1.2

SDLC : Software development life cycle.

Planning Why build the system

Analysis : Who, what when where etc

Design : how will the system work.

Implementation : coding, testing, documentation and installing or deploy the application

SDLC :

Water fall model

V Model

RAD model

Incremental model

Iterative Model

Agile model

Water fall model :

🡪Requirements

-🡪 Design

🡪 development

--🡪 Testing

🡪 run the application or maintenance

Agile

Rapid, Cooperative Iterative and Adaptable etc.

In Agile rather than releasing the whole application we release the application part by part using sprint 1.

Generally sprint 1 to 2 or 4 week.

Initially we start date for the sprint and end date for the sprint 1.

Strum team

6 to 10 people

Scrum meeting

Developing Application

<http://www.google.com> -🡪 URL

req (http/https)----🡪

Client Server

🡨-Res(http/https) html 🡪

Css 🡪

JavaScript 🡪

DOM

Library as well as Framework

To improve dom functionality

Frontend technology🡪 html, css, javascript, jquery, typescript, angular , react js , vue js etc.

Html -🡪 login page of gmail.com

Rest API

Backend technology 🡪

Java

Python

Asp.net

Php

Node JS

Etc

Database or file system