Software Development Life cycle (SDLC)

1. State all the SDLC phases: explain each phase, its role in software development and its input & output

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| 1. **Analysis**    * + **Role:** Gathering requirements and information about the software from the client.      + **Input:** Client needs, interviews      + **Output**: Software Requirement Specification (SRS) 2. **Design**    * + **Role:** The designer will design the software based on the client requirements/needs      + **Input:** Software Requirement Specification (SRS)      + **Output:** UI/UX, System architecture 3. **Development**    * + **Role:** based on UI/UX, System architecture, the developer will develop the software      + **Input:** UI/UX, System architecture      + **Output:** Software 4. **Testing**    * + **Role:** Test the software for any error or issues based on acceptance criteria of user story      + **Input:** Software, acceptance criteria of user story, test cases      + **Output:** Test report, fix the errors 5. **Deployment**    * + **Role:** Deploy the software to the world      + **Input:** Software without any error      + **Output:** Live system 6. **Maintenance**    * + **Role:** Provides ongoing maintenance, updates, and bug fixes.      + **Input:** User feedback      + **Output:** Updated error fixed software versions |

Reference

<https://www.pulsion.co.uk/blog/software-development-life-cycle-sdlc/>

<https://www.geeksforgeeks.org/system-development-life-cycle/#stage-6-implementation>

<https://theproductmanager.com/topics/software-development-life-cycle/>