to lack of documentation.