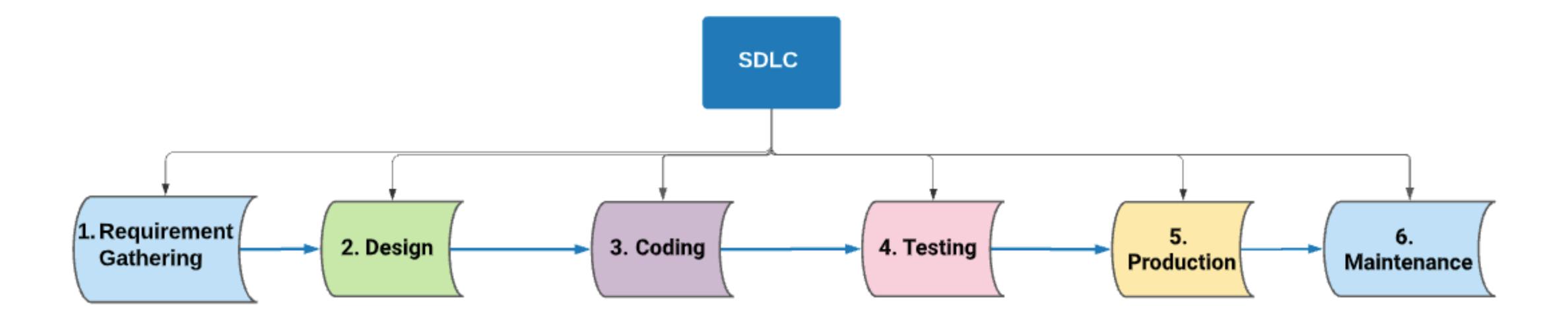
# Software Development Life Cycle (SDLC)

Interview question from this topic:

- What is **SDLC**?





## Step 1: Requirement Gathering & Analysis

- Goal: 1. Business team collects the detail requirements
  - Requirements may from different resources
  - 2. Analyze the requirements & Plan how to develop the app
    - The team analyzes economic, law regulation, technology, and schedule; this is called a feasibility study.
  - 3. Document all the functional and non-functional reqreuiments

There are several types of documents are prepared:

- Software Requirement Specification (SRS)

Click here to view a sample SRS doc

- Market requirement (MR), Functoinal requirment(FR), Non-functional requirements(NFR), etc

Who: Business team members - Project managers, Product Owner, Business Analyst the Client and stakeholders

Output: SRS document



### Step 2: Designing

#### Goal:

Architectures and designers creates Design Documents

Design the application' UI, Databse, API, etc.

- Click here for a sample software Design specification (SDS)
- SDS sample 2

NOTE: There is any interview question relates to design for the automation engineers.

Who: Business team (PM, PO, BA), The client/stakeholders, Architechtures/designers, develoeprs(may be)

Output: SDS doc & Prototype of the app

Click here SDS sample 1: <a href="https://drive.google.com/file/d/1xpq6ajPQb1IEZW2ek4aQnlz5eAlM6BuU/view?usp=sharing">https://drive.google.com/file/d/1xpq6ajPQb1IEZW2ek4aQnlz5eAlM6BuU/view?usp=sharing</a>

Click here for SDS sample 2:https://docs.google.com/document/d/1zydDLUWPSX8JTDdJKOmuG\_1oS3JFKTFp/edit?usp=sharing&ouid=105312414068310747400&rtpof=true&sd=true



## Step 3 : Coding / developing / implementing

#### Goal:

Developers build the software by writing code using the chosen programming language

Codes are divided into small units

Developers review each others' code

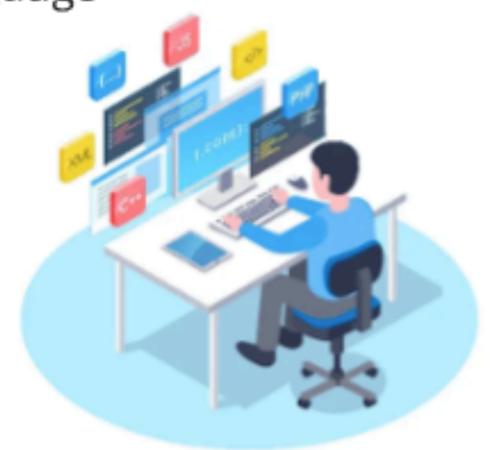
Developer lead approves the codes

This is the longest phase of the SDLC process

#### Who:

Develoerps (FrontEnd dev, BackEnd Dev, Full-stack Dev)

Output: Initial version of the project/software





# Step 4: Testing

#### Goal:

-> Perform software testings based on functional and non-functional requirements

**Analyze** the requirement and **plan** how to test

Write test case documents and prepare test data

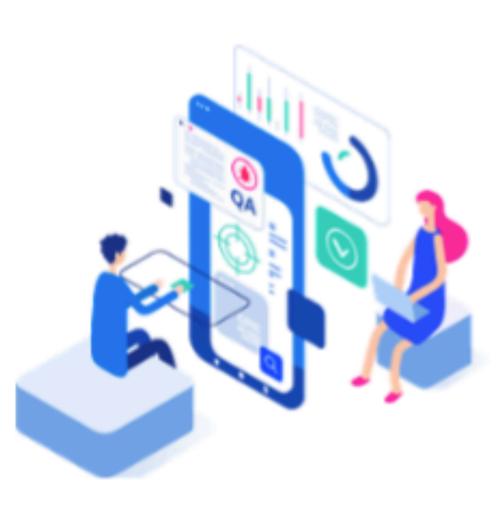
Identify bugs & write bug reprots

**Test reports** are documented

#### Who:

QA engineers / SDET , performance testers, security engineers, the client, end-users

Output: Bug free software / ready to be released app





## Step 5: Deployment / Production / Release

#### Goal:

**Moving** the developed **software to the production** environement so that the users can access to the software.

- Developers, testers, business team members are all together release the app
- Codes / new features are deployed to production
- The software will be practical used by end users



Everyone who is involved to develop the app. Business team, Development team, DevOps team, The client sometimes.

APP RELEASE

Output: End users use the app



# Step 6: Maintenance

#### Goal:

- **Bug fix**: There maybe some bugs occurs in production that missed in testing step
- Project support with the help of developers, Dev-ops engineers and business team
- Update and improve the software by adding new features

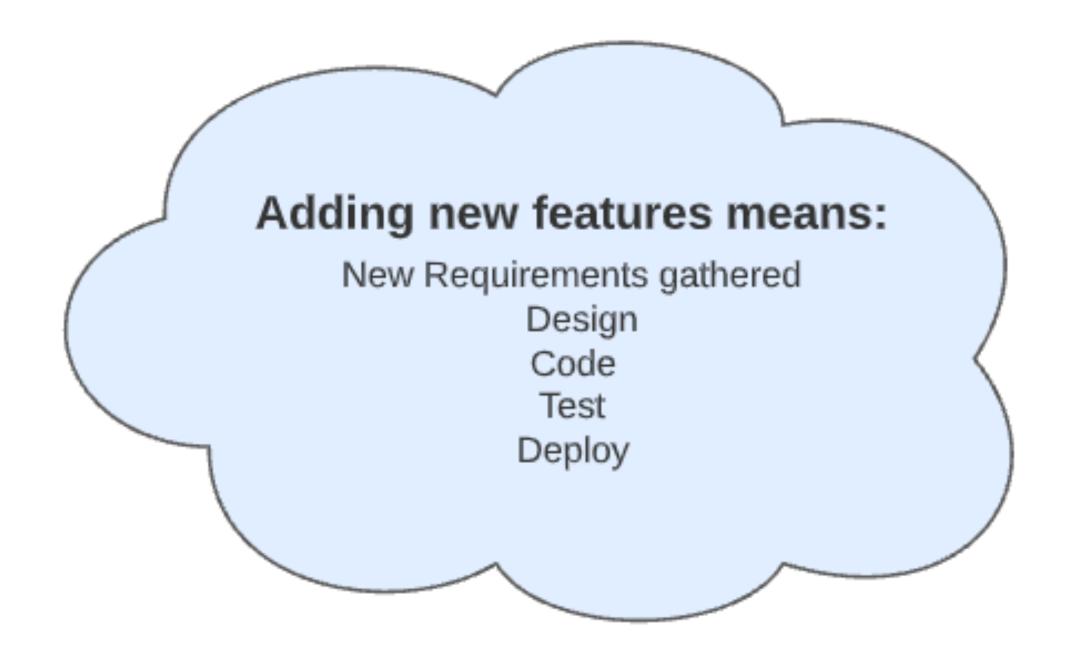
#### Who:

- Everyone who involved in developing the project
- or the company will form a "support team" with any develoeprs and testers

#### Output:

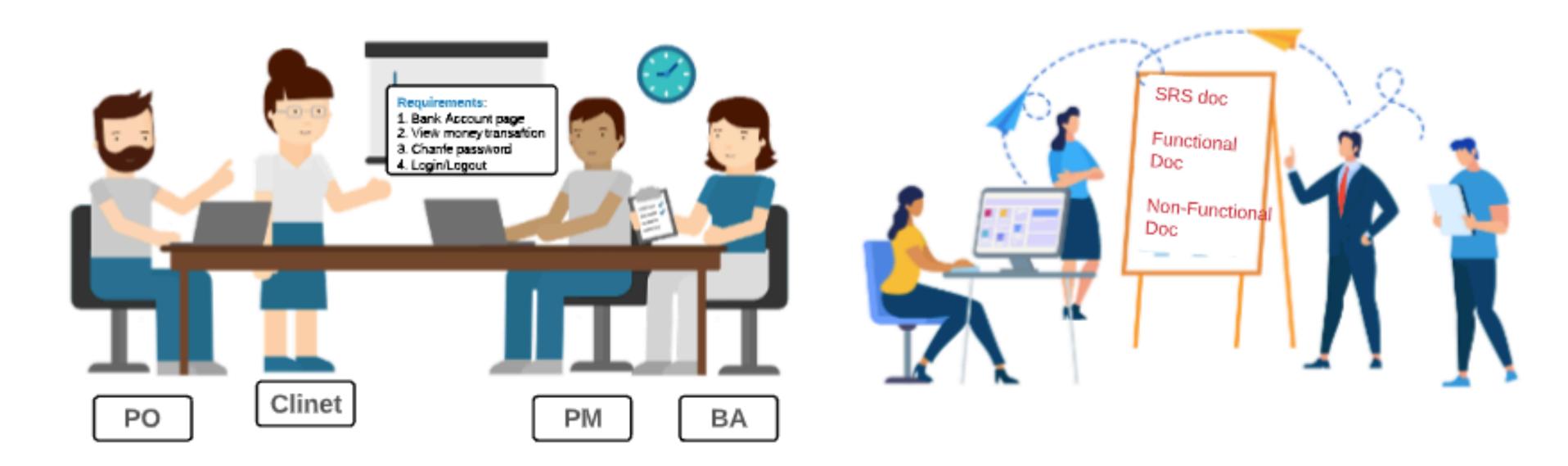
- provide support
- may start a new SDLC to add new features to the app





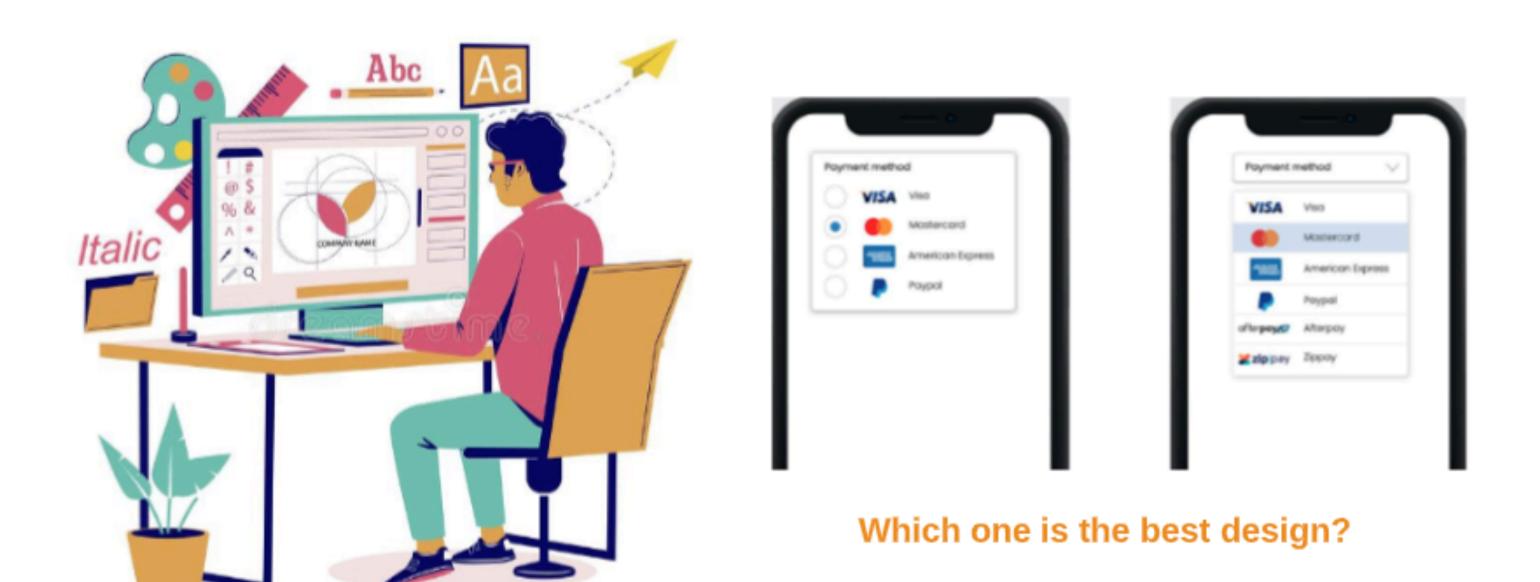






- 1. The client provides the requirements of the app to PO
- 2. Business Team -> Prepare SRS and many documents





- 1. Designers create SDS documents
- 2. Designers prepare the prototype/blueprint of the software





Developers write code to build the app according to the SRS and SDS



#### **SOFTWARE** TESTING





- 1. Functional testers test the functionalities of the app on 3 layers (UI, DB, API)
- 2. Performance testers test the non-functionalities of the app
- 3. The client test if the app is developed and bug free as she/he expected





End users / target audiance use the software





- 1. Fix any bugs that found in the real world
- 2. Porvide support
- 3. Get feedback from the market
- 4. Ask from the client " Do you need to add more features?" Yes ? SDLC starts again

