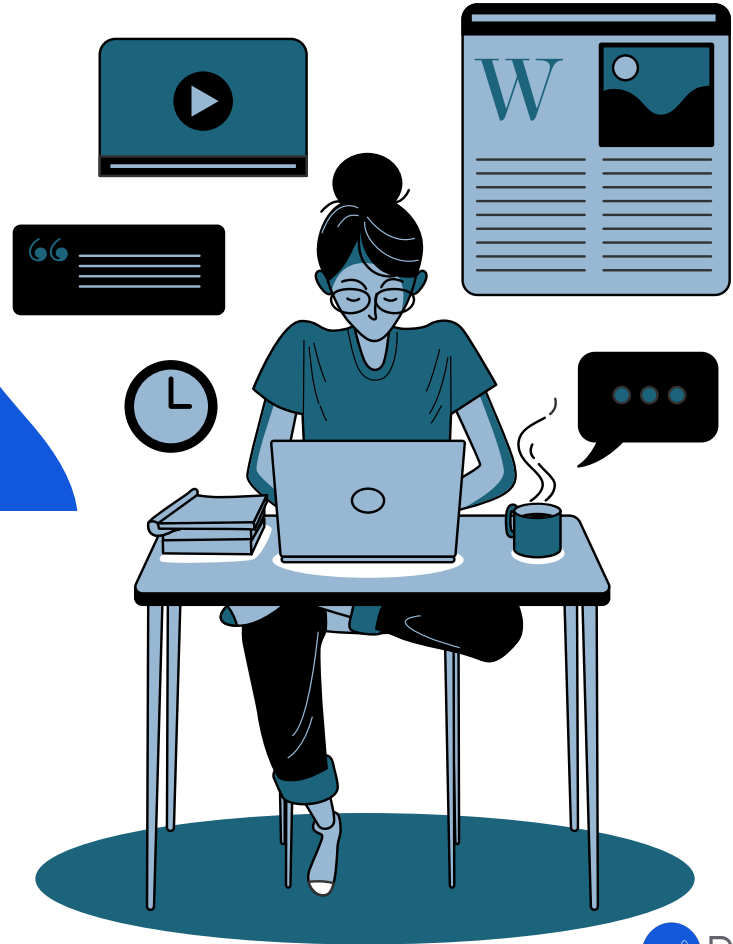


Foundation Session



Agenda

01 SDLC and STLC

Fundamentals of IT Foundation

02 Tools Installation

What all is needed?

03 Operating System

Detailed view of Operation System

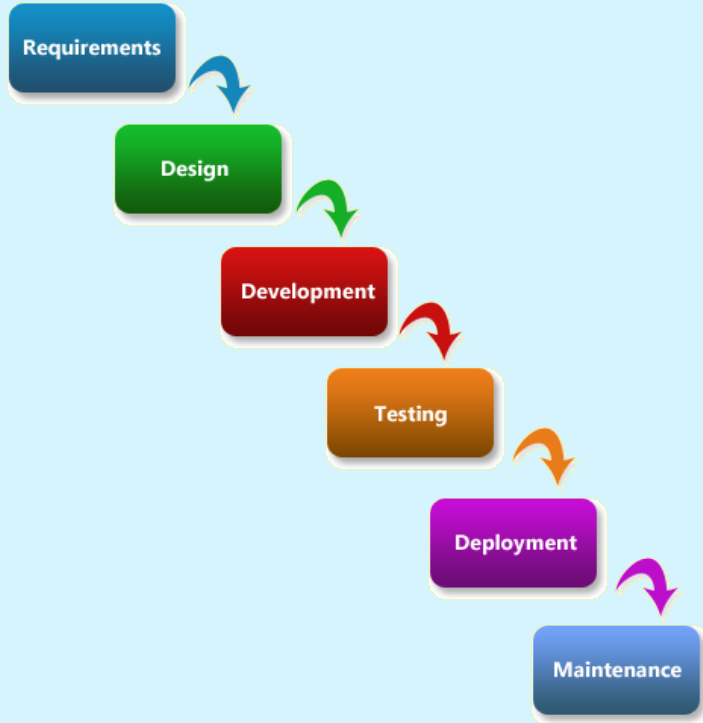
04 Programming Introduction

Make things ready for the beginners

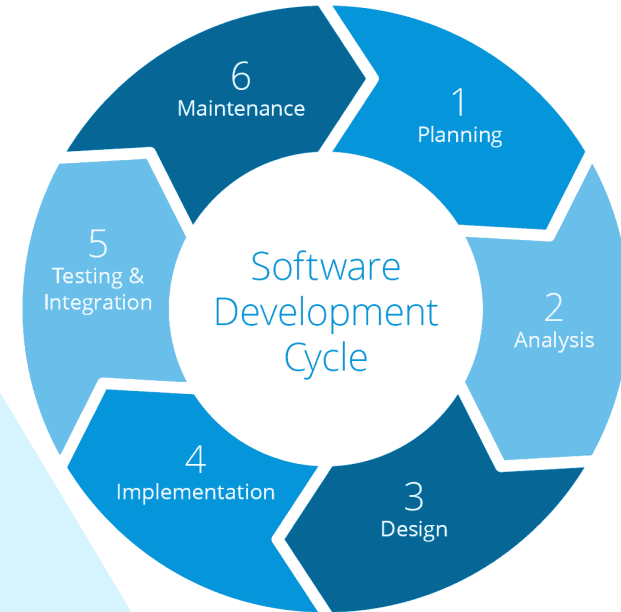
SDLC



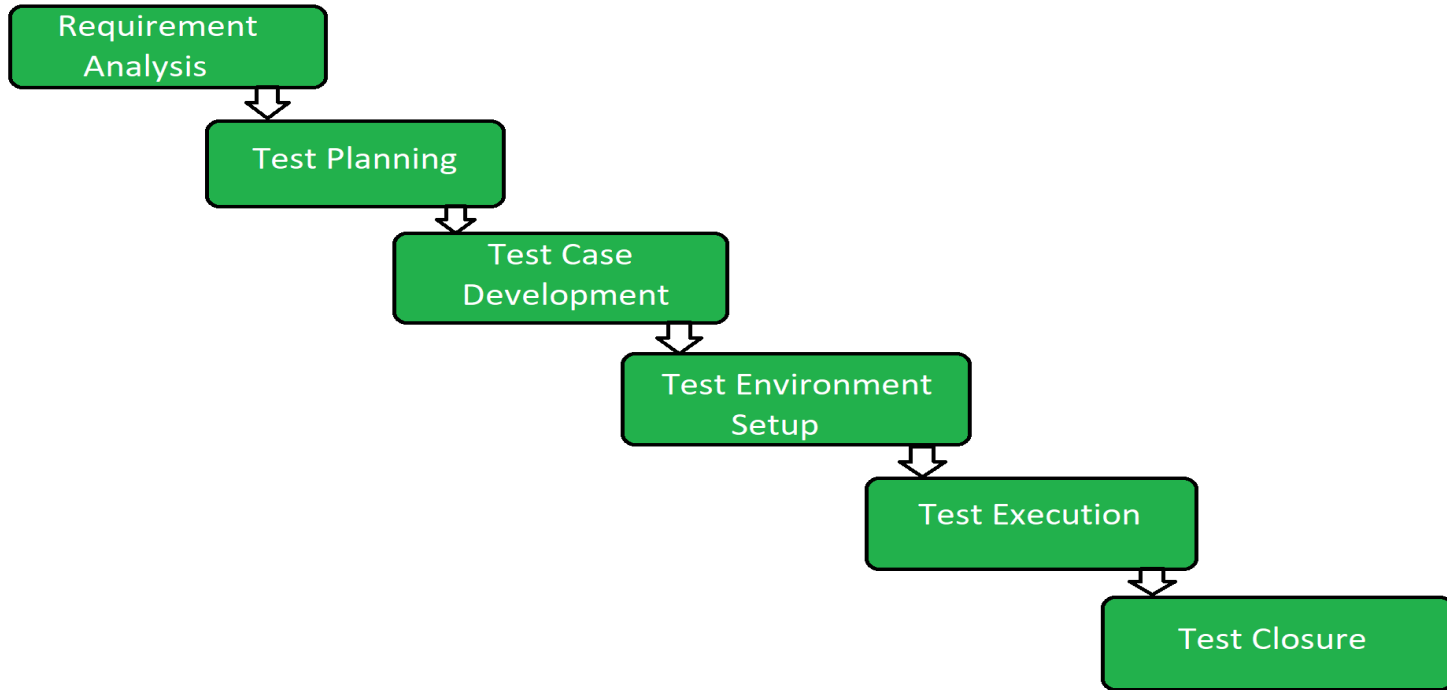
Waterfall Model



Agile Model



STLC



Agile Methodology

Agile is designed to accommodate change and the need for faster software development.

The Agile software development lifecycle is dominated by the iterative process. Multiple iterations will take place during the Agile software development lifecycle and each follows its own workflow.

During an iteration, it is important that the customers and business stakeholders provide feedback to ensure that the features meet their needs.

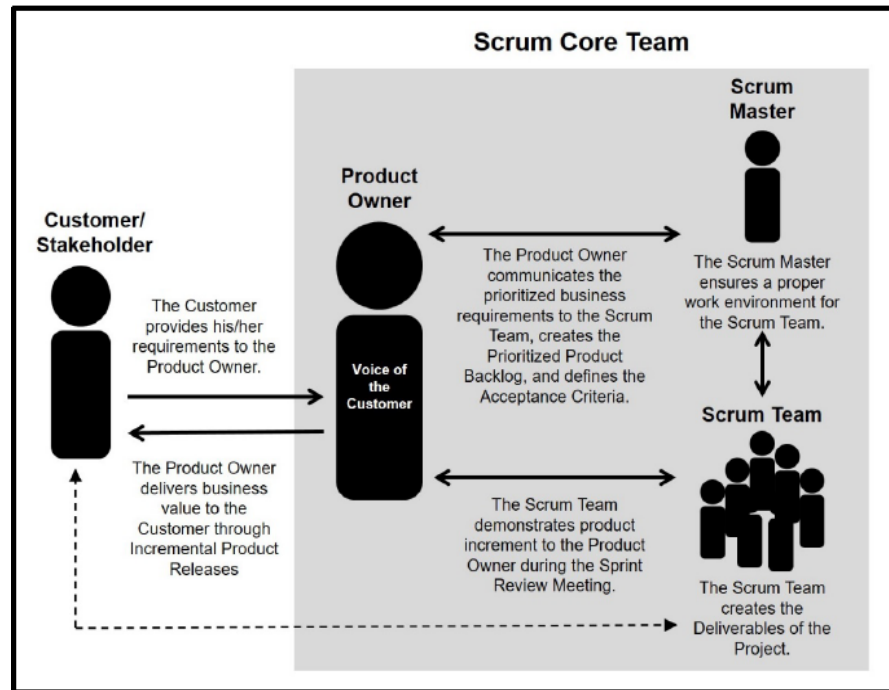


Agile Team Structure

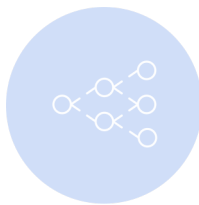
Scrum Master - is responsible for facilitating the team, obtaining resources for it, and protecting it from problems. This role encompasses the soft skills of project management but not the technical ones such as planning and scheduling, activities which are better left to the team as a whole.

Product Owner - This is the one person responsible on a team who is responsible for the maintaining product backlog in Scrum, for making decisions in a timely manner, and for providing information in a timely manner

Team Member - This role, sometimes referred to as developer or programmer, is responsible for the creation and delivery of a system. This includes modeling, programming, testing, and release activities, as well as others. **very** - Integrate and deliver the working iteration into production



Epics & User Stories



Epics

An **epic** is a large body of work that can be broken down into a number of smaller stories, or sometimes called “Issues” in Jira.

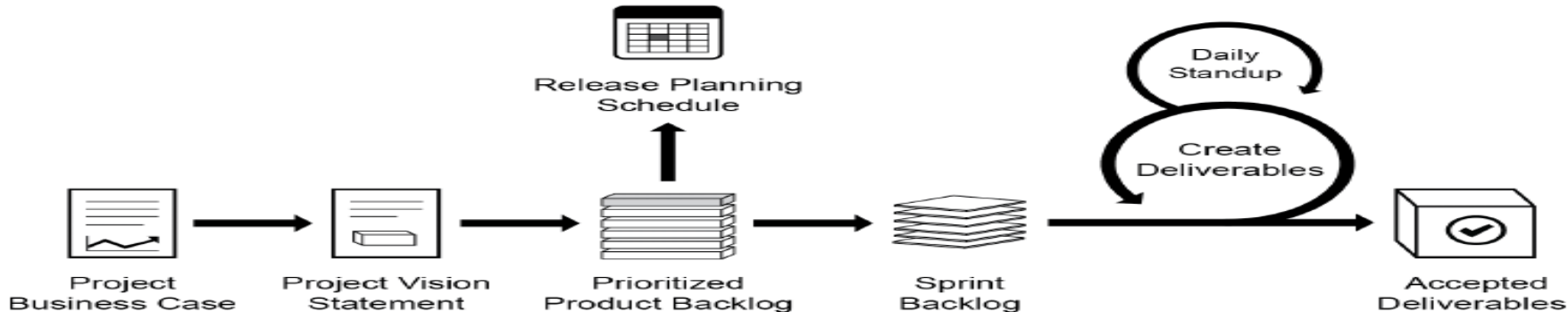
User Stories

Stories, also called “user stories,” are short requirements or requests written from the perspective of an end user.

As a -----, **I would like to** -----, **so** -----

As a casual online shopper, **I would like to** pay using my PayPal account, **so** I wouldn't have to spend time on entering my credit card details.

The fact that the user story is written from the user perspective allows designers and developers to relate to the task and understand the reasoning behind it. The format of the user stories enables teams to better understand the task and how it is



Introduction to Jira

Jira Software is an **agile** project management tool that supports any **agile** methodology.

- How to access your projects
- How to work with issues
- How to search for issues

JIRA project is a collection of issues. Your team could use a Jira project to coordinate the development of a product, track a project, manage a help desk, and more, depending on your requirements. A Jira project can also be configured and customized to suit the needs of you and your team.

Initiate – Vision, Epics, Product Backlog, Release Planning

Plan & Estimate – Create User Stories, Task Estimations

Implement – Create Deliverable & Daily Stand Ups

Review & Retrospect – Validate Retrospect Sprints

Release – Ship Deliverable & Retrospect the Project

Tools Installation

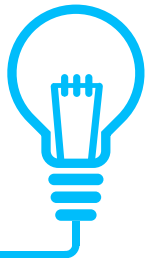
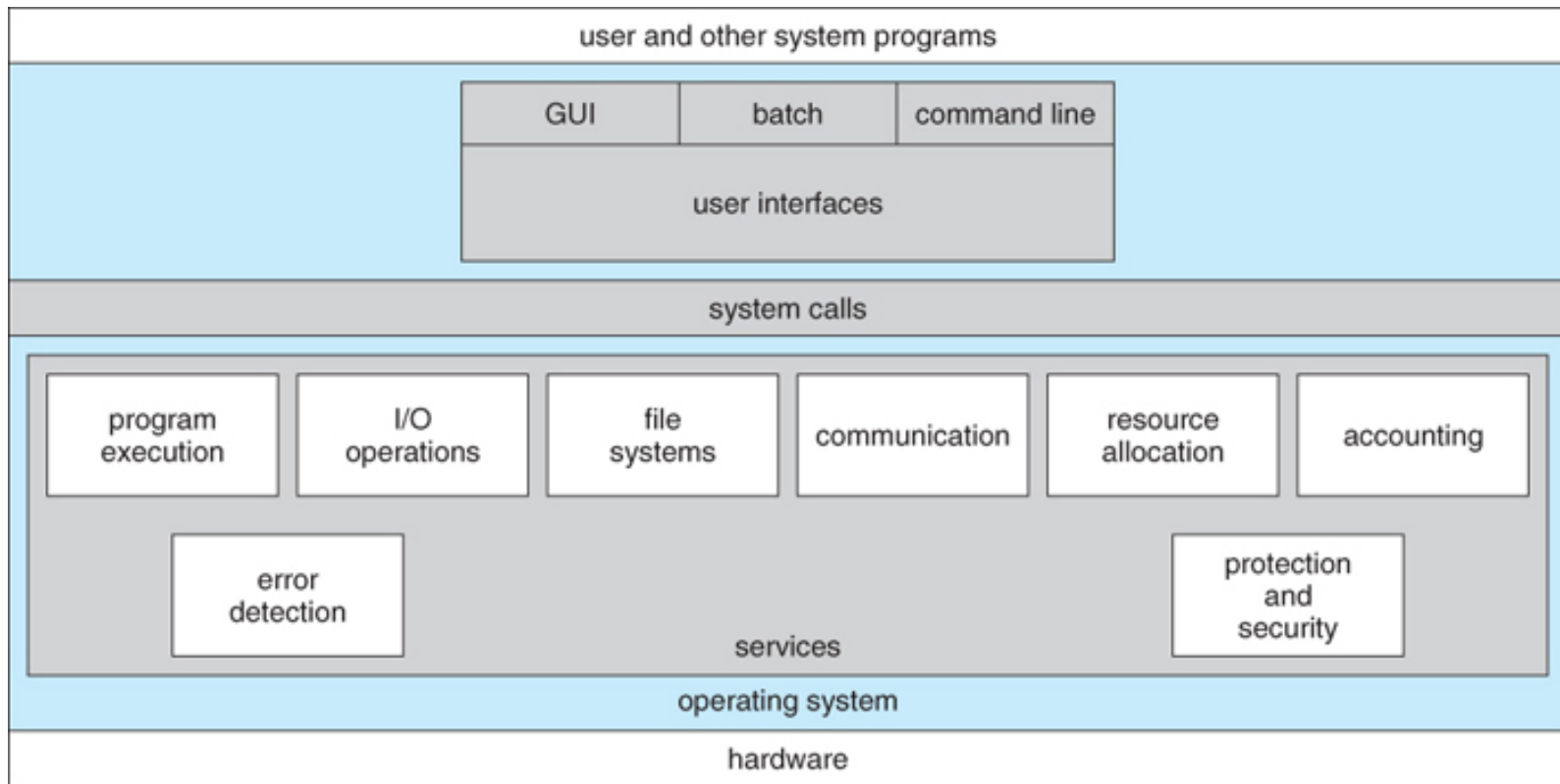
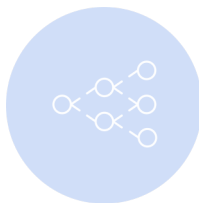
Tools Required

| | |
|-------------|---|
| Java 1.8 | http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html |
| IntelliJ | https://www.jetbrains.com/idea/download/download-thanks.html?platform=mac&code=IIC |
| Maven | https://maven.apache.org/download.cgi |
| Git | https://git-scm.com/downloads |
| Postman | https://www.getpostman.com |
| Visual Code | https://code.visualstudio.com/download |

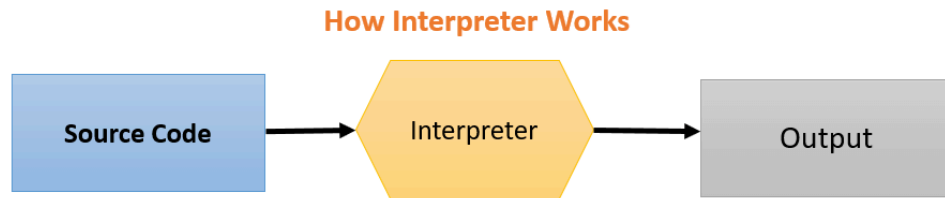
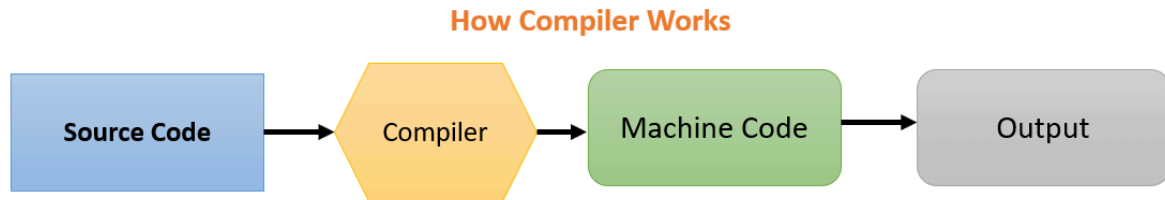
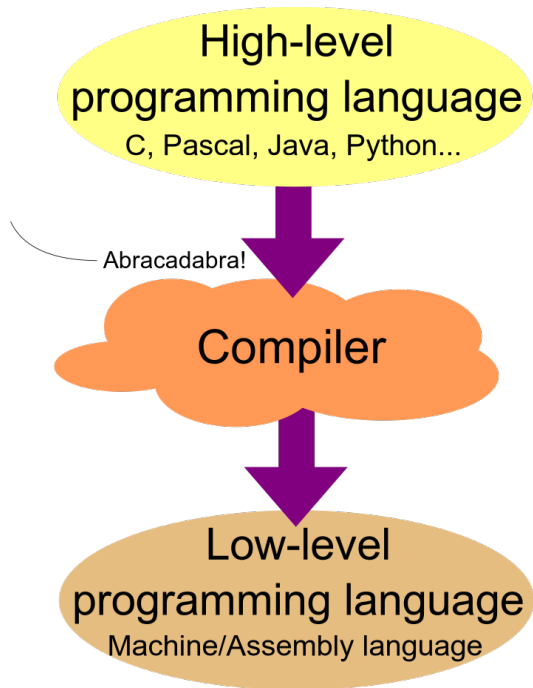
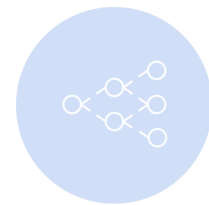
Env Variables

| | |
|------------|--|
| JAVA_HOME | <code>echo export "JAVA_HOME=\\$(/usr/libexec/java_home -v 1.8)" >> ~/.bash_profile</code> |
| MAVEN_HOME | <code>export M2_HOME=/usr/local/apache-maven/apache-maven-3.X.X</code> |
| PATH | <code>export PATH=\$PATH:\$M2_HOME/bin</code> |

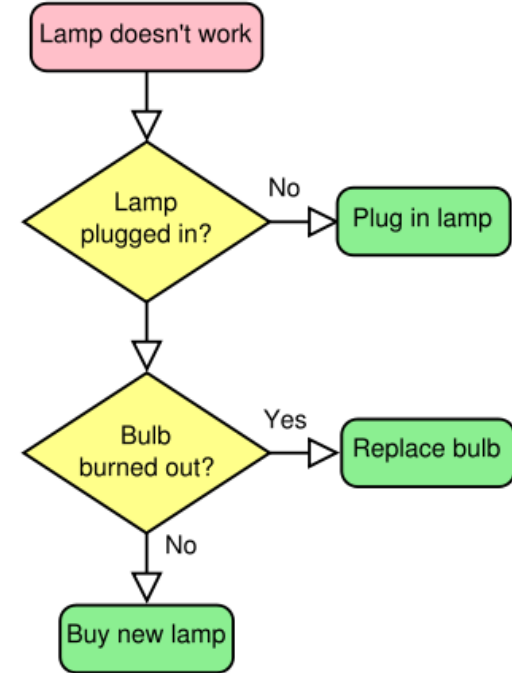
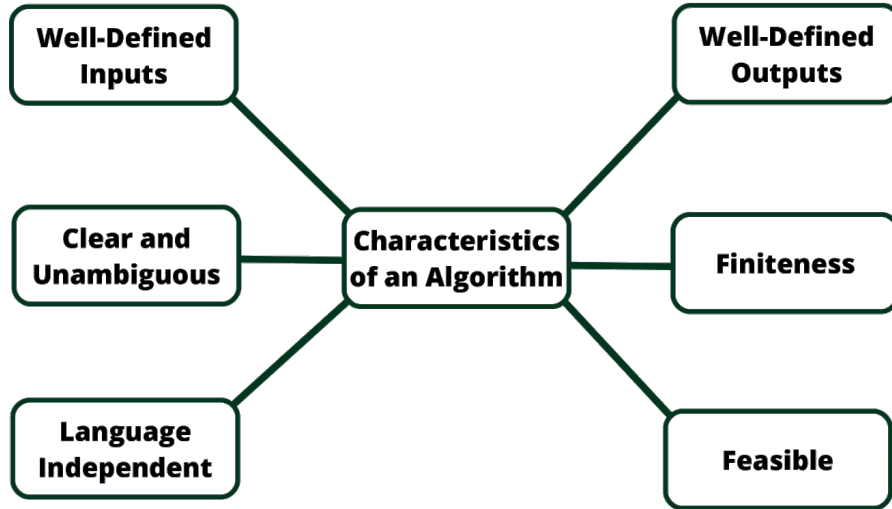
Operating System



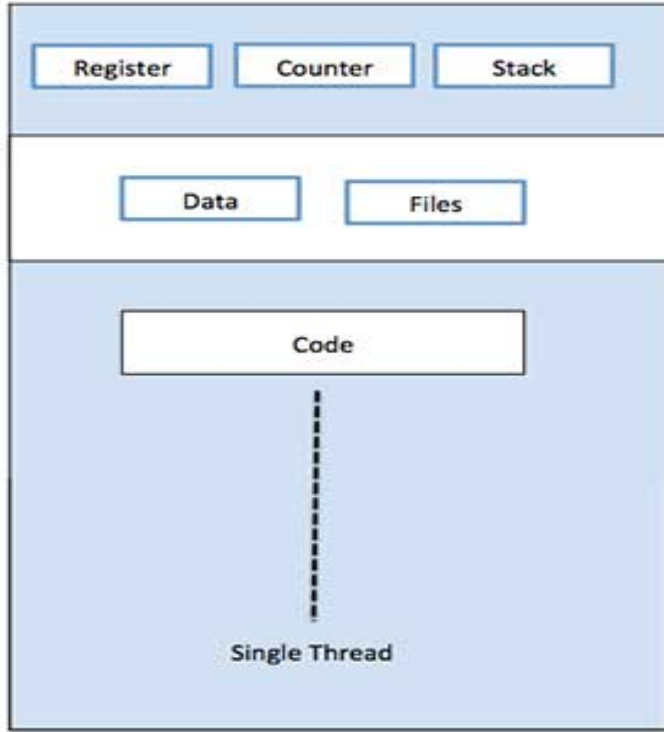
What is Coding



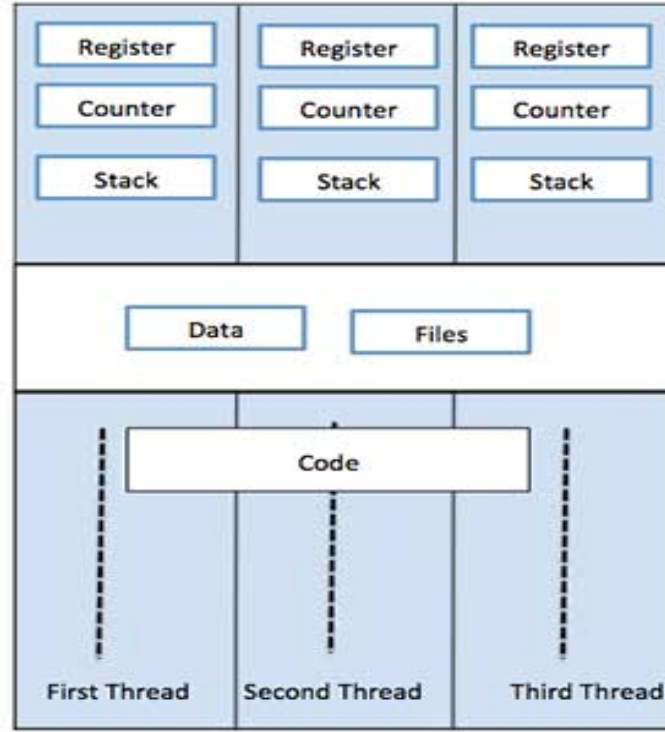
What is Algorithm



Threads & Multi Threads



Single Process P with single thread

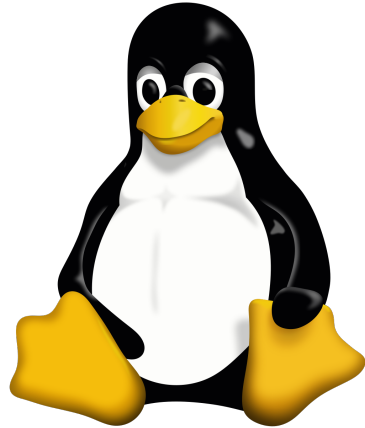


Single Process P with three threads

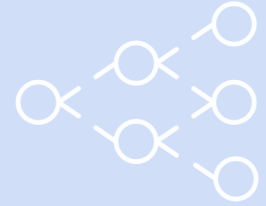


Let's Start With another OS

- Unix & Linux



```
jack@ubuntu16: ~  
Screen version 4.03.01 (GNU) 28-Jun-15  
Copyright (c) 2010 Juergen Weigert, Sadrul Habib Chowdhury  
Copyright (c) 2008, 2009 Juergen Weigert, Michael Schroeder, Micah Cowan, Sadrul Habib Chowdhury  
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Copyright (c) 1987 Oliver Laumann  
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(at your option) any later version.  
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without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See  
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You should have received a copy of the GNU General Public License along with this program (see  
the file COPYING); if not, see http://www.gnu.org/licenses/, or contact Free Software  
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02111-1301 USA.  
Send bugreports, fixes, enhancements, t-shirts, money, beer & pizza to screen-devel@gnu.org  
Capabilities:  
+copy +remote-detach +power-detach +multi-attach +multi-user +font +color-256 +utf8 +rxvt  
+builtin-telnet  
[Press Space or Return to end.]
```



THANKS!

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