

## Agile Intro



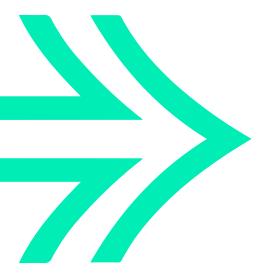
### AGILE INTRO

Agile is one of the more common Software Development methodologies that is in current circulation

Agile is not any one thing or a set of specific instructions to follow, but more of a mindset and paradigm of evolving software design



## Agile Values



#### Agile consists of 4 Values

Individuals and Interactions over Processes and Tools

Working Software over Comprehensive Documentation

Customer Collaboration over Contract Negotiation

Responding to Change over Following a plan



Agile Principles Early Delivery of Product

Adapt to Change

Frequent Delivery

Business and Developers Cooperatior

Teams Self Organisation

Moderated Individuals

Working Software

Face to Face Interaction

Technical Brilliance

Maintain a Constant Pace

Regular Reflection and Adjustment

Simplicity



## Empirical Process Control



Working in an Empirical manner is working with what we know rather than meticulous planning

- Transparency Transparent with information to all stakeholders
- Inspection Better inspection of people, processes, tech and product
- Adaptation Based on findings of inspection and transparency, be willing to update and change





## SOFTWARE DEVELOPMENT LIFE CYCLE

Software Development Life Cycle (SDLC) are the 'steps' needed to create any piece of functional software

There are 6 stages to this outlined below:

Requirements: For a software product to be made, there must be a demand for it.

Analysis: Requirements are analysed, data models and business rules or logic are generated

Design: Planning of how the modules of the code will work what each will do and how they interact

Coding: Following Design step, coding and working on the software creating functionality and unit testing

Testing: More extensive testing, such as functional, penetratior and security testing and User Accessibility Testing

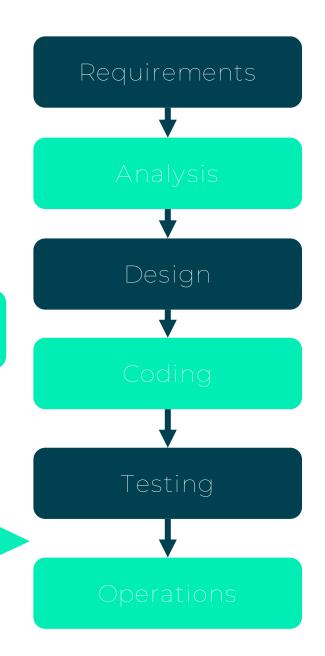
Operations: Deploying the application and going live. Stage will stay active and maintained until it is decommissioned





# WATERFALL VS AGILE

Rigid, go from stage to stage



Requirements

Analysis

Design

Coding

Testing

Operations

Go backwards and forwards from stage to stage