**Agile Methodology**

1.Unlike traditional models (waterfall) agile where a SDLC phase starts only after its previous phase ends like planning phase will start only after requirement phase is completed , **Agile divides the project into small, manageable iterations or time-boxed periods called "sprints"** (typically 2-4 weeks). Each sprint results in a potentially shippable increment of the product.

2.Agile promotes **collaboration among cross-functional teams**, including developers, testers, designers, and product owners. Frequent communication is essential to ensure everyone is aligned. Sprint planning, daily stand upcalls are conducted to ensure this

3. Agile places a **strong emphasis on delivering value to the customer**. Customer feedback is continuously sought and integrated into the development process. User stories,Regular call with BA and customers to get their feed back, UAT(customers will be actively involved in testing the product, Retrospectives: Agile teams typically hold regular retrospectives at the end of each sprint to reflect on what went well and what could be improved. Customer feedback can be an important part of these discussions.

3. Agile welcomes changing requirements, even late in the development process. It recognizes that customer needs and market conditions can evolve, and the development team should be adaptable.

4.Agile prioritizes the production of working, potentially shippable software at the end of each iteration, as opposed to focusing solely on documentation or plans.

Agile methodology is achieved in our org by following Scrum frame work