



Software Development Life Cycle (SDLC) in GIFs

by Nhuri Lopchan Tamang

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- My name is Nhuri Lopchan Tamang
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What do I do?



- **WHAT DO I DO ??**

- This is a typical Software Development Life Cycle
- My job falls under **Development Phase**
- Requirements are gathered, designs are made and after that it comes to me and I bring the designs to life.
- My talk is based on the SDLC ALL in gifs through developer's eyes...cuz gif is life
- It also feels like...
- im gonna fix you gif



I'm gonna fix this

- This is what it feels like atleast ...I FIX THINGS
- By THINGS..I mean **CODE**
- No but seriously...This is what I do.
- So in SDLC , the first stage **Gathering requirements & specifications.**
- Now as a Developer, this is me when we sit to discuss requirements.

Gathering Requirements & Specs



- We do this because if not we are left with no requirements. NO DIRECTIONS.
- Sometimes we need to work on something that has no specs/requirements
- This is what it feels like



- And then there are times, when I do get the requirements, I go through them and realize they dont make sense. Which leads to ..



- Next stage: DESIGN
- had to put this in there ... LOL

Design



- MIND BLOWN. When the design is just breath taking.



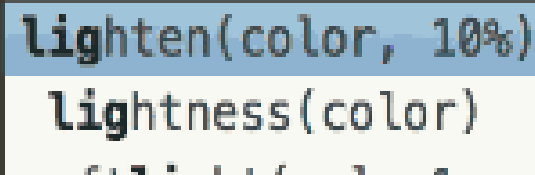
- Now working with Designers 1:1 is great. But then designers being designers are pixel perfect individuals and sometimes this is me
- They can get nit picky which is for better results obviously

- Now this gif can be both of **CLIENT VS DESIGNER** and/or **DEVELOPER VS DESIGNER**
- Next stop: **Development/Coding**
- My favorite territory
- Now I **LOVE LOVE** what I do but I have one thing I struggle with everyday ..
- Naming variables..FOR REALZ

Development

When coming up with good variables name becomes my number one STRUGGLE.

```
10
11 // Grays
12 // -----
13 @black:                #000;
14 @grayDarker:           darken(@gray, 20%);
15 @grayDark:            darken(@gray, 13.5%);
16 @gray:                #555;
17 @grayLight:           lighten(@gray, 26.5%);
18 @grayLighterButNotAsLight: lig
19 @grayLighter:          lightn
20 @white:               #fff;
21
```



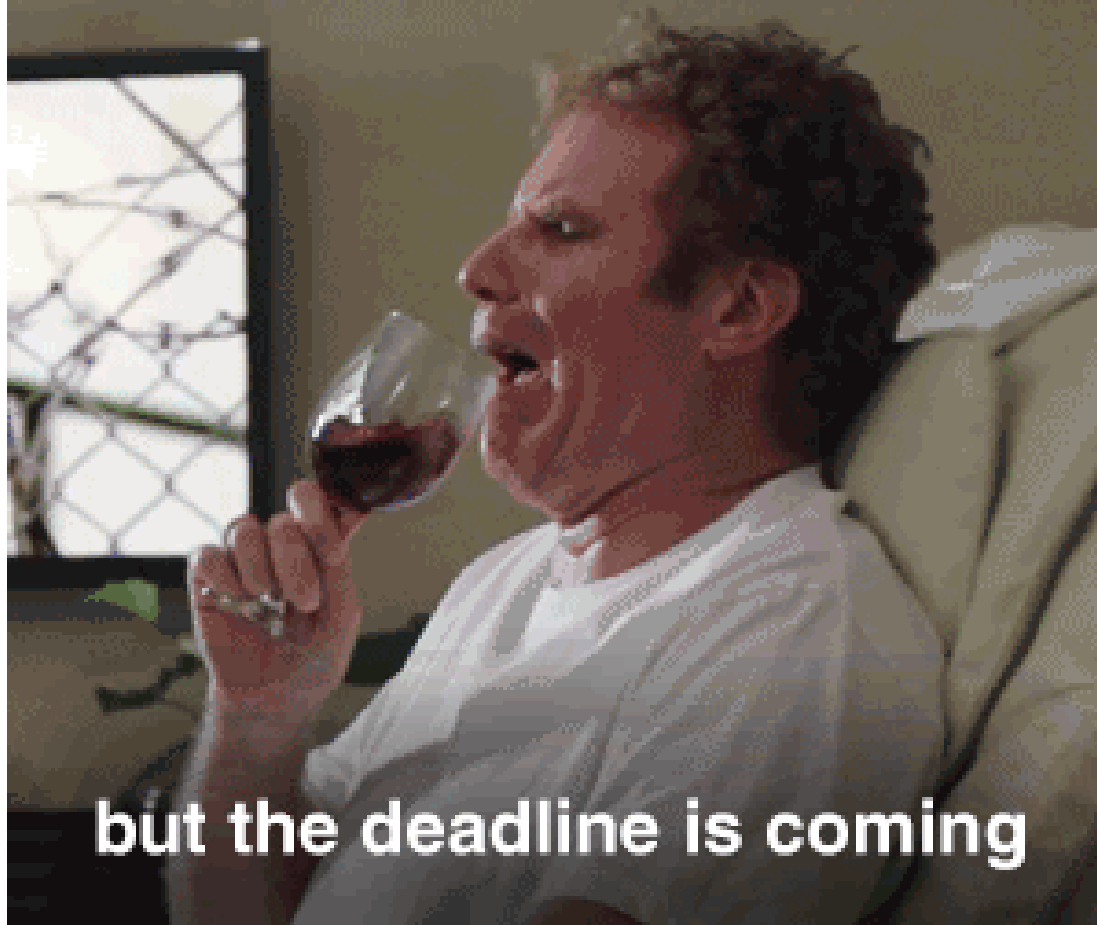
- Yup like that **GRAY SHADE VARIABLE...#STRUGGLESREAL**
- As a developer, I do a lot of demos and there are times when you find something broken right before the demo.
- Well that's when I bring up my secret skill. **NINJA SKILLS**

Ninja-fixing a bug 10 minutes before the demo for client



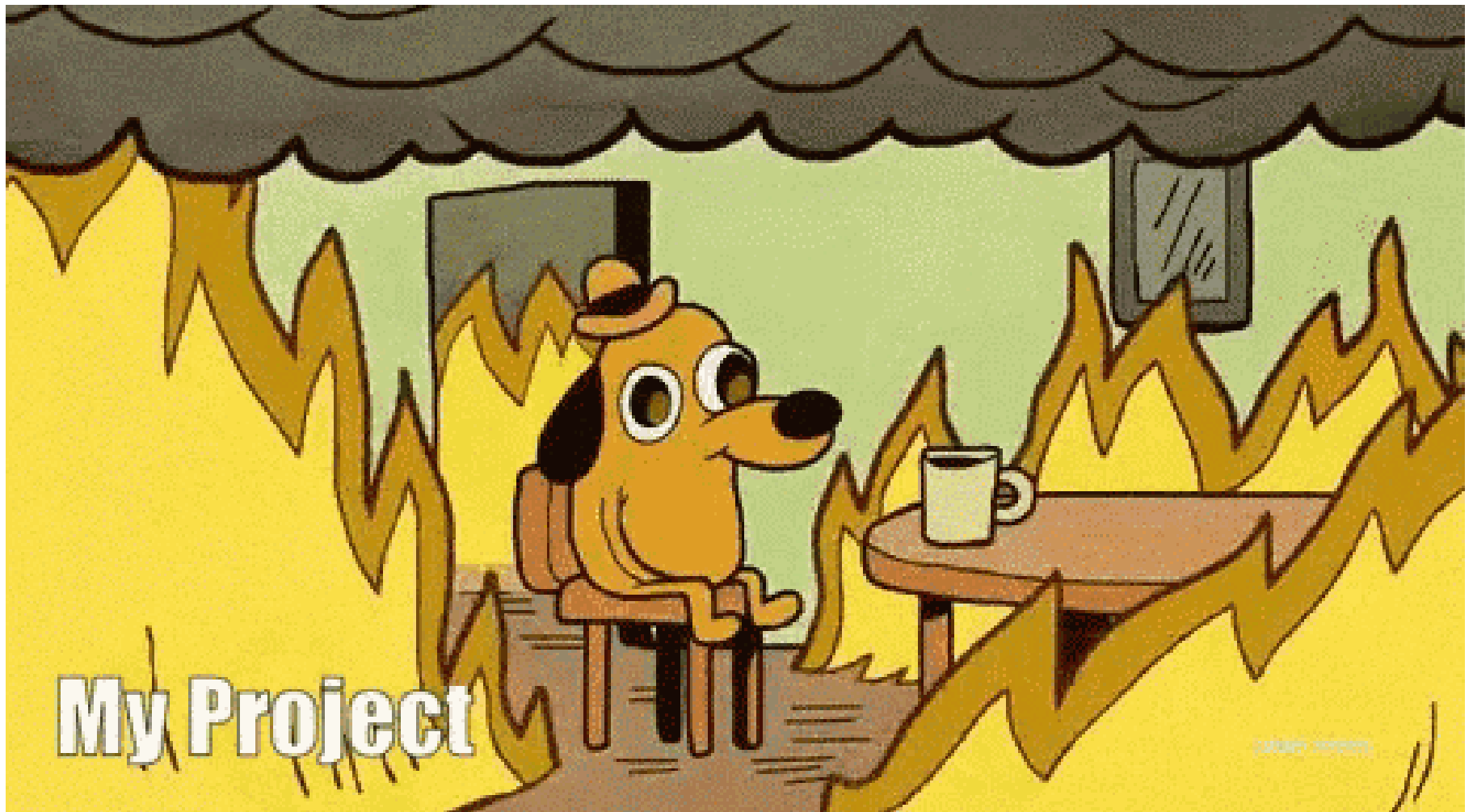
- With every kinda profession, there's stress
- Like deadlines

when you try to finish the work



but the deadline is coming

- Or just the combination of that with other factors like bugs or anything related
- And you try to convince yourself everything is **JUST FINE**



- I don't know if you guys can relate but this happens more often than it should.
- A lot of times when my code doesn't work. I shut out the world and get into this battle with code (ME VS YOU CODE). It just feels like hours doing so and when finally I get it done ...

Working on your code for hours and you finally have time for some interaction



- My job also includes tons of **BUG FIXING**
- In a lot of cases Bug Fixing requires **DEBUGGING**

Debugging for hours just to find you're missing right parenthesis

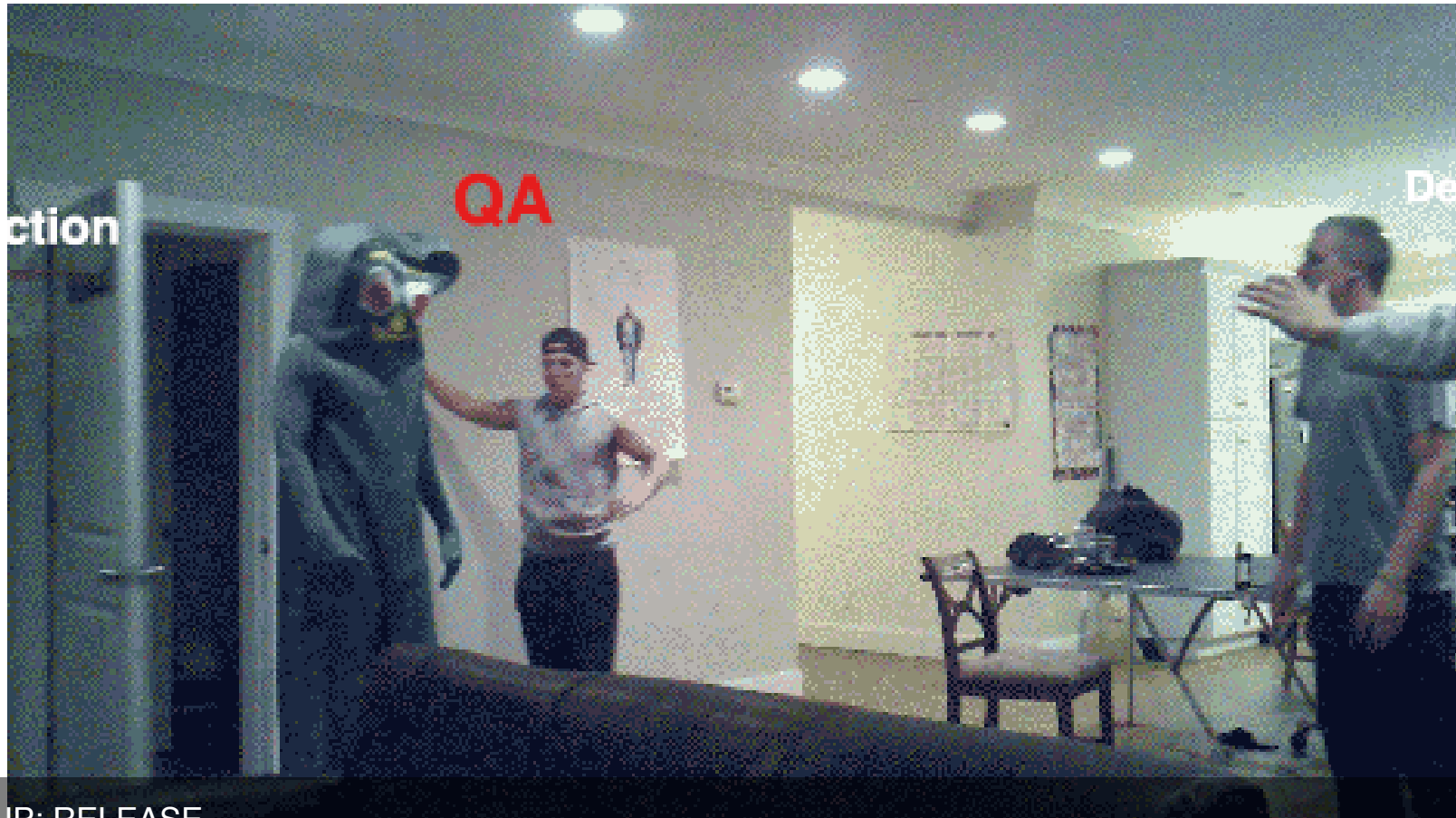


- I also do **CODE REVIEWS**
- And everytime I do it...this goes in my head
- With the soundtrack



- Next up: QA
- QA is when we handover our creation to be tested (relentless/brutal testing)
- Good QA helps us deliver better products
- You think you've created perfection, you think you're ready to ship it and right when you're about to get excited
- This happens....

Quality Assurance (QA)



- NEXT UP: RELEASE
- This stage is also where I bring up my **NINJA CAT SKILLS**
- Especially when I find a tiny bug that didn't get deployed to production
- Couple things we do for this stage

Release/Deploying to Production



- PRAY, HIDE
- Also BOOZE

#NEEDS



- Always a little stressful but also the most accomplished feeling stage
- With tons of booze and all fingers crossed..we then

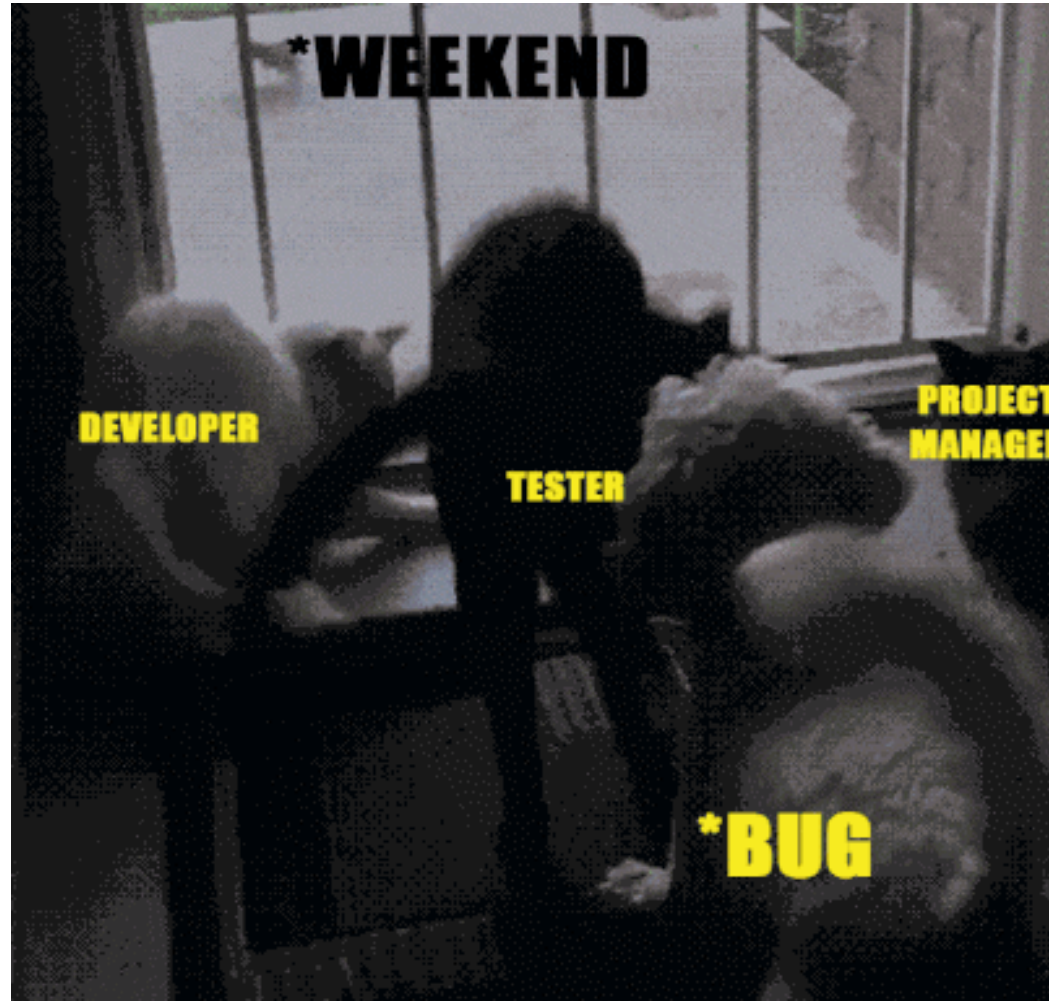


Couple days after deploy...THIS IS ME



- Last Stage: MAINTAINANCE
- In this stage, we basically maintain the site and tackle bugs as they come.
- And this gif relates so much of that phase. I just had to put this in here.

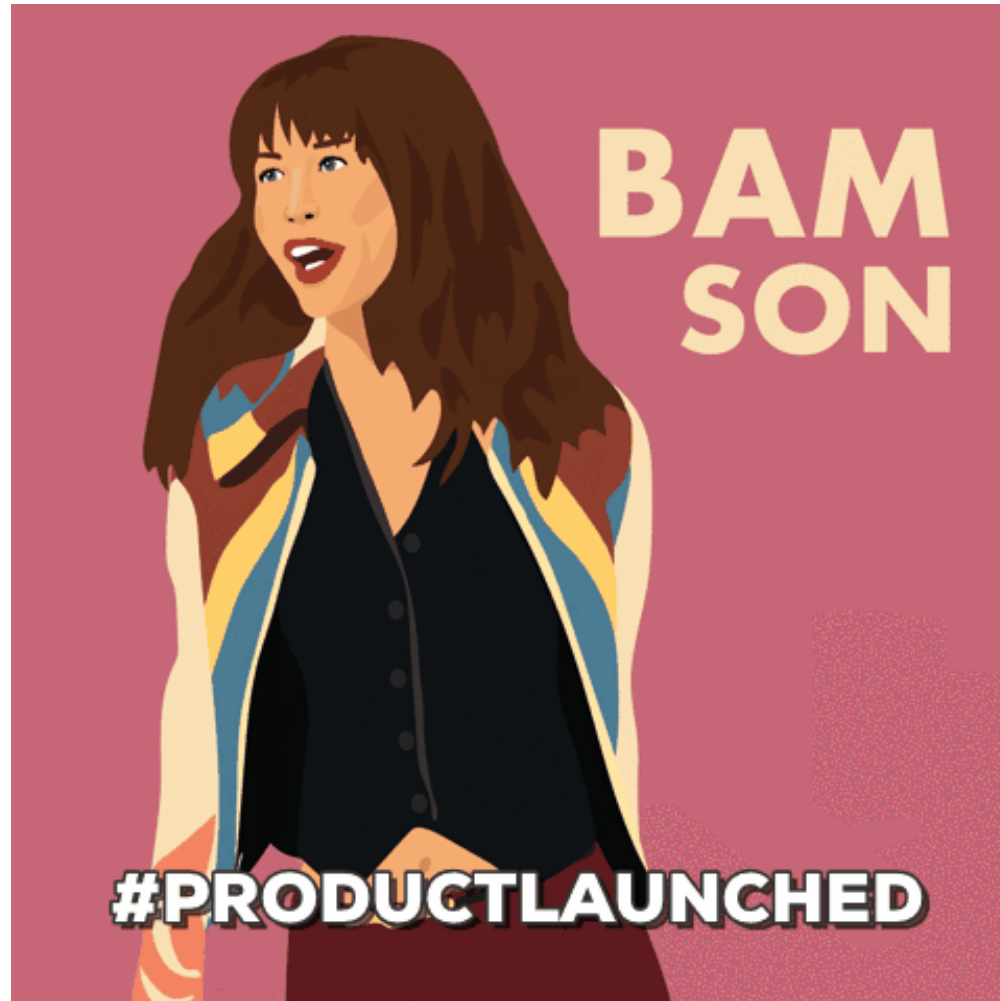
Maintainance



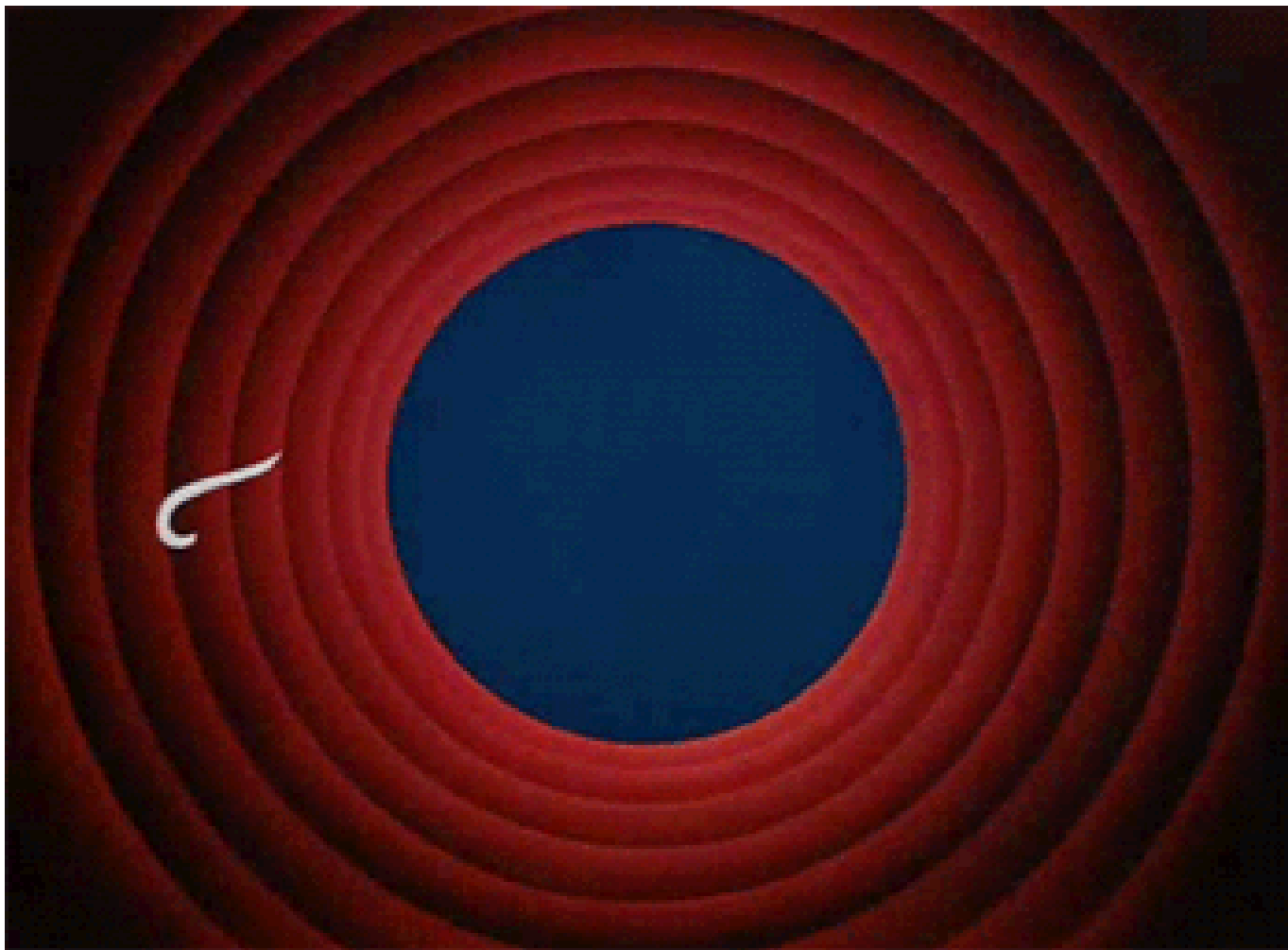
- ANNDddd When ALL'S WELL...

DONE! Ship it!!





- Thank you all for listening. Stay awesome always.
- THE END



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