

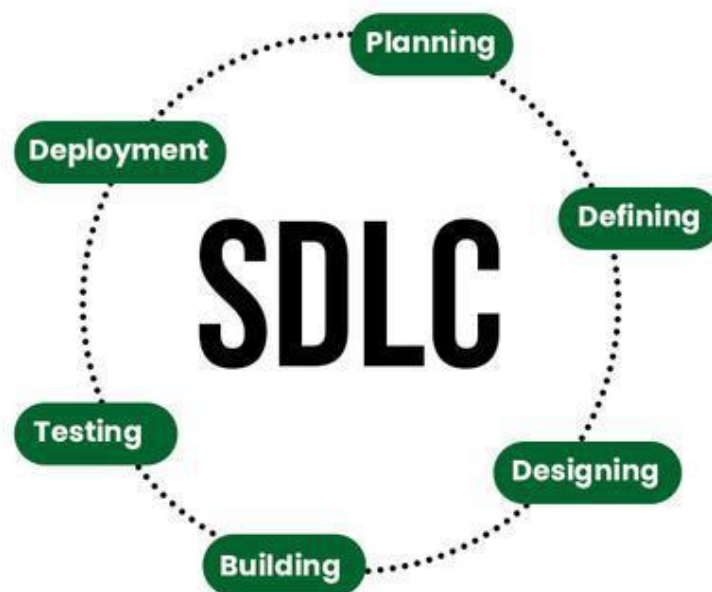
Day-4

Date: - 08-08-2024

Software Development Lifecycle & Modern Development Methodologies

Software Development Lifecycle:

Software development life cycle (SDLC) is a structured process that is used to design, develop, and test good-quality software. SDLC, or software development life cycle, is a methodology that defines the entire procedure of software development step-by-step.



The goal of the SDLC life cycle model is to deliver high-quality, maintainable software that meets the user's requirements.

SDLC in software engineering models outlines the plan for each stage so that each stage of the software development model can perform its task efficiently to deliver the software at a low cost within a given time frame that meets users' requirements.

Assignment-3:

write an SDLC document for to develop an ecommerce application where without login you are not able to do anything after login see home page with products and advertisement. sort products by name, by brand add them into cart do checkout process with cash on delivery. SDLC for above system

Software Development Life Cycle (SDLC) Document:

1. Introduction

This document describes the Software Development Life Cycle (SDLC) for creating an eCommerce application. The application will require user login to access functionality and will include features such as product browsing, sorting, cart management, and a checkout process with cash on delivery.

2. Requirements

2.1. Requirement Analysis

2.1.1. Objectives

- Determine the user needs and system requirements.
- Identify core features and functionalities of the eCommerce application.

2.1.2. Activities

- Conduct stakeholder interviews and workshops.
- Analyze market and competitor solutions.
- Review existing documentation and use cases.

2.1.3. Deliverables

- Requirement Analysis Document.
- Use Case Diagrams.
- User Stories and Acceptance Criteria.

3. Define Requirements

3.1. Functional Requirements

- **User Authentication:** Users must log in to access the application.
- **Home Page:** After login, users will see a home page with a list of products and advertisements.
- **Product Sorting:** Users can sort products by name and by brand.
- **Cart Management:** Users can add products to a cart.
- **Checkout Process:** Users can complete purchases using cash on delivery.

3.2. Non-Functional Requirements

- **Performance:** The application must handle concurrent users efficiently.

- **Security:** User data must be protected and encrypted.
- **Usability:** The user interface must be intuitive and user-friendly.
- **Scalability:** The system should scale to accommodate growing numbers of users and products.

3.3. Deliverables

- Functional Requirements Specification Document.
- Non-Functional Requirements Specification Document.

4. Design

4.1. High-Level Design

- **System Architecture:** Define the overall system architecture, including server setup, database management, and user interface layout.
- **Component Identification:** Identify major components such as authentication services, product catalog, shopping cart, and checkout process.

4.2. Detailed Design

- **UI/UX Design:** Create wireframes and mockups for the home page, product pages, cart, and checkout process.
- **Database Design:** Design the database schema, including tables for users, products, advertisements, orders, etc.
- **API Design:** Define the APIs needed for user authentication, product retrieval, sorting, cart management, and order processing.

4.3. Deliverables

- High-Level Design Document.
- UI/UX Wireframes and Mockups.
- Database Schema.

5. Development

5.1. Setup

- **Development Environment:** Configure the development environment with necessary tools and frameworks.
- **Version Control:** Set up a version control system (e.g., Git).

5.2. Implementation

- **Authentication:** Develop and integrate the user authentication module.
- **Home Page:** Implement the home page with product listings and advertisements.
- **Sorting Functionality:** Add functionality for sorting products by name and brand.
- **Cart Management:** Develop the shopping cart functionality to add, remove, and update products.
- **Checkout Process:** Implement the checkout process with cash on delivery payment option.

5.3. Deliverables

- Source Code.
- Configuration Files.
- Development Documentation.

6. Testing

6.1. Testing Types

- **Unit Testing:** Test individual components to ensure they work correctly.
- **Integration Testing:** Verify that different components work together as expected.
- **System Testing:** Test the complete system to ensure it meets the specified requirements.
- **User Acceptance Testing (UAT):** Conduct testing with actual users to validate that the application meets their needs.

6.2. Testing Activities

- Develop test cases based on requirements.
- Execute tests and document results.
- Track and resolve bugs and issues.

6.3. Deliverables

- Test Cases and Test Plans.
- Test Execution Reports.
- Bug Reports and Resolutions.

7. Deployment

7.1. Deployment Plan

- **Prepare Production Environment:** Set up the production environment, including servers and databases.
- **Deploy Application:** Deploy the application code to the production environment.
- **Post-Deployment Testing:** Conduct smoke testing to ensure the application is functioning correctly in the production environment.

Project Name: eCommerce Application Development

Project Manager: [Pavani]

1. Requirement Analysis

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|----------------------------|--|------------------|-------------------------------------|------------|------------|-------------|
| Stakeholder Interviews | Conduct interviews with stakeholders to gather initial requirements. | Business Analyst | Interview Notes, Requirement List | 01/02/2024 | 05/02/2024 | In Progress |
| Market Research | Analyze competitor solutions and market trends. | Business Analyst | Market Analysis Report | 05/02/2024 | 10/02/2024 | In Progress |
| Requirements Documentation | Analyze competitor solutions | Business Analyst | Requirements Specification Document | 10/02/2024 | 20/02/2024 | Not Started |

2. Define Requirements

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|----------------------------|---|------------------|---------------------------------|------------|------------|-------------|
| Requirement Prioritization | Rank requirements based on importance and feasibility. | Business Analyst | Prioritized Requirements List | 21/02/2024 | 23/02/2024 | In Progress |
| Requirement Validation | Review requirements with stakeholders to ensure clarity | Business Analyst | Validated Requirements Document | 24/02/2024 | 28/02/2024 | In Progress |

| | | | | | | |
|-------------------|--|----------------|--------------------|-----------|-----------|-------------|
| | and completeness. | | | | | |
| Feasibility Study | Assess technical and economic feasibility of requirements. | Technical Lead | Feasibility Report | 1/03/2024 | 5/02/2024 | In Progress |

3. Design

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|-------------------|---|--------------------|------------------------------|------------|------------|-------------|
| High-Level Design | Develop the overall system architecture, including components and interactions. | Solution Architect | System Architecture Diagram | 5/03/2024 | 10/03/2024 | InProgress |
| UI/UX Design | Create wireframes and mockups for user interfaces. | UI/UX Designer | UI/UX Wireframes and Mockups | 11/03/2024 | 14/03/2024 | Not Started |
| Database Design | Design the database schema including tables and relationships. | Database Designer | Database Schema Design | 15/03/2024 | 17/03/2024 | In Progress |
| API Design | Define the APIs required for system interactions. | Solution Architect | API Specifications Document | 17/03/2024 | 20/03/2024 | Not Started |

4. Development

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|-------------------|---|-----------------|-------------------------------|------------|------------|-------------|
| Environment Setup | Configure the development environment and tools. | DevOps Engineer | Development Environment Setup | 20/03/2024 | 23/03/2024 | Not Started |
| Code Development | Write and implement the code based on design specifications | Developers | Source Code | 24/03/2024 | 25/03/2024 | Not Started |
| Unit Testing | Test individual components to ensure | Testers | Unit Test Reports | 26/03/2024 | 27/03/2024 | Not Started |

| | | | | | | |
|-------------|--|------------|-------------------|------------|------------|-------------|
| | they function correctly. | | | | | |
| Integration | Combine components and ensure they work together seamlessly. | Developers | Integrated System | 27/03/2024 | 30/03/2024 | Not Started |

5. Testing

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|---------------------------------|---|---------------------|--------------------------|------------|-----------|-------------|
| System Testing | Test the complete system to ensure it meets requirements and functions as expected. | Testers | System Test Reports | 1/04/2024 | 3/04/2024 | Not Started |
| User Acceptance Testing (UAT) | Conduct testing with end-users to verify the system meets their needs and expectations. | Testers, Users | UAT Feedback and Reports | 4/04/2024 | 5/04/2024 | Not Started |
| Bug Fixing and Issue Resolution | Identify and fix bugs and issues discovered during testing. | Developers, Testers | Bug Fixes and Updates | 5/04/2024 | 7/04/2024 | Not Started |

6. Deployment

| Task | Description | Responsibility | Deliverable | Start Date | End Date | Status |
|------------------------------|---|-----------------|------------------------------|------------|------------|-------------|
| Production Environment Setup | Prepare and configure the production environment. | DevOps Engineer | Production Environment Setup | 8/04/2024 | 10/04/2024 | Not Started |
| Deployment Execution | Deploy the application to the production environment. | DevOps Engineer | Deployed Application | 11/04/2024 | 5/04/2024 | Not Started |
| Post-Deployment Testing | Conduct initial testing in the production environment to ensure correct deployment. | Testers | Post-Deployment Test Reports | 16/04/2024 | 19/04/2024 | Not Started |

Assignment:

Write a BDD test case to verify user is able to withdraw money from bank account

Feature: Withdraw money from the Bank Account

Scenario: Successfully withdraw money from Bank Account

Given the User has a Bank Account with a balance of Rs.5000

And the user is authenticated

When the User wants to withdraw an amount of Rs.1000 from the bank account

Then the bank account balance should be Rs.4000

And the transaction history should include a withdrawal of RS.1000

Assignment-5:

Produce a comparative infographic of TTD, BDD, and FDD methodologies. Illustrate their unique approaches, benefits, and suitability for different software development contexts. Use visuals to enhance understanding.

Test-Driven Development (TDD):

Test Driven Development (TDD) is a development technique which focuses more on the implementation of a feature of a software application/product.

- **Approach:** Write tests before code; iterative cycle of test → code → refactor.
- **Icon:** Code bracket with a checkmark.

1. Process of TDD:

1. Add test case
2. Run the test cases and watch test fails
3. Update the code
4. Run the test cases again
5. Refactor the code (Optional)
6. Repeat the steps for another test case

2. Unique Approaches

- **Cycle:**

- **Write a Test:** Define a new test based on requirements.
- **Run the Test:** Confirm it fails (expected result).
- **Write Code:** Implement code to make the test pass.
- **Run Tests:** Ensure all tests pass.
- **Refactor:** Improve code while keeping tests green.
- **Visual:** Circular flow diagram with labeled steps

3. Benefits

- **Benefits:**
 - **Early Bug Detection:** Bugs are caught early in the development process.
 - **Improved Code Quality:** Encourages writing only necessary code.
 - **Refactoring:** Easier to improve and clean up code.
- **Visual:** Checkmarks and bug icons.

4. Suitability for Different Contexts

- **Suitable For:**
 - **Small to Medium Projects:** Where code quality and early bug detection are critical.
 - **Evolving Codebases:** Projects requiring frequent refactoring.
- **Less Suitable For:**
 - **Complex Systems:** Without clear requirements or user stories.

Behavior Driven Development (BDD):

Behavior Driven Development (BDD) is a development technique that focuses more on a software application's behavior.

Approach: Write tests in a natural language format to describe behavior; collaboration between stakeholders and developers.

Icon: Speech bubble with a checklist.

1. Process of BDD:

1. Write the behavior of the application
2. Write the automated scripts
3. Then Implement the functional code
4. Check if the behavior is successful and if it not successful then fix it
5. Organize the code (Optional)
6. Repeat the steps for another behavior.

2. Unique Approaches

- **Cycle:**
 - **Define Behavior:** Write user stories or scenarios in natural language.
 - **Automate Scenarios:** Create automated tests that match the scenarios.
 - **Develop:** Implement code to satisfy scenarios.
 - **Review:** Ensure scenarios are tested and validated.
- **Visual:** Flowchart with “Given-When-Then” structure for scenarios.

3. Benefits

- **Benefits:**
 - Enhanced Communication: Clear understanding between developers and stakeholders.
 - User-Centric: Focuses on user requirements and behavior.
 - Executable Specifications: Scenarios serve as documentation and tests
- **Visual:** Speech bubble with a gear and people icons.

4. Suitability for Different Contexts

Suitable For:

- **Complex Projects:** Requiring collaboration and clear communication.
- **User-Centric Applications:** Where user behavior and requirements are critical.

Less Suitable For:

- **Highly Technical Systems:** With less focus on user behavior.

Feature-Driven Development (FDD):

FDD stands for Feature-Driven Development. It is an agile iterative and incremental model that focuses on progressing the features of the developing software.

Approach: Model-driven and feature-based; focuses on delivering features based on client requirements.

Icon: Feature flag or feature list.

1. FDD Lifecycle

- Build overall model
- Build feature list
- Plan by feature
- Design by feature
- Build by feature

2. Unique Approaches

Cycle:

- **Develop Overall Model:** Create a model of the system.
- **Build Feature List:** Define and prioritize features.
- **Plan by Feature:** Plan and design each feature.
- **Design by Feature:** Design each feature in detail.
- **Build by Feature:** Implement and test each feature.

Visual: Sequential steps diagram with feature emphasis.

3. Benefits

Benefits:

- **Feature-Oriented:** Delivers working features frequently.

- **Scalable:** Suitable for large projects with many features.
- **Clear Milestones:** Features provide clear goals and progress tracking.

Visual: Checklist with feature flags and milestone icons.

5. Suitability for Different Contexts

Suitable For:

- **Large Projects:** With multiple features and stakeholders.
- **Feature-Rich Applications:** Where incremental delivery of features is important.

Less Suitable For:

- **Projects with Undefined Features:** Where features are not well-defined at the start.