SDLC Phases:

- 1. Requirements Gathering
- 2. System Analysis
- 3. System Design
- 4. Coding/Implementation
- 5. Testing
- 6. Release/Deployment
- 7. Maintenance
 - a. Corrective Maintenance
 - b. Enhasive Maitenance

People Invovled

- => Client
- => CEO
- => Project Manager (PM)
- => Business Analyst(BA)
- => System Analyst(SA)
- => Technical Architect
- => Developer
- => Tester
- => CCB Team(Change Contol Board) / Production Support Team/ Maintenance Team

Software Bidding = a proposal given by the client about a new s/w to be implemented

Kick Of Meeting = to select a person as project Manager

1. Requirements Gathering Phase:

Responsible Person : Business Analyst

Input : User Requirements

Output: BRS (Business Requirements Specification)

Document

URS (User Req. spec.) doc CRS (Customer Req Spec) doc

2. System Analysis:

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Responsible Person : System Analyst

Input : BRS Doc

Output: FRS (Functional Requirements Spec. Doc) SRS (Software Requirements spec. doc)

Feasibility Study

- i. Economical Feasiblity Study
- ii. Resource Feasibility Study

iii. Operational Feasiblity Study

Resource Manager

3. System Design:

Responsible Person : Technical Architect

Input : FRS/SRS Doc

Output: HLD(High Level Design) Doc [main modules

information]

LLD(Low Level Design) Doc [internal

details of each module]

- ER Diagrams (Entity Relationshiop diagrams)
- DFD's (Data Flow Diagrams)
- FlowCharts
- Use Case Diagrams

4. Coding:

Responsible Person : Developer

Input : HLD, LLD Doc

Output : Software Product

5. Testing:

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Responsible Person : Tester Input : software product Output : Quality software

SDLC Models:

* Waterfall Model

 $\,$ => When all the client requirements are clearly specified and they are simple in size

=> Phase by Phase

Advantages:

 $\hbox{1. is is simple and all the requirements are clearly } \\$ $\hbox{mentioned}$

Disadvantages:

- 1. REsource Wastage will happen
- 2. TEsting is happening in the later stages, so cost of fixing the defect will be higher
- $\,$ 3. changes to the existing system is difficult to perform
- * Incremental Model
- $\,$ => whan all the recquiedment are clearly mensioned but they are in huge size
 - => build by build s/w will be implements

Advantages:

1. Resource wastage will be avoided

Disadantages:

- 1. longer period of time to get final version of the $\ensuremath{\text{s/w}}$
- 2. TEsting is happening in the later stages, so cost of fixing the defect will be higher
- $\,$ 3. changes to the existing system is difficult to perform

* Prototype Model

=> provide a sample s/w called prototype for client avaluation

Advantages:

1. no need to perform any changes to the existing s/w

Disadvantages:

- 1. It is costly when compared to other models
- 2. TEsting is happening in the later stages, so cost of fixing the defect will be higher

* Spiral Model

- => used for product based s/w
- => version by version s/w will be implemented

Advantages:

- 1. no dead-line pressure
- 2. Fastly we can provide a flavor of the $\mbox{s/w}$ product to the customers

Disadvantages:

- 1. we don't know the end date
- 2. maintaining the resources for a longer period of time is difficult
- 3. TEsting is happening in the later stages, so cost of fixing the defect will be higher

* V-Model

verification and validation model

* Agile Model