

# Day2Assignments

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**Assignment 1:**SDLC Overview - Create a one-page infographic that outlines the SDLC phases (Requirements, Design, Implementation, Testing, Deployment), highlighting the importance of each phase and how they interconnect.



## Software Development Life Cycle (SDLC) Overview

- Requirements Phase:
  - Purpose: Gather and document user requirements and expectations.
  - Activities:
    - Conduct interviews with stakeholders.
    - Define functional and non-functional requirements.
  - Importance: Sets the foundation for the entire development process, ensuring alignment with customer needs.
- Design Phase:
  - Purpose: Translate requirements into detailed system design specifications.
  - Activities:
    - Create system architecture and design documents.
    - Develop UI/UX design.
  - Importance: Guides developers in implementing the system accurately and efficiently.
- Implementation Phase:
  - Purpose: Build and code the software based on the design specifications.
  - Activities:
    - Write code following coding standards and best practices.
    - Conduct code reviews and version control.
  - Importance: Converts design into a working product with desired functionalities.
- Testing Phase:
  - Purpose: Validate and verify the software to ensure quality and identify defects.
  - Activities:

- Perform unit testing, integration testing, and system testing.
    - Execute test cases and analyze results.
  - Importance: Ensures the software meets requirements and is free from defects.
  - Deployment Phase:
    - Purpose: Release the software into the production environment.
    - Activities:
      - Plan deployment strategy.
      - Conduct user training and support.
    - Importance: Enables users to utilize the software in real-world scenarios.
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**Assignment 2:** Develop a case study analyzing the implementation of SDLC phases in a real-world engineering project. Evaluate how Requirement Gathering, Design, Implementation, Testing, Deployment, and Maintenance contribute to project outcomes.

### Case Study: Implementation of SDLC Phases in an Engineering Project

**Project Overview:** The case study focuses on the development of a new mobile application for a transportation company called "TransitTracker." The goal is to create an app that allows users to track public transit schedules, receive real-time updates on bus locations, and plan routes efficiently. The project involves a multidisciplinary team of engineers, designers, and stakeholders.

### SDLC Phases Implementation:

- Requirement Gathering:
  - Activities: The project team conducted interviews with stakeholders, including public transit users, to understand their needs and pain points. They identified key requirements such as real-time tracking, route planning, user-friendly interface, and compatibility across devices.
  - Outcome: A comprehensive requirements document was created outlining functional and non-functional requirements, user stories, and acceptance criteria.
- Design:
  - Activities: Based on the requirements, the design phase focused on creating wireframes, user interface (UI) designs, and system architecture. The team emphasized intuitive navigation, clear display of transit information, and seamless integration with GPS services.
  - Outcome: Detailed design documents, including UI mockups and system flowcharts, were developed to guide the implementation phase.
- Implementation:
  - Activities: Software developers started coding the mobile application according to the design specifications. They followed coding standards, utilized appropriate frameworks (e.g., React Native), and integrated APIs for real-time data updates.
  - Outcome: Iterative development sprints resulted in a functional prototype of the TransitTracker app, integrating core features such as map-based tracking, schedule browsing, and user profile management.
- Testing:
  - Activities: The QA team conducted various testing phases, including unit testing, integration testing, and user acceptance testing (UAT). They verified the app's performance, functionality, and usability against

predefined test cases.

- Outcome: Identified bugs and issues were addressed through bug fixes and code improvements, ensuring a stable and reliable application.
- Deployment:
  - Activities: The deployment phase involved preparing the app for release on app stores. This included finalizing app configurations, creating deployment packages, and coordinating with app store guidelines.
  - Outcome: The TransitTracker app was successfully deployed on iOS and Android platforms, making it accessible to users for download and use.
- Maintenance:
  - Activities: Post-deployment, the project entered the maintenance phase. The development team monitored user feedback, addressed reported issues promptly, and implemented feature enhancements based on user requests.
  - Outcome: Regular updates and maintenance ensured the app remained functional, reliable, and aligned with evolving user needs and technological advancements.

#### Project Outcomes:

- Customer Satisfaction: By aligning with user requirements and providing real-time transit information, the TransitTracker app significantly improved user experience and satisfaction.
- Efficiency in Operations: The app streamlined public transit usage, reducing waiting times and enabling efficient route planning for commuters.
- Technology Adoption: Successful implementation of SDLC phases facilitated the adoption of modern software engineering practices, ensuring high-quality deliverables and project success.

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**Assignment 3:** Research and compare SDLC models suitable for engineering projects. Present findings on Waterfall, Agile, Spiral, and V-Model approaches, emphasizing their advantages, disadvantages, and applicability in different engineering contexts.

### 1. Waterfall Model

#### Advantages:

- Sequential Structure: Clear and well-defined phases (requirements, design, implementation, testing, deployment) make it easy to understand and manage.
- Documentation: Emphasis on documentation ensures comprehensive requirements and design specifications.
- Predictability: Suitable for projects with stable and well-understood requirements.

#### Disadvantages:

- Rigid and Linear: Lack of flexibility; difficult to accommodate changes once a phase is completed.
- Late Testing: Testing occurs late in the process, potentially leading to higher risk of discovering issues in later stages.
- Customer Collaboration: Limited customer involvement until the later stages, which may lead to misalignment with customer expectations.
- Applicability: Best suited for projects with clearly defined and stable requirements, where changes are unlikely and predictability is critical (e.g., traditional engineering projects with strict regulatory requirements).

### 2. Agile Model

#### Advantages:

- **Flexibility:** Embraces change and adapts to evolving requirements through iterative development cycles.
- **Customer Collaboration:** Continuous customer involvement and feedback ensure alignment with customer needs.
- **Early and Frequent Delivery:** Incremental development allows for early and frequent delivery of working software.

Disadvantages:

- **Requires Experienced Team:** Effective implementation relies on skilled and self-organizing teams.
- **Documentation:** Less emphasis on extensive documentation may lead to challenges in maintaining comprehensive project documentation.
- **Scope Management:** Scope creep can be a challenge if not managed effectively.
- **Applicability:** Ideal for dynamic and rapidly evolving engineering projects, where customer collaboration, adaptability, and quick iterations are essential (e.g., software development for startups, innovative engineering projects).

### 3. **Spiral Model**

Advantages:

- **Risk Management:** Iterative approach allows for early risk identification and mitigation.
- **Flexibility:** Supports iterative development while maintaining a structured approach.
- **Customer Feedback:** Incorporates customer feedback throughout the development process.

Disadvantages:

- **Complexity:** More complex to manage compared to linear models like Waterfall.
- **Resource Intensive:** Requires more resources (time, effort, cost) due to iterative nature and risk management activities.
- **Documentation:** Iterative nature may lead to challenges in maintaining comprehensive documentation.
- **Applicability:** Suitable for large-scale and complex engineering projects with evolving requirements and significant risk factors (e.g., defense systems, critical infrastructure projects).

### 4. **V-Model**

Advantages:

- **Emphasis on Testing:** Testing activities are integrated throughout the development life cycle.
- **Traceability:** Ensures traceability between requirements, design, and testing phases.
- **Structured Approach:** Well-defined and structured process for verification and validation.

Disadvantages:

- **Rigidity:** Similar to Waterfall, it can be rigid and less adaptive to changes.
- **Complexity:** Requires comprehensive planning and coordination due to parallel verification and validation activities.
- **Customer Involvement:** Limited customer involvement until later stages.
- **Applicability:** Suited for projects with strict regulatory or compliance requirements, where thorough verification and validation are critical (e.g., aerospace, medical device development).