1)what is SDLC and different phases in SDLC?

SDLC : Software Development Life Cycle or System Development Life Cycle ( Water Fall Model)

* Requirement phase- Requirement documents (FSD, SRS)-Requirements will be given by Users or Clients.
* Analysis & design-Use-cases, Design Specifications, Technical specs, flowcharts - Business Analyst / Technical Architects/System Analysts.
* Development-Developed code and programs - Developers and Programmers
* Testing-Test Plan, Test Cases, Test Scripts, Test logs and Test Summary reports  -  Testers / QA analysts
* Deployment-User Manuals, Support Docs, Training Docs.

Tester Role in SDLC

* Tester is participated from early stages of SDLC.
* In requirements phase - tester does requirement analysis.
* In design phase- does use-case analysis and start drafting a Test Plan.
* In developing test phase- tester starts developing test cases and test scripts and finalizes the test plan.
* In testing phase- conducts various types of tests, maintains logs and test summary reports.
* In deployment phase - prepares training documentation and lessons learned etc.
* In support phase- tests the Production issues.

2. what is the process in agile model?

Agile is one of the software life cycle process. Each project is called Sprint. Each sprint is typically 2-3 weeks. All requirements are called stories. Based on Stories,testers will write test cases. The project manager is called Scrum Master.

Product Owner (Stake holder) will provide budget, timelines and high level requirements

Team: 10 to 15 resources (2 BA’s or Requirement Analyst, 7 to 8 Developers, 5 to 6 testers)

* Requirement Analyst – Will create detailed level user story cards based on high level requirements
* Back Log: Story card Num &Name. For each story card have unique number.
* In Analysis: BA will create detailed acceptance criteria
* Ready for Dev: BA will move story card once the BA completes the Acceptance criteria
* In Development: Dev team will pick story card and he will work on this card. Once dev completes he will perform unit testing
* Ready for QA: Developer will move the story card to Ready for QA, once he completes unit testing
* In Testing: QA team will pick the card and start testing. If we get any defect then we will move the card back to Dev team and will send an email
* Sign Off: QA team will move the card to sign off, once we complete QA
* Done: UAT team will perform testing. If we have any issue then he will assign the card to Dev team. If no issues then DONE

3. What is scrum methodology?

A [Scrum process](https://www.cprime.com/2015/03/5-tips-to-manage-scrum-processes-in-the-real-world/) is distinguished from other agile processes by specific concepts and practices, divided into the three categories of Roles, Artifacts, and Time Boxes. These and other terms used in Scrum are defined below. Scrum is most often used to manage complex software and product development, using iterative and incremental practices. Scrum significantly increases productivity and reduces time to benefits relative to classic “[waterfall](https://www.cprime.com/2011/01/integrating-waterfall-and-agile-development-hybrid-model/)” processes. Scrum processes enable organizations to adjust smoothly to rapidly-changing requirements, and produce a product that meets evolving business goals.

4. What is daily standup meeting and what we discuss?

Stand up Meeting: We have every day stand up meeting and each resource we will discuss the below points.

* What we did yesterday?
* What you are going to do today?
* Any road blocks

5. What is user story and tasks in user story?

User stories are very slim and high-level requirements artifacts. It represents a small piece of business value that a team can deliver in an [iteration](https://help.rallydev.com/glossary#iteration). While traditional requirements (like use cases) try to be as detailed as possible, a user story is defined incrementally, in three stages:

* The brief description of the need
* The conversations that happen during backlog grooming and iteration planning to solidify the details
* The tests that confirm the story's satisfactory completion

6. What is sprint planning and spring retro?