Sr1

SDLC phases

SDLC or software development cycle is a systematic process for building software. Sdlc consists of a step by step plan on how to build software. Sdlc is split into phases, each phase. Sdlc phases follow in this order

1. Requirement analysis: project/software requirements are taken from client and studied so that the software development team knows exactly what is required.
2. Feasibility study: this phase is for evaluation whether or not a project is feasible and if so what rescores and time are required for project completion.
3. Design: this phase is for designing the software, this includes visuals, color schemes, wireframes and a basic idea of how software will function.
4. Coding: this phase is for actually implementing design and making everything works.
5. Testing: this phase is about testing software to make sure it all works correctly and that it fits the clients requirements.
6. Install Deploy: this is where you install/deploy the software.
7. Maintenance: this phase occurs over a very long time frame and is about making sure the software still works and creating any changes if necessary.

Sr2

Waterfall methodology

One type of SDLC or software development cycle is the waterfall model which was the first SDLC model to be introduced. The waterfall model is a linear sequential life cycle module meaning that the development process is linear and only one SDLC phase is worked on at a time this has a couple pros and cons

Pros of waterfall model:

1. Process is very simple and everyone knows what is being worked on.
2. Easy to manage, manager always knows who doing what.
3. Clearly defined stages and milestones.
4. Works well for small/short projects where requirement changes are unlikely

Cons of waterfall model:

1. only one section is being worked on at a time which may result in many team members having nothing to do.
2. Bad adaptability, if project requirement change it is hard to accommodate changes.
3. Bad for complex, object oriented and long term projects
4. Bottlenecked development.

Sr3

Team roles and structure.

Our team working for Smith private limited is comprised of 4 people: Clay-Henery, Blake, Daniel and David. Clay-Henery is our teams Business analyst, his job is to get requirements from the client. Daniel is our designer, his job is to design the wireframe and logo as well as choose a color scheme for the website. Blake is our tester, his job is to test the final product to ensure that everything works as intended and that the product meets client requirements. David(me) is our team lead/coder, my job is to make sure each team member is getting the work done and provide assistance to them if necessary also as the coder it is my job to implement the changes to the website based on client requirements and design as well as create a github repository and teach other team members how to pull files from said repository.

This is what our teams organizational structure looks like:

A picture containing application

Description automatically generated