Assignment – 2

Summary:

In today's lesson, we delved into various aspects of software development, covering GitHub, meetings, sprints, agile roles, and the software development life cycle (SDLC). Using the analogy of building a house, we explored the seven stages of SDLC: requirements and analysis, design, development, testing, implementation, and maintenance. This metaphor provided a clear understanding of the sequential steps involved in software development.

Our focus then shifted to agile methodology, known for its user-friendly and practical approach compared to the traditional waterfall model. We discussed key roles in agile teams, including Dev, QA, Analyst, Customer, Project Manager, Supervisor, and Scrum Master. Agile meetings, such as Daily Scrum Meetings, Sprint Planning Meetings, Sprint Review Meetings, and Sprint Retrospective Meetings, were highlighted, shedding light on their importance in fostering effective communication and collaboration within the team.

Sprints, integral to agile development, were explored in detail, covering processes like product backlog refinement, daily scrum, sprint review, sprint retrospective, and sprint planning. Additionally, we gained insights into using Jira for efficient work allocation, learning the steps to create an account, establish a repository, and seamlessly download and clone projects.

In summary, today's lesson provided a comprehensive overview of crucial aspects in software development, from SDLC stages to agile methodologies and practical tools like GitHub and Jira. The house-building metaphor and practical examples enhanced our understanding, equipping us with valuable insights for future projects in the field.