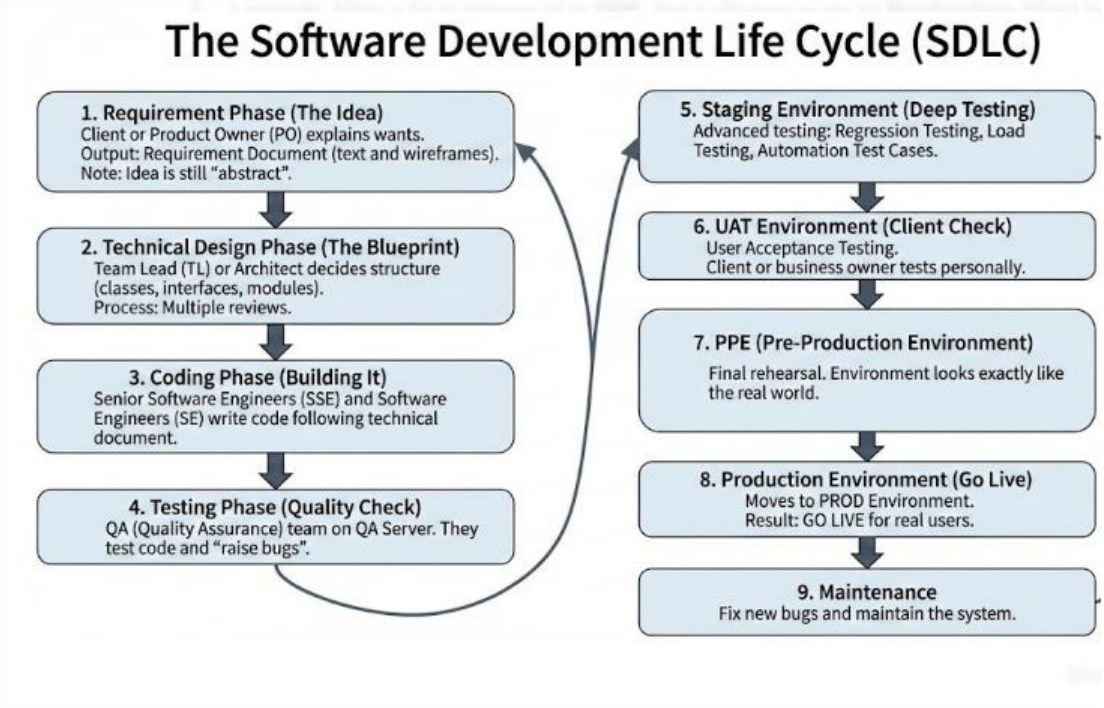
The Software Development Life Cycle (SDLC)



1. Requirement Phase(The Idea)

- ✧ This is where the project starts. The Client or Product Owner (PO) explains what they want the software to do.
- ✧ They create a "Requirement Document." This contains text and wireframes.
- ✧ At this stage, the idea is still "abstract"

2. Technical Design Phase(The Blueprint)

- ✧ The Team Leader (TL) or Architect does it.
- ✧ They figure out *how* to build the software technically. They decide on the structure, such as how many "classes,""interfaces," and "modules" are needed.
- ✧ This document goes through multiple reviews to make sure the plan is perfect before building starts.

3. Coding Phase(Building It)

- ✧ Senior Software Engineers or Software Engineers does it.
- ✧ The coding actually begins. The engineers follow the technical document to write the code that makes the software work.

4. Testing Phase(Quality Check)

- ✧ Quality Analyst (QA) does the work on “QA Server”.
- ✧ The QA team tests the code. If they find problems, they “raise bugs” so that developers can fix them.

5. Staging Environment(Deep Testing)

- ✧ The software moves to a “Staging Environment” for more advanced testing.
- ✧ Basically three types of testing is done namely Regression Testing, Load Testing, Automatic Testing.

6. UAT Environment(Client Check)

- ✧ **U**ser **A**cceptance **T**esting
- ✧ The client tests the software personally.

7. PPE (Pre-Production Environment)

- ✧ It is the final stage, i.e. as close to production as possible.

8. Production Environment (Go Live)

- ✧ The software moves to the PROD(Production) Environment.
- ✧ GO LIVE, i.e.The software is now open and available for real users to use.

9. Maintenance

- ✧ The team must continue to fix new bugs and maintain the system to keep it running smoothly.
- ✧ Ever after maintenance, The product get new requirement because it always keeps updating, that’s why it is called a cycle.