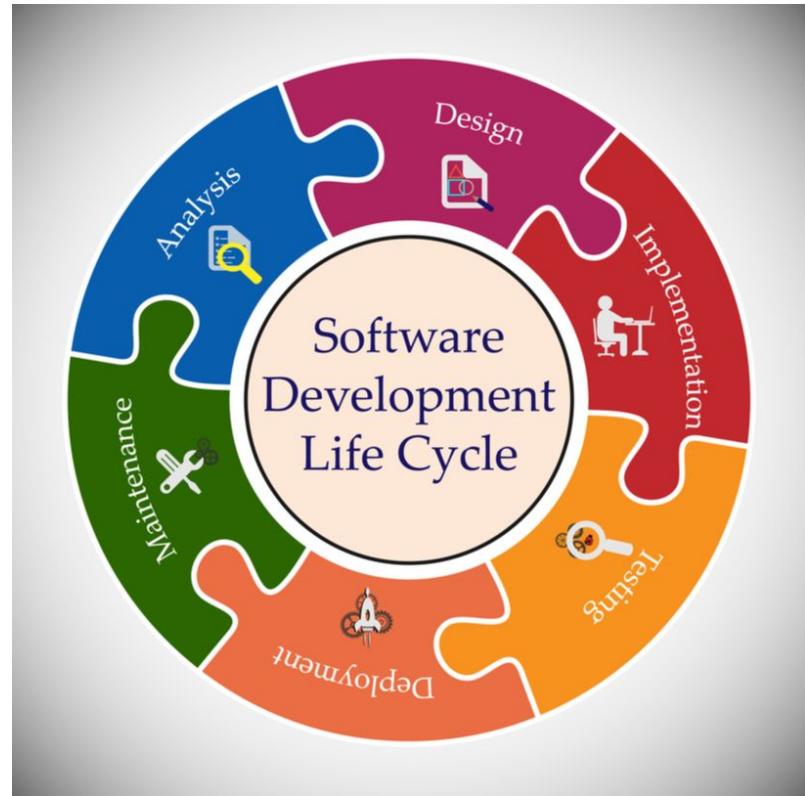




# SDLC Session - 1





**SDLC**

# Software Development Life Cycle



# Circle how you are feeling:



Students, draw anywhere on this slide!



# ► BEFORE (in-class session)



**What do you know about SDLC.**

**(Please write shortly on PEAR DECK slide)**



**USWY** Students, write your response!

REINVENT YOURSELF

Pear Deck Interactive Slide  
Do not remove this bar



Open the window and make  
your first step in a  
new world!



# Table of Contents



- ▶ What is SDLC ?
- ▶ Phases of SDLC
- ▶ SDLC Models
- ▶ Waterfall Model

\*

New approaches (agile and devops) and their implementations (Jira) will be explained later as separate lessons.

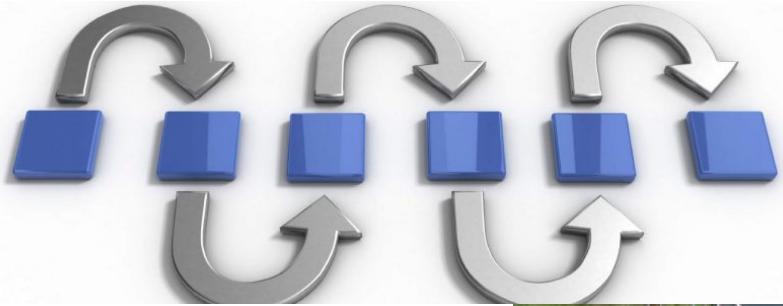


1

# What is SDLC ?



# What is SDLC



# What is SDLC



**SDLC**

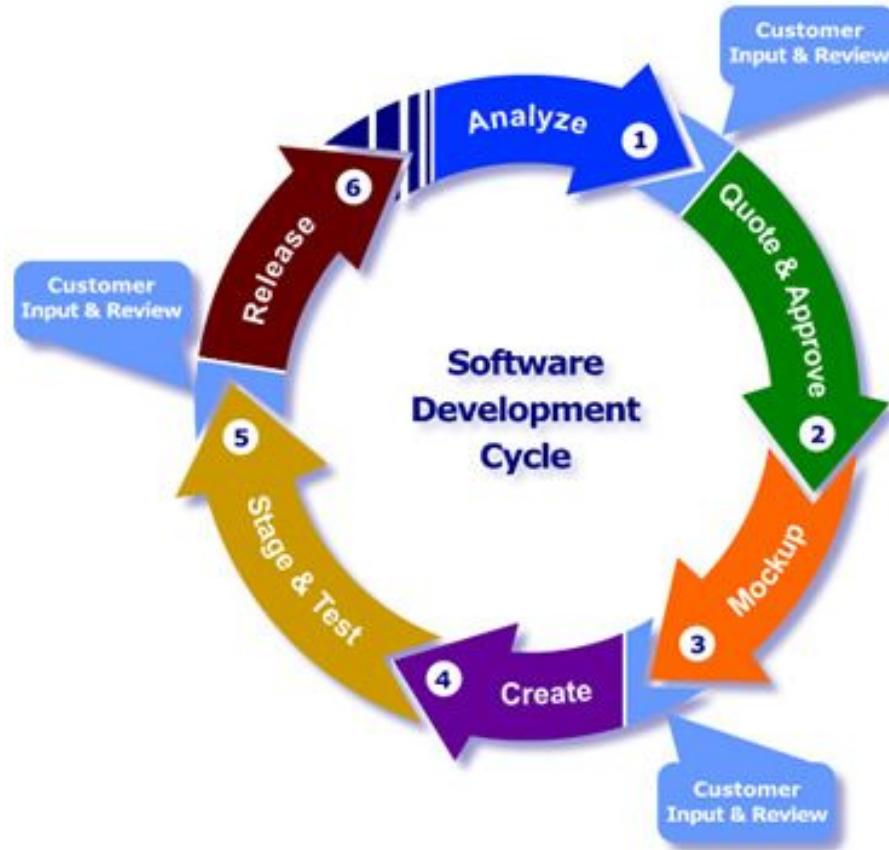


**Software Development Life Cycle.**

- Systematic process to be followed for a software project.
- Structured way to create and develop software.

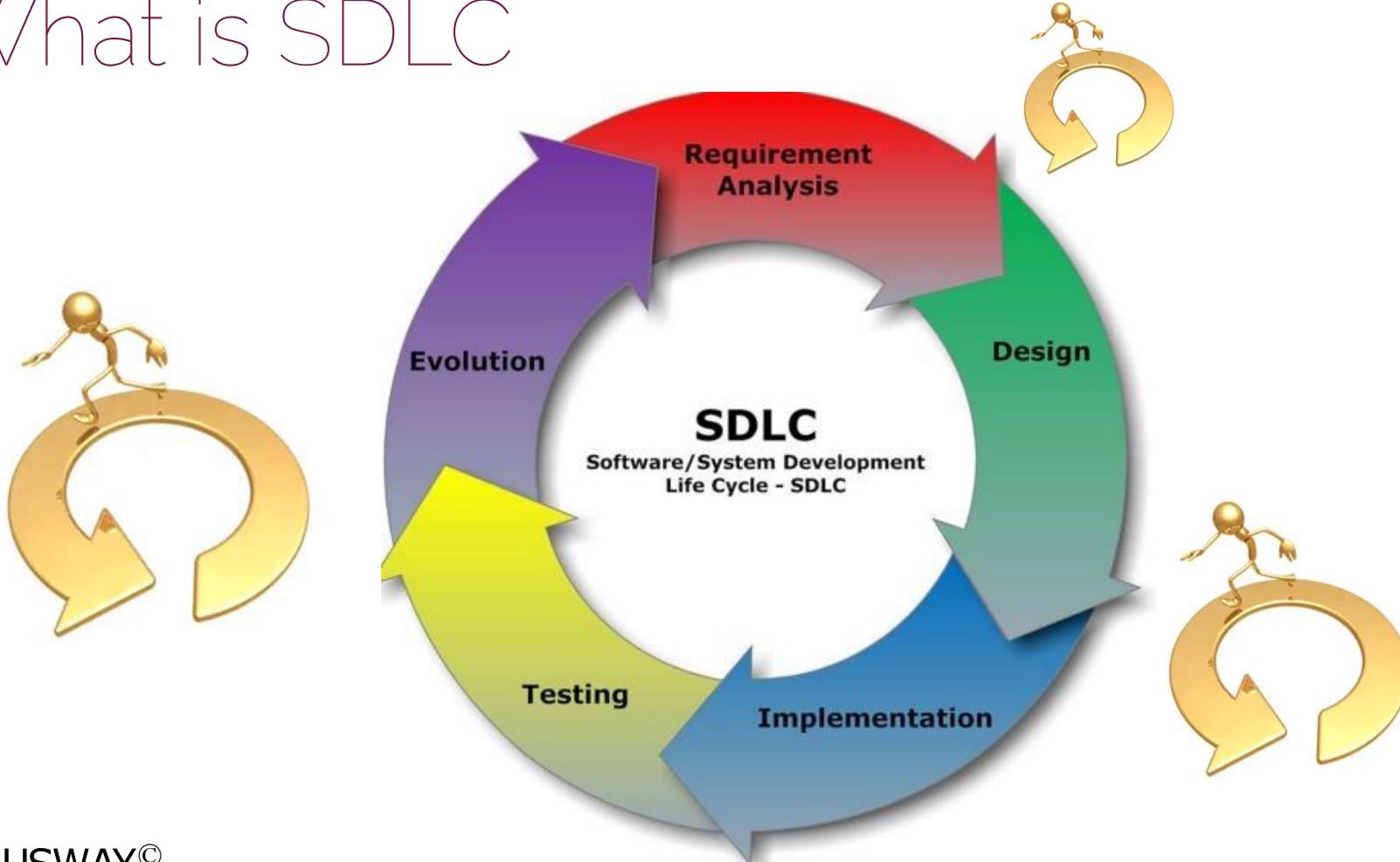


# What is SDLC





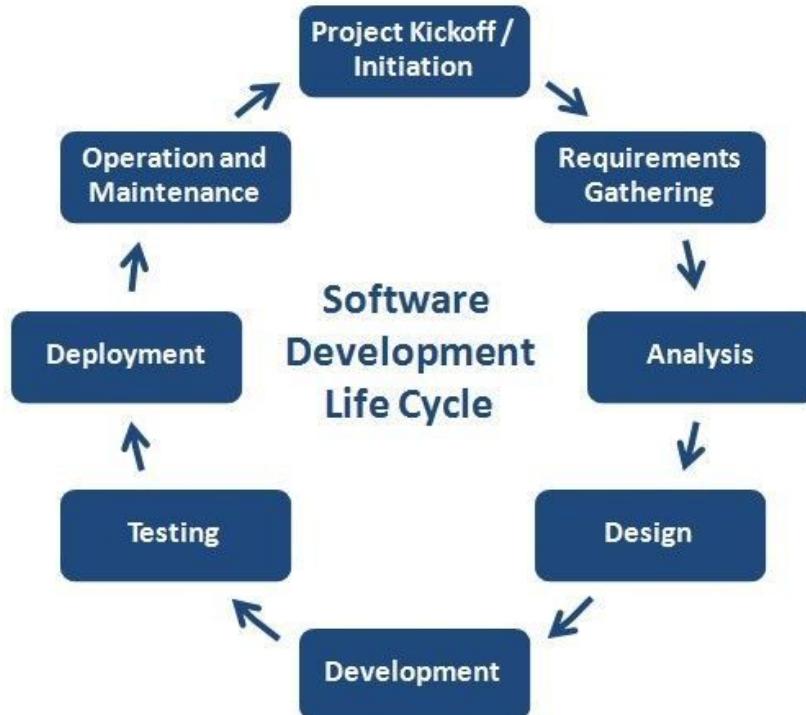
# What is SDLC





# What is SDLC

V1.02.03







2

## Phases of SDLC

# Phases of SDLC



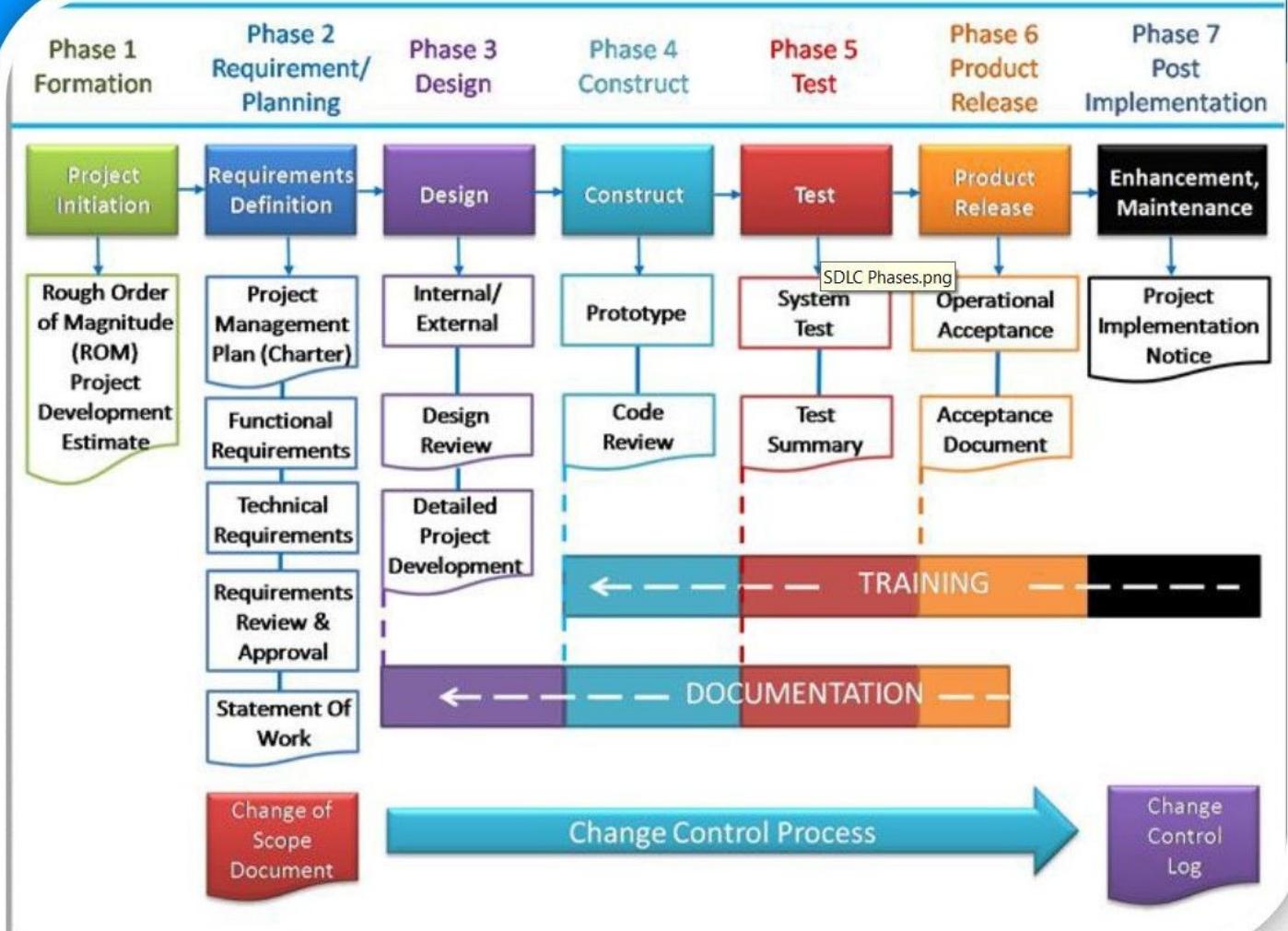
How many phases does SDLC have?



Students choose an option

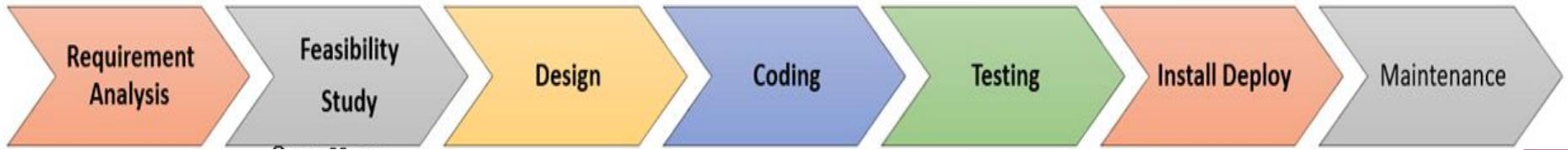
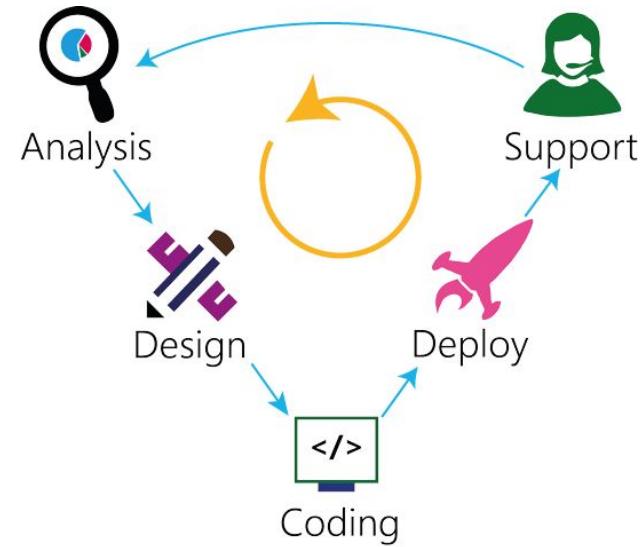
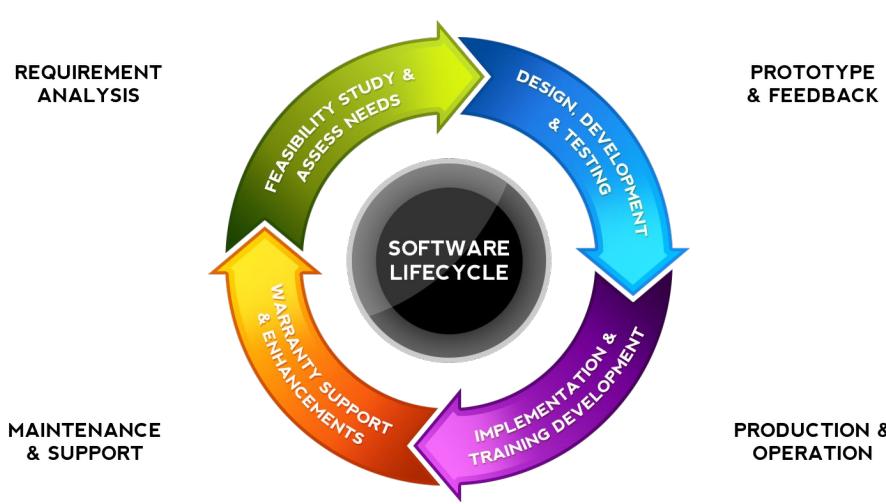
REINVENT YOURSELF

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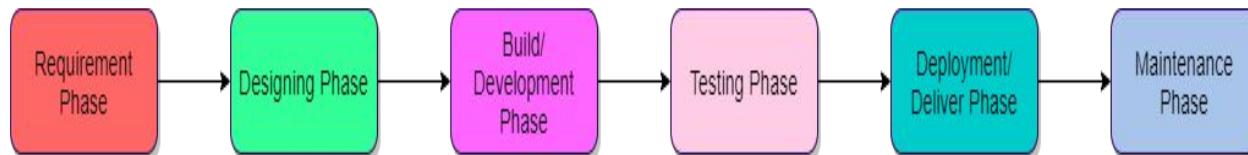
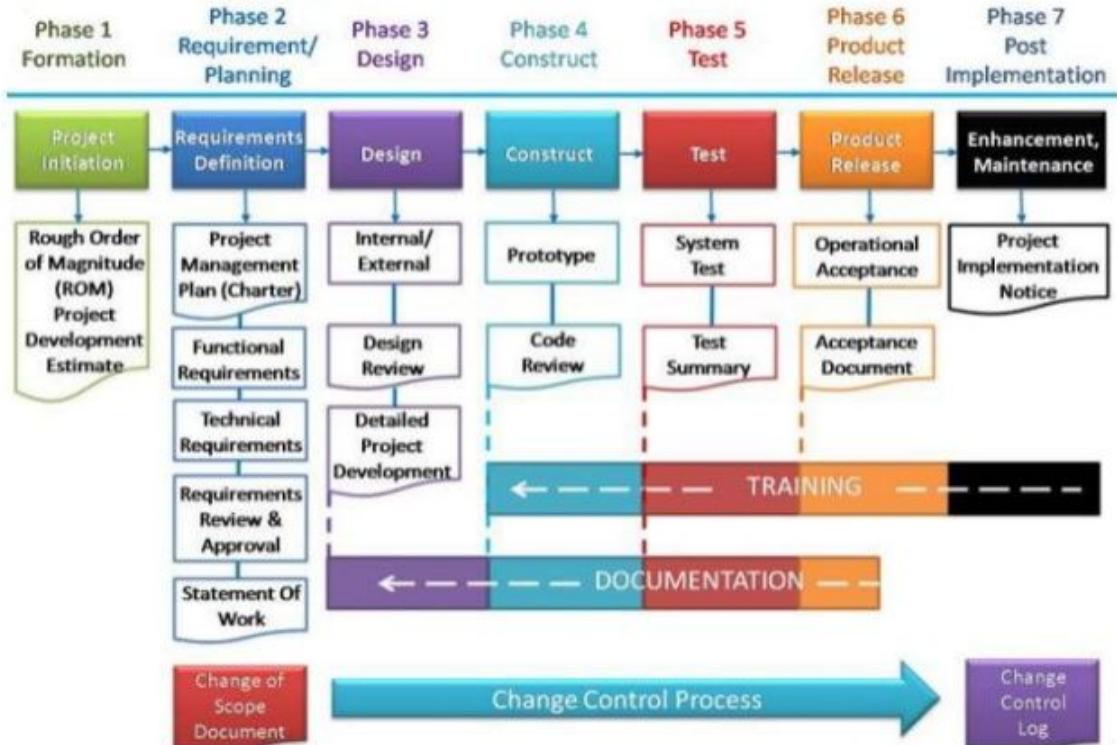
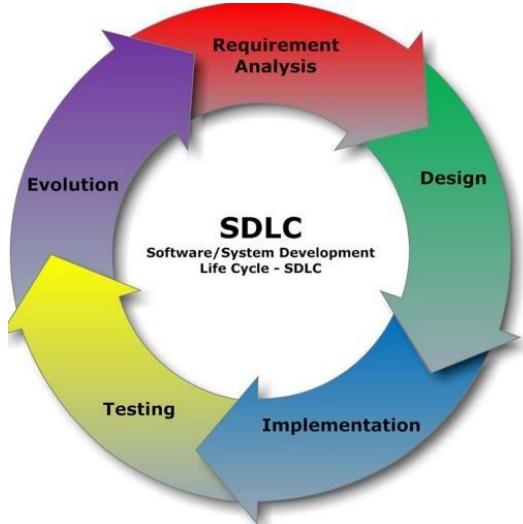




# Phases of SDLC



# Phases of SDLC

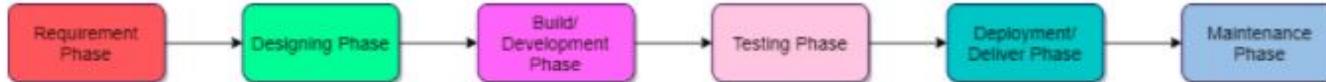




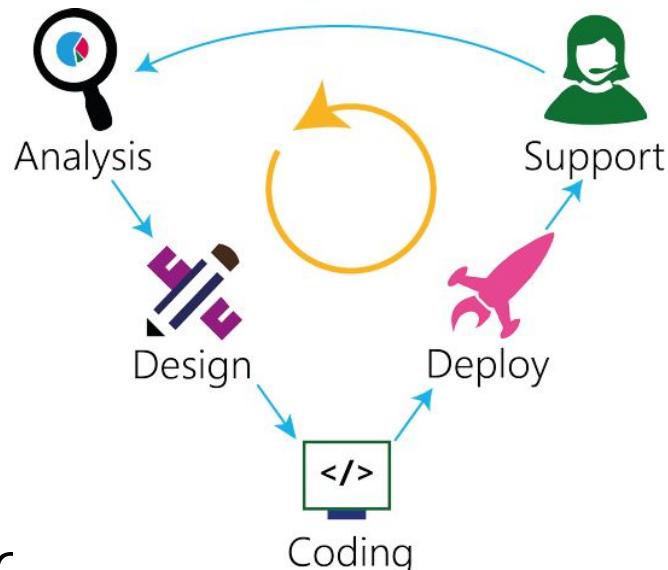
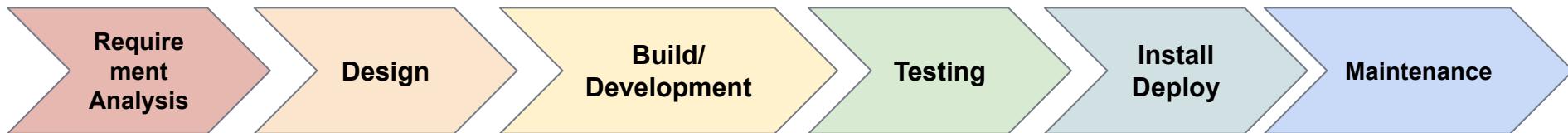
# Phases of SDLC

The SDLC process consists essentially of the following phases:

- Requirement Phase
- Design Phase
- Build/Development Phase
- Testing Phase
- Deployment/Deliver Phase
- Maintenance



# Phases of SDLC



# Phases of SDLC



What is the most critical phase?



Students choose an option

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# Phases of SDLC



What is the name of the document that consists of all necessary requirements to be designed?



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Introduction.....	4
1.1    Purpose.....	4
1.2    Document Conventions.....	4
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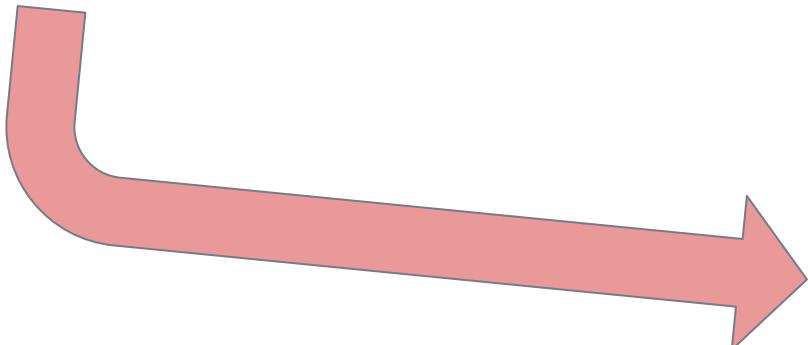
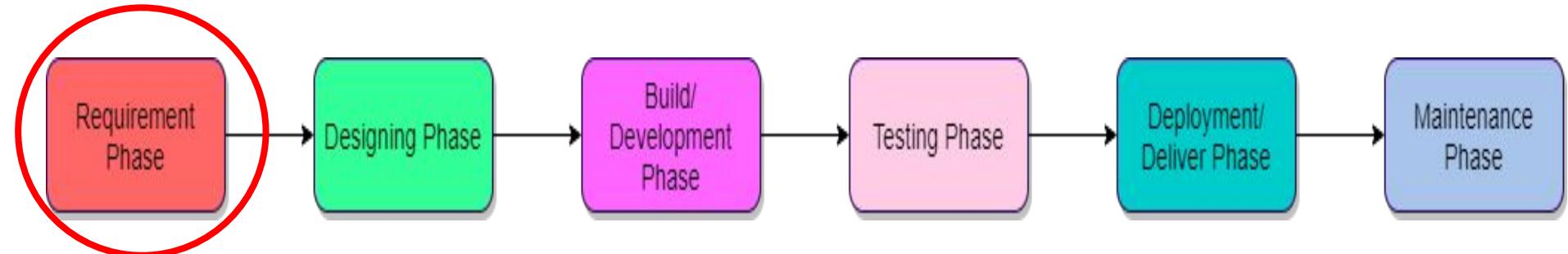
STUDY<sup>®</sup>  
Students choose an option

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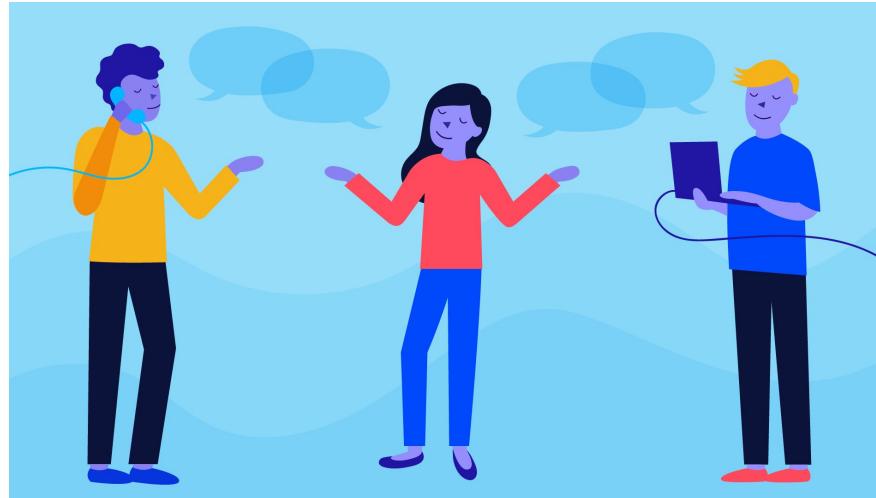
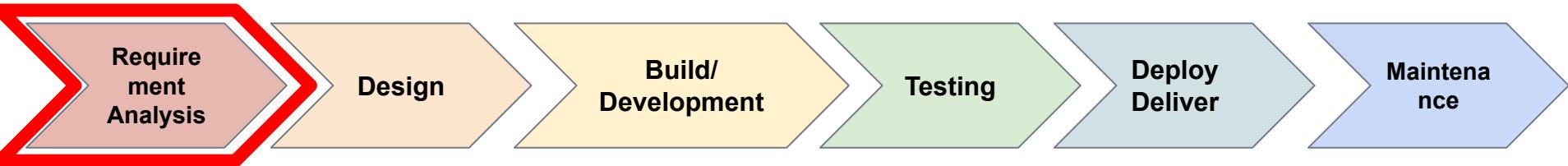


# Requirements Phase



**SRS**

# Requirements Phase





# Requirement Phase



## STRUCTURE OF SRS

<b>Chapter no. 1</b>	Preface	It briefly explains about project.
<b>Chapter no. 2</b>	Introduction	Highlights the projects with its title and briefly describe the projects.
<b>Chapter no. 3</b>	Scope	What is the capability of the product?
<b>Chapter no. 4</b>	Glossary	Definition, acronyms and abbreviation.
<b>Chapter no. 5</b>	User requirement definition	Describes non-functional requirements
<b>Chapter no. 6</b>	Architecture	Specifies system architecture
<b>Chapter no. 7</b>	System requirements	System description with function and non-function requirement.
<b>Chapter no. 8</b>	System model	System model used to represent relationship.
<b>Chapter no. 9</b>	System evaluation	How system is evolved?
<b>Chapter no. 10</b>	Appendices	Annexure, application, data requirements.
<b>Chapter no. 11</b>	indexes	Indices of diagram, tables, functions.

# Requirement Phase



## SRS Document Structure

### Introduction

- Purpose, Definitions, System overview
- Scope of Work, References

### Overall description

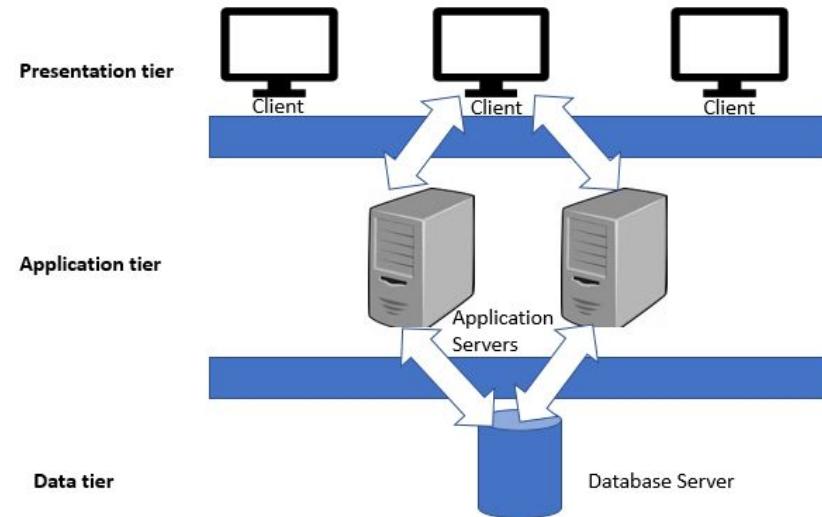
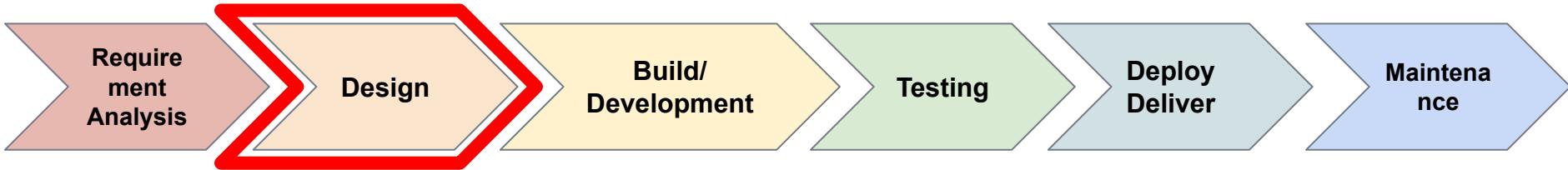
- Product perspective: System Interfaces, User Interfaces, Hardware interfaces, Software interfaces, Communication Interfaces, Memory Constraints, Operations, Site Adaptation Requirements
- Product functions and User characteristics
- Constraints, assumptions and dependencies

### Specific requirements

- External interface requirements
- Functional requirements
- Performance requirements
- Design constraints: Standards Compliance
- Logical database requirement
- Software System attributes: Reliability, Availability, Security, Maintainability, Portability
- Other requirements

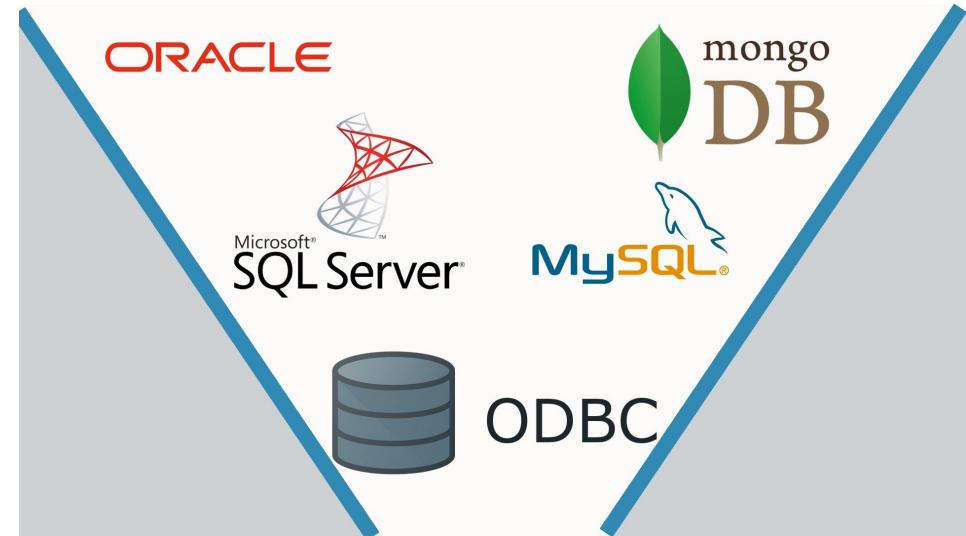
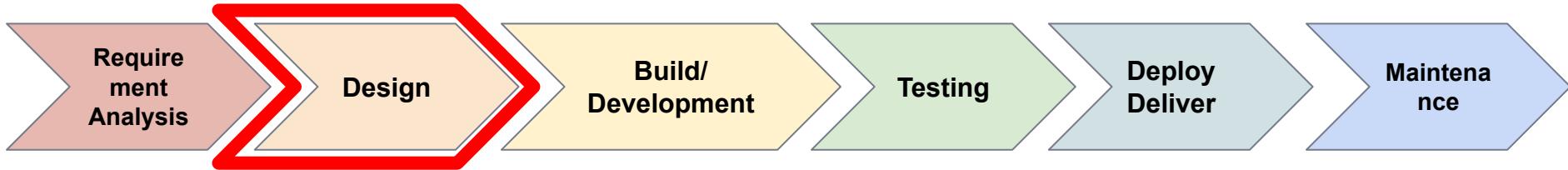


# Design Phase

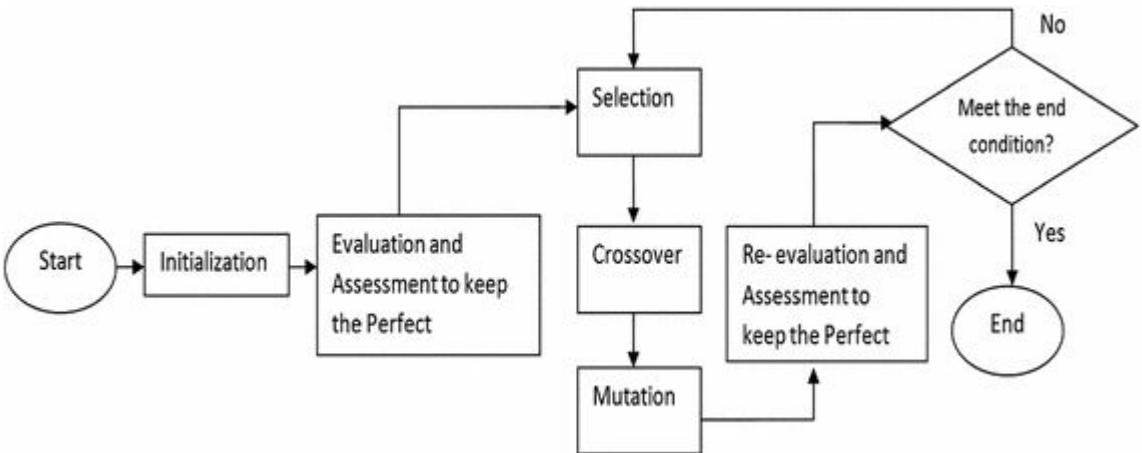
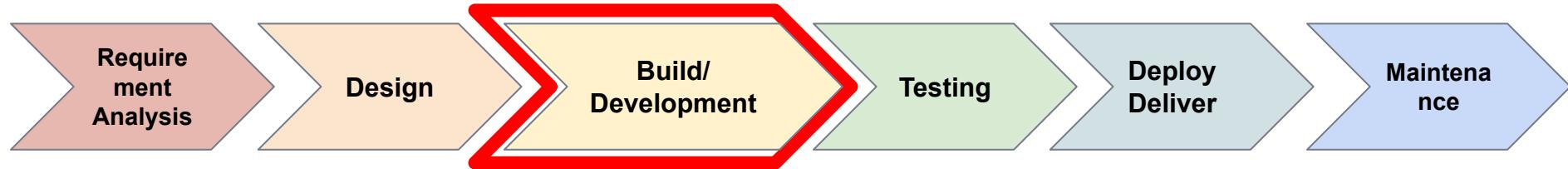




# Design Phase

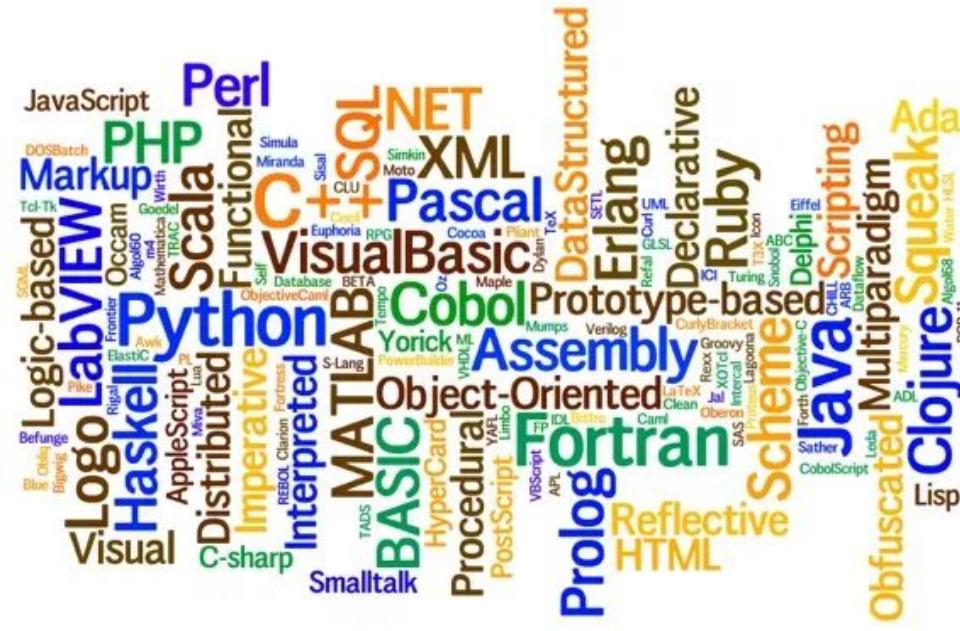
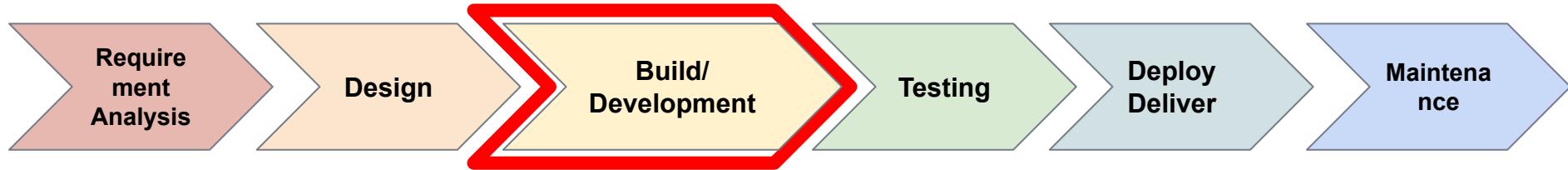


# Build/Development Phase



```
argabyte, 1, 1) rest != 999) window.onload=do
tods()) args = arg1; </script> {var str=span.f
,removeChild If(data.substring(i,i+1)==":") (sp
& res1 == fun(sp) ) {var theSpan=document.cre
(res1 = args.toString() document.createTextNode(
percent1++;window.status=" "% complete"; f
cForm = Math.floor(secTimeCode); sec.ctref
on Seconds(data) { :var || = return(data.sub
ur while(||%4 != 0) var sd = name.value; bhspdr
360); else color.length=span.firstChild.data.le
(cube) { string.speed=(spd==fun/bar): if(isNur
= decimalToBin(sd); sqr.hinc= fork.deg/this.
In next step setAttr
```

# • Design Phase



# Phases of SDLC



**At what phase we focus on the investigation?**



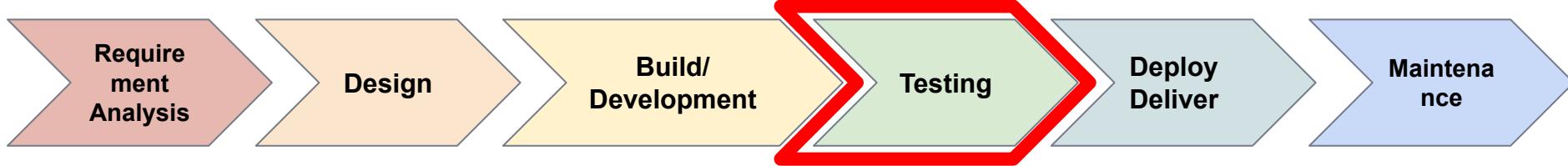
Students choose an option

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# Testing Phase



Requirement Analysis

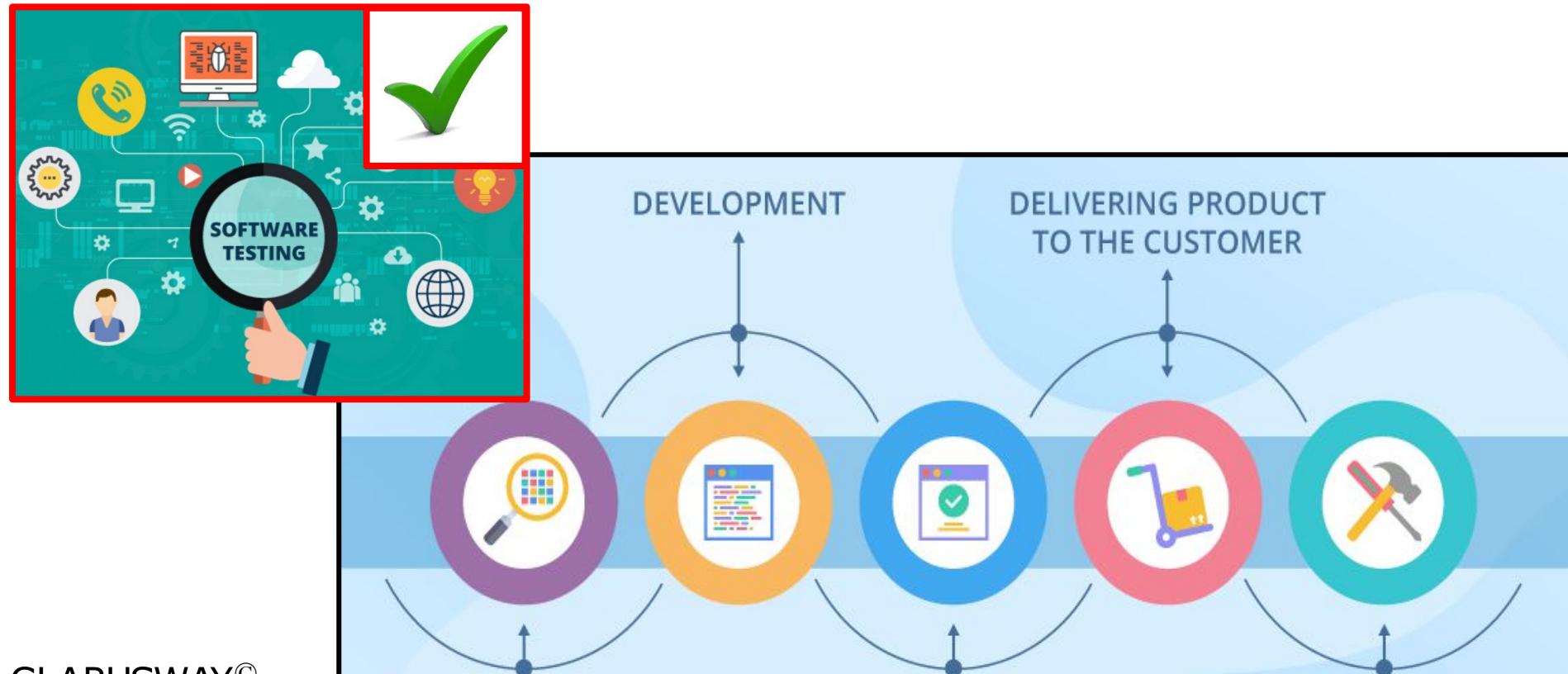
Design

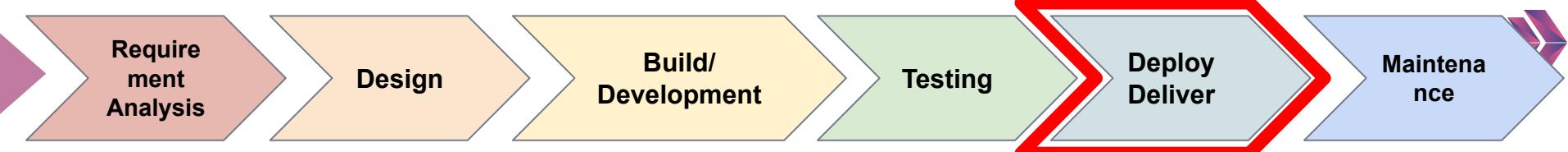
Build/  
Development

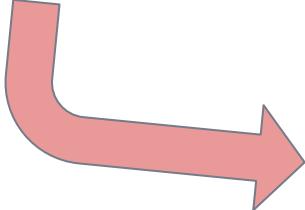
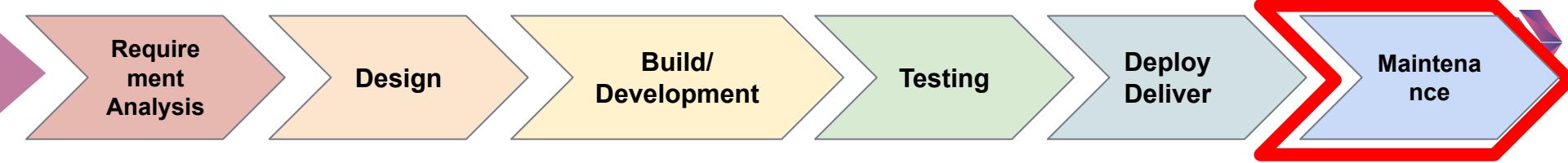
Testing

Deploy  
Deliver

Maintenance







Requirement Analysis

Feasibility Study

Design

Coding

Testing

Install Deploy

Maintenance

**Verilerimizi gerçekten şifrelemek zorunda mıyız?  
Zaten başlangıçta iletişimimizin büyük bölümünü anlamak mümkün değil ki...**



**“Do we really need to encrypt our data? Most of our communications are impossible to understand in the first place.”**



# SDLC Models



# SDLC Models

**List the common SDLC models.**

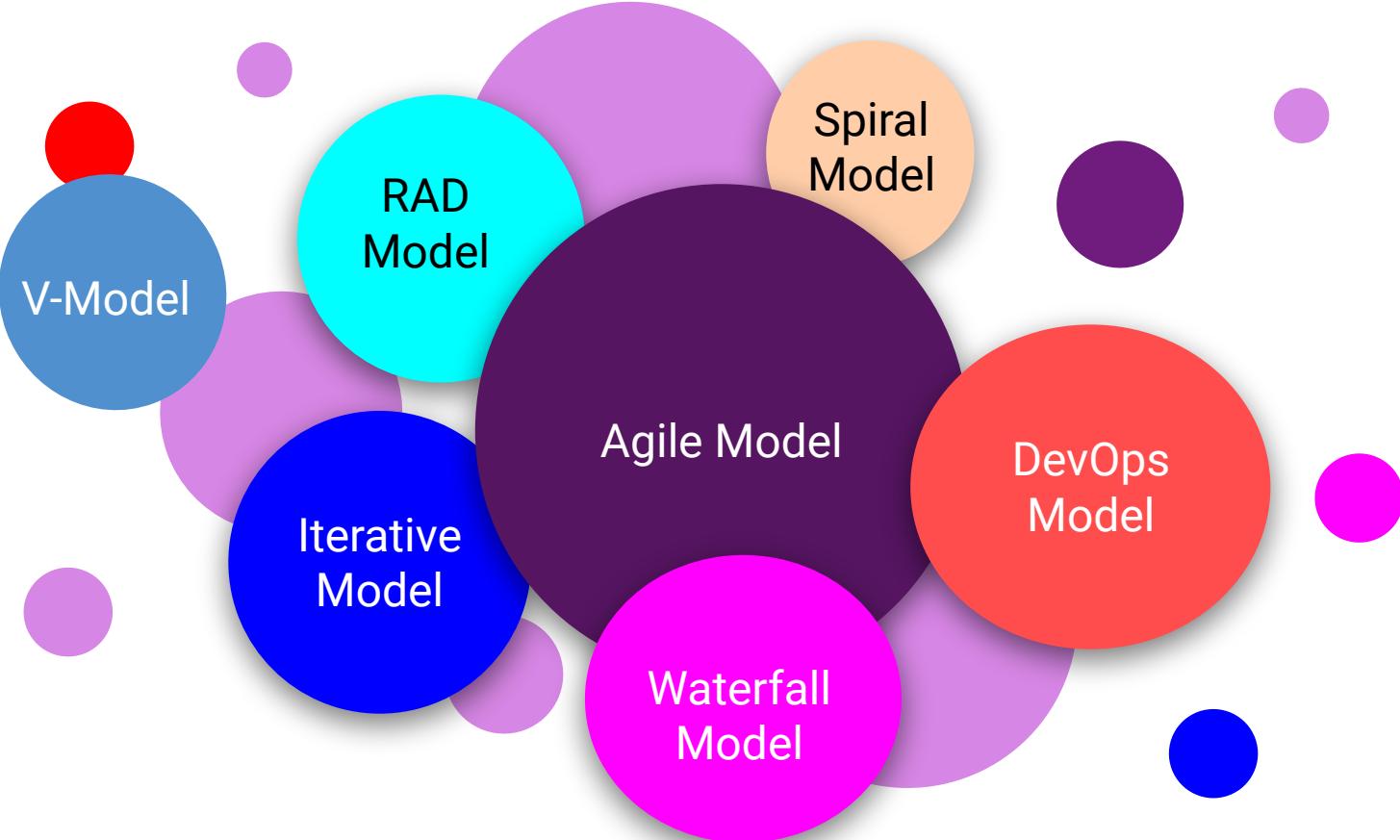


Students, write your response!

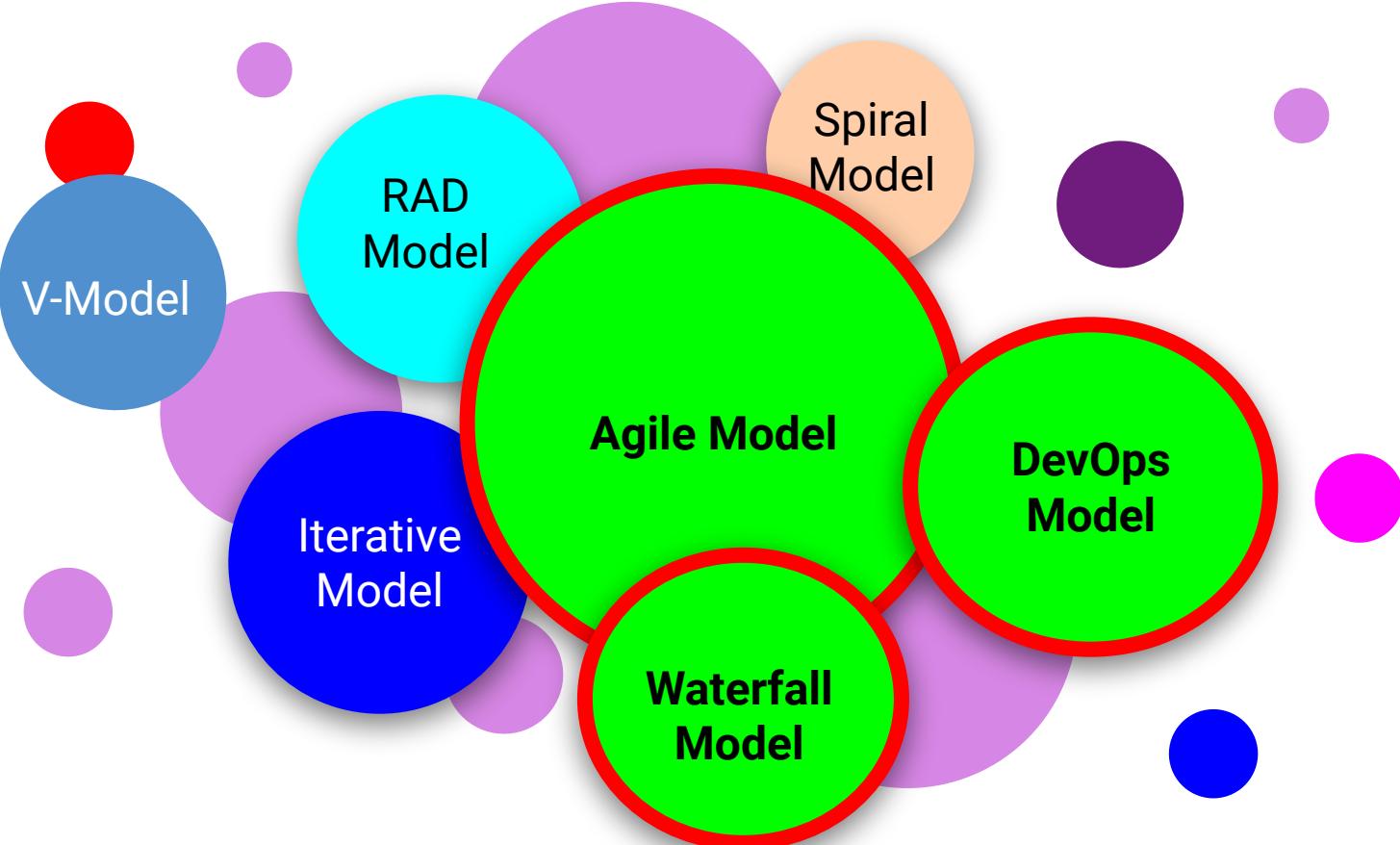
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# SDLC Models

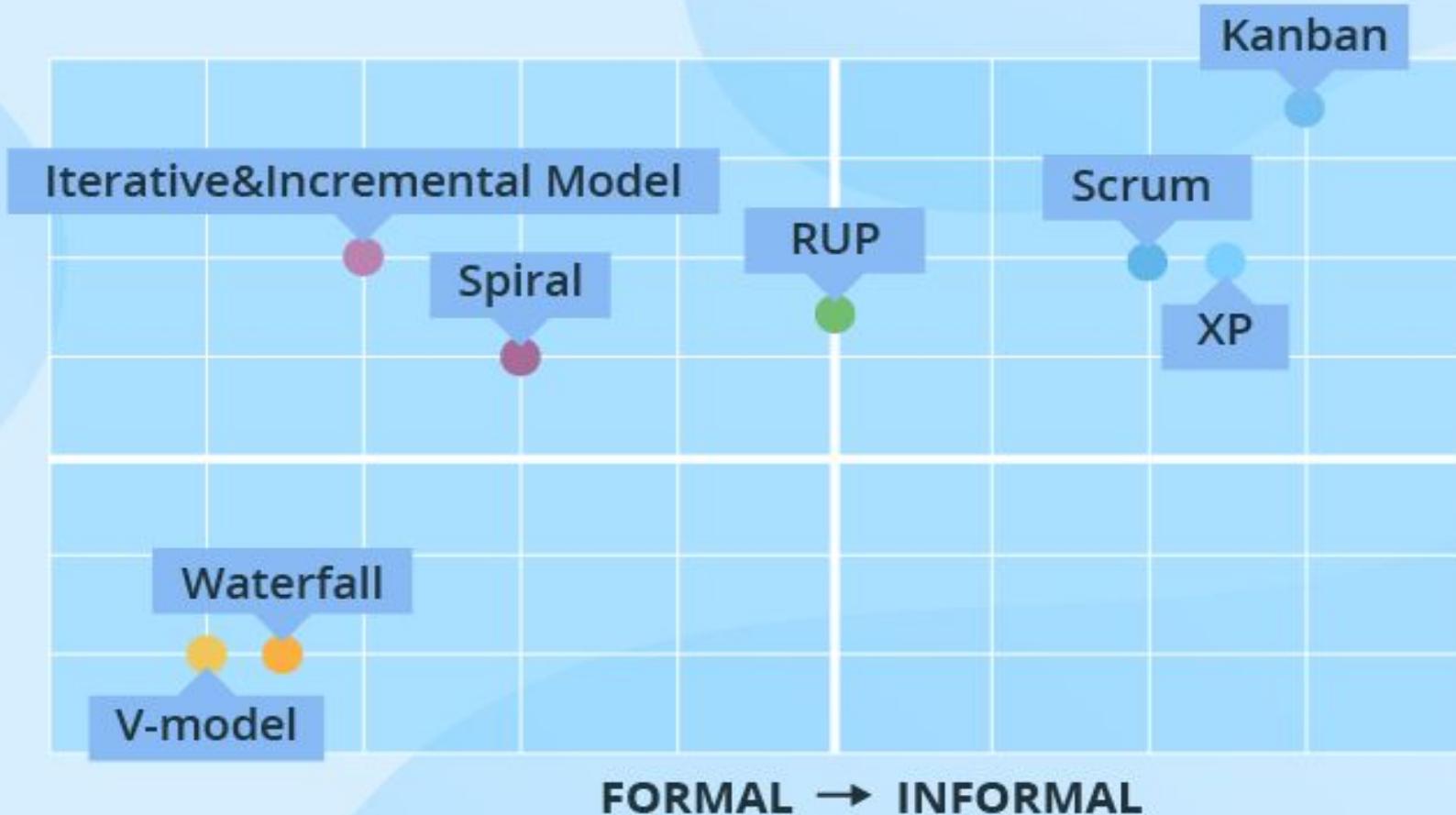


# SDLC Models



# TYPES OF POPULAR SDLC MODELS

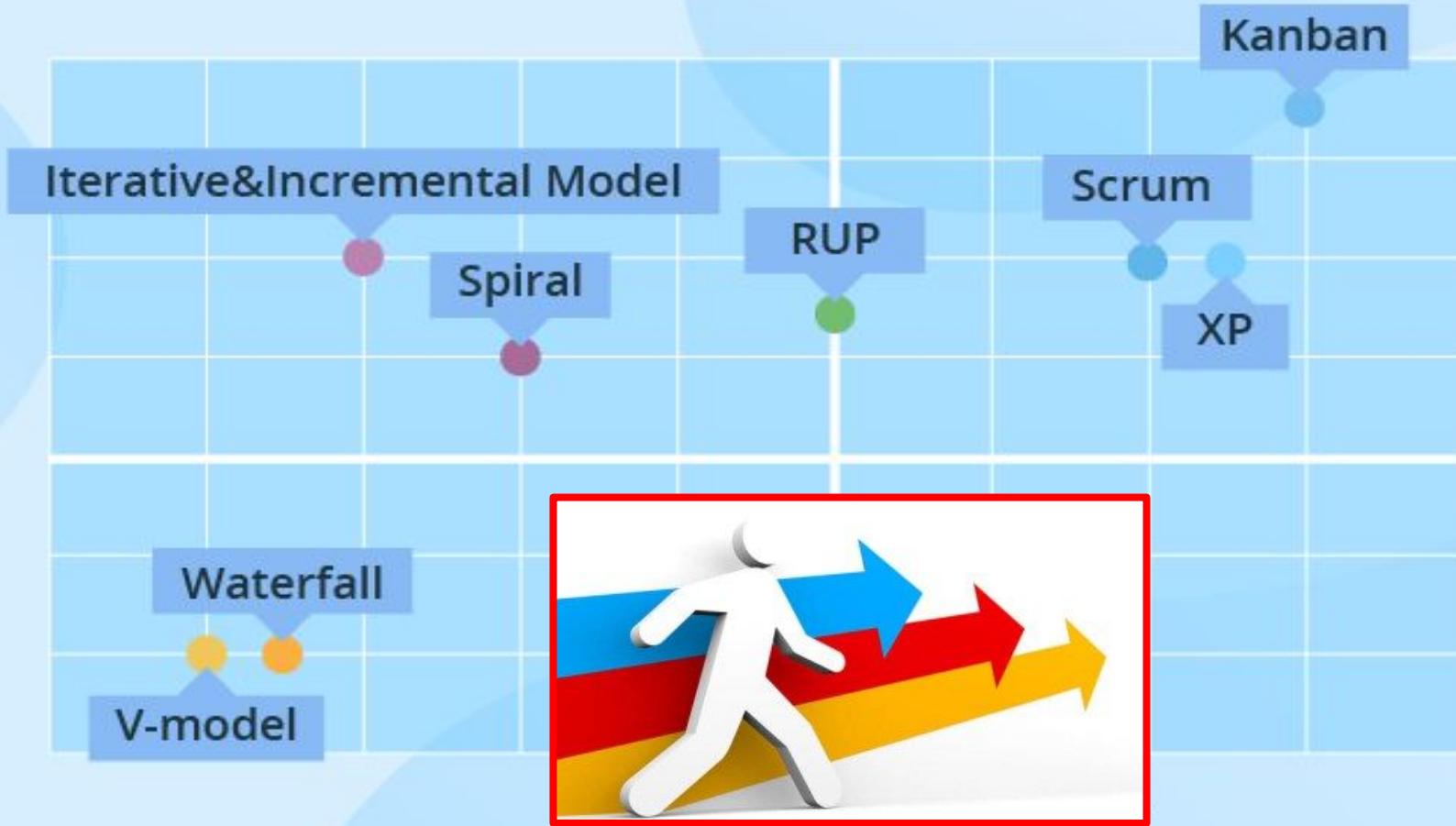
SEQUENTIAL → EVOLUTIONARY



FORMAL → INFORMAL

# TYPES OF POPULAR SDLC MODELS

SEQUENTIAL → EVOLUTIONARY



# SDLC Models

**Which one is the  
traditional SDLC model?**



Students choose an option  
REINVENT YOURSELF

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# SDLC Models

## Traditional Development

## Agile Development





4

# Waterfall Model

# Waterfall Model





**In which years did the Waterfall model appear?**

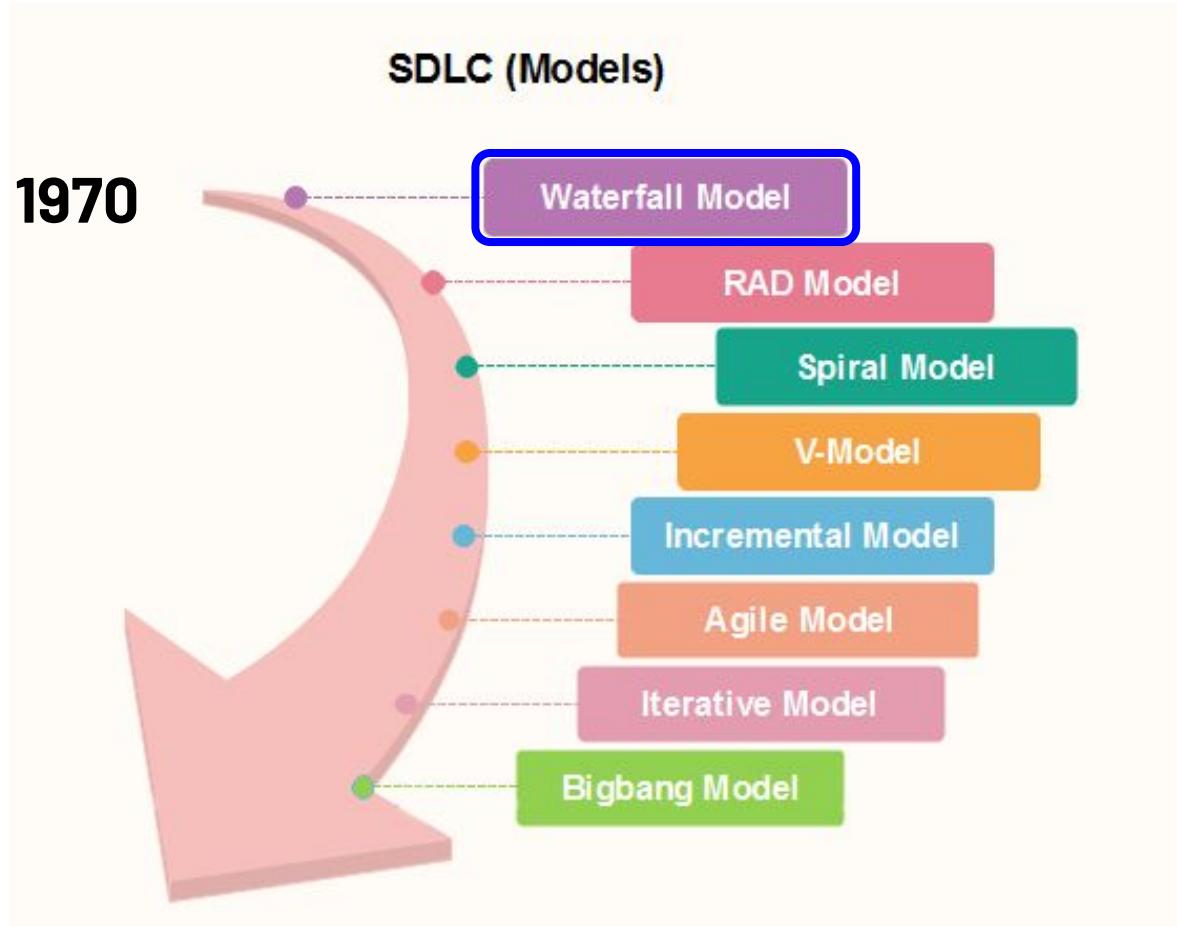


Students choose an option

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# Waterfall Model

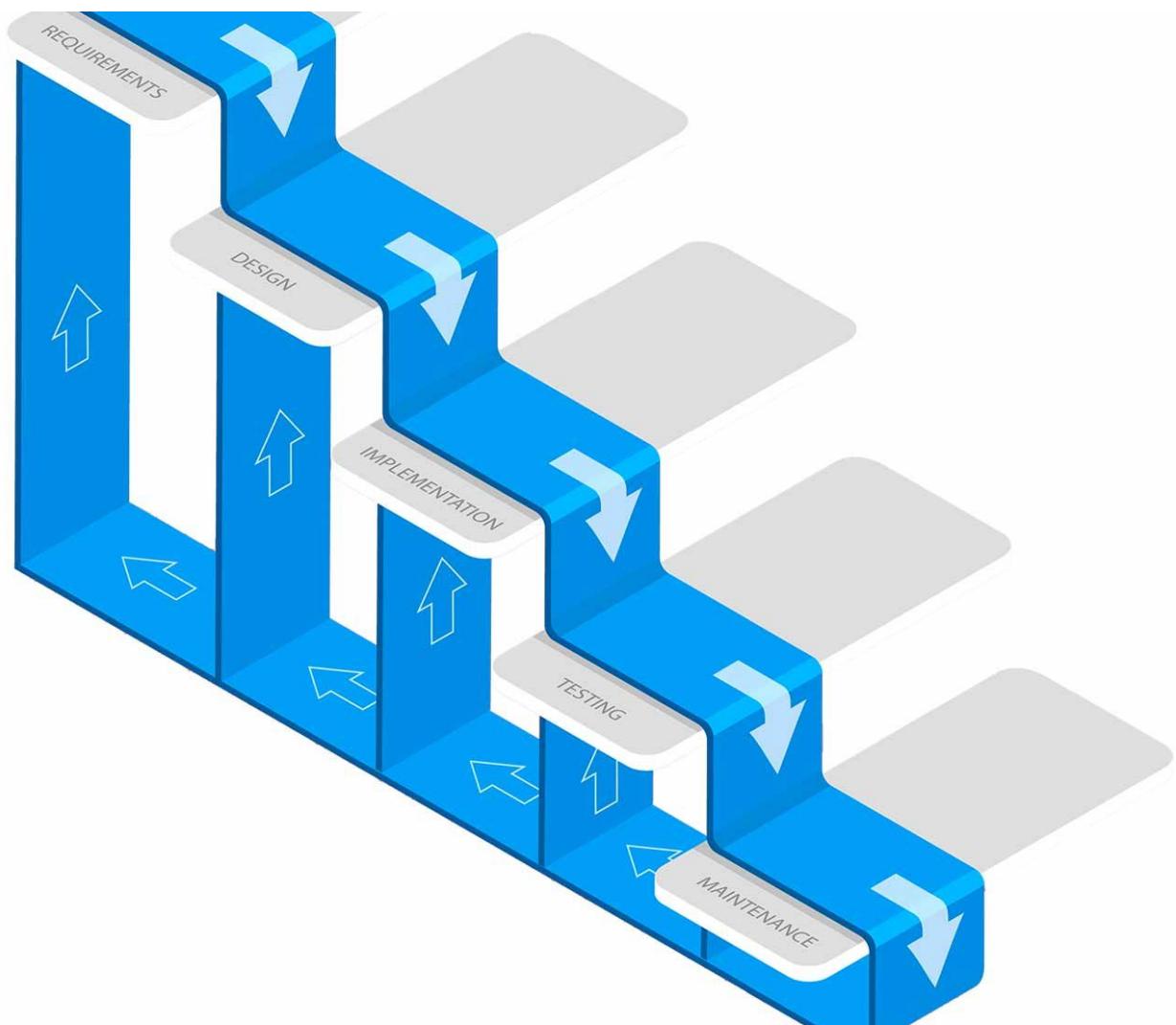


# Waterfall Model

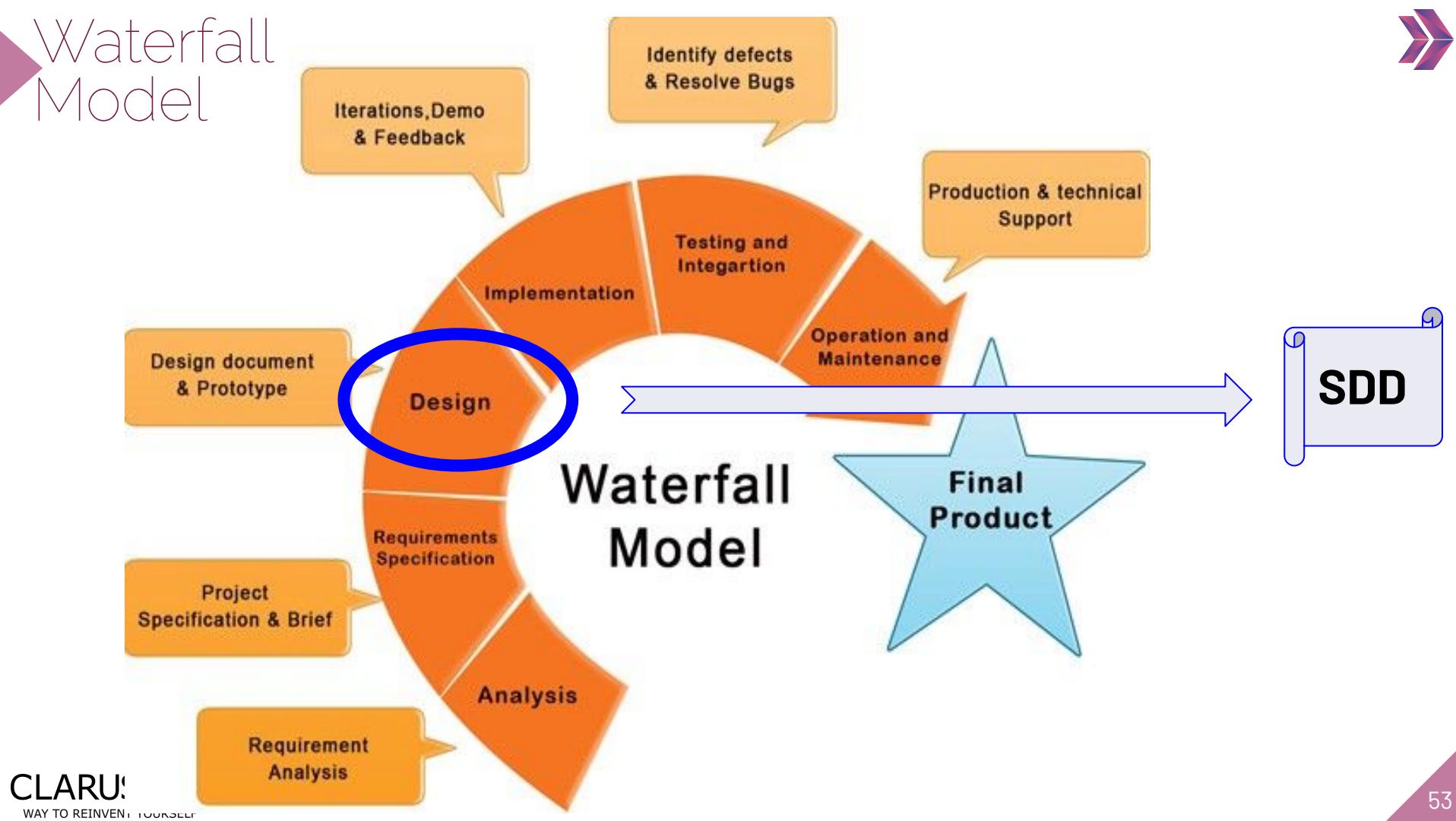




# Waterfall







# Waterfall Model



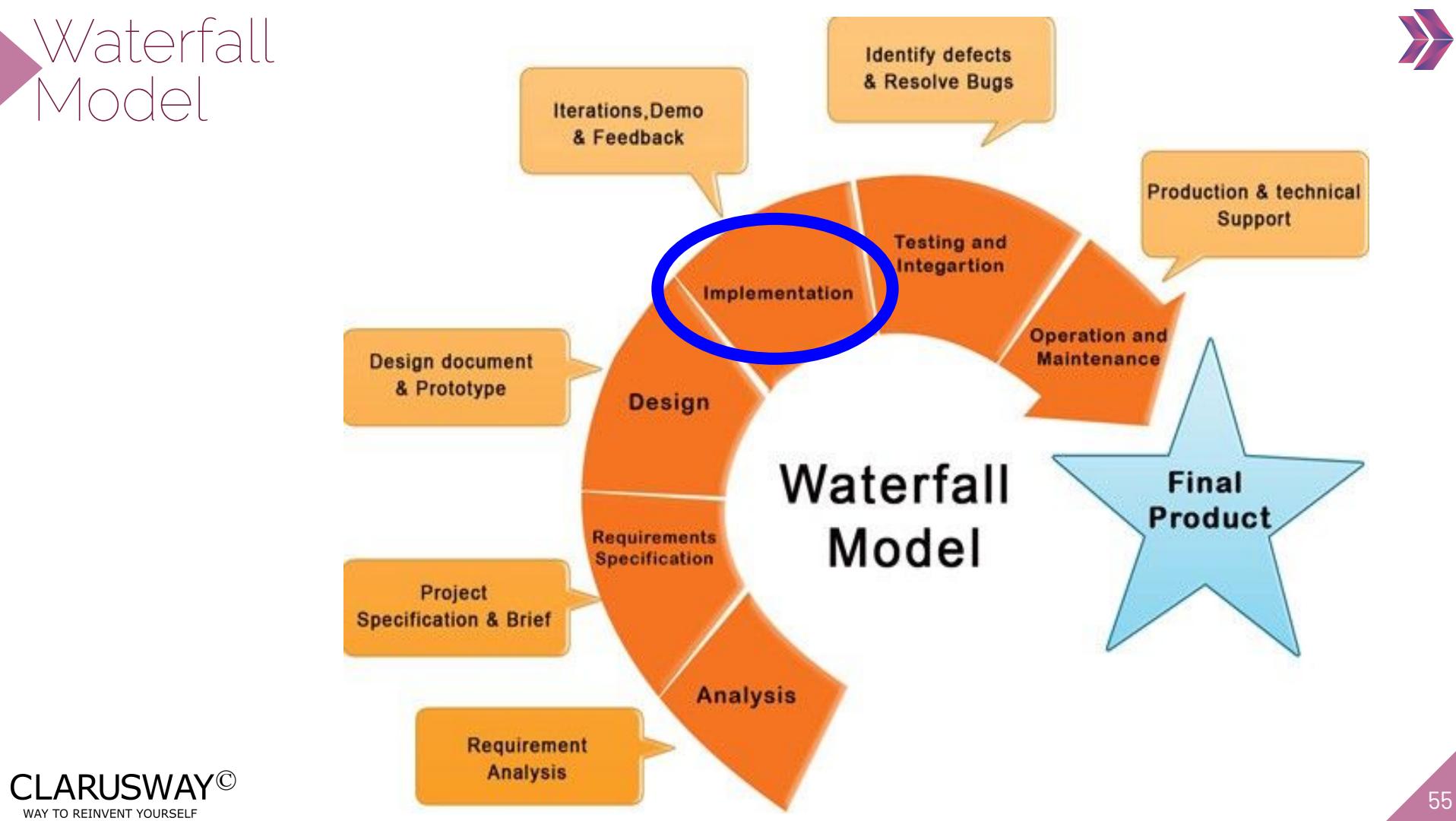
**Coding is the other name for implementation/developing in SDLC.**



Students choose an option

REINVENT YOURSELF

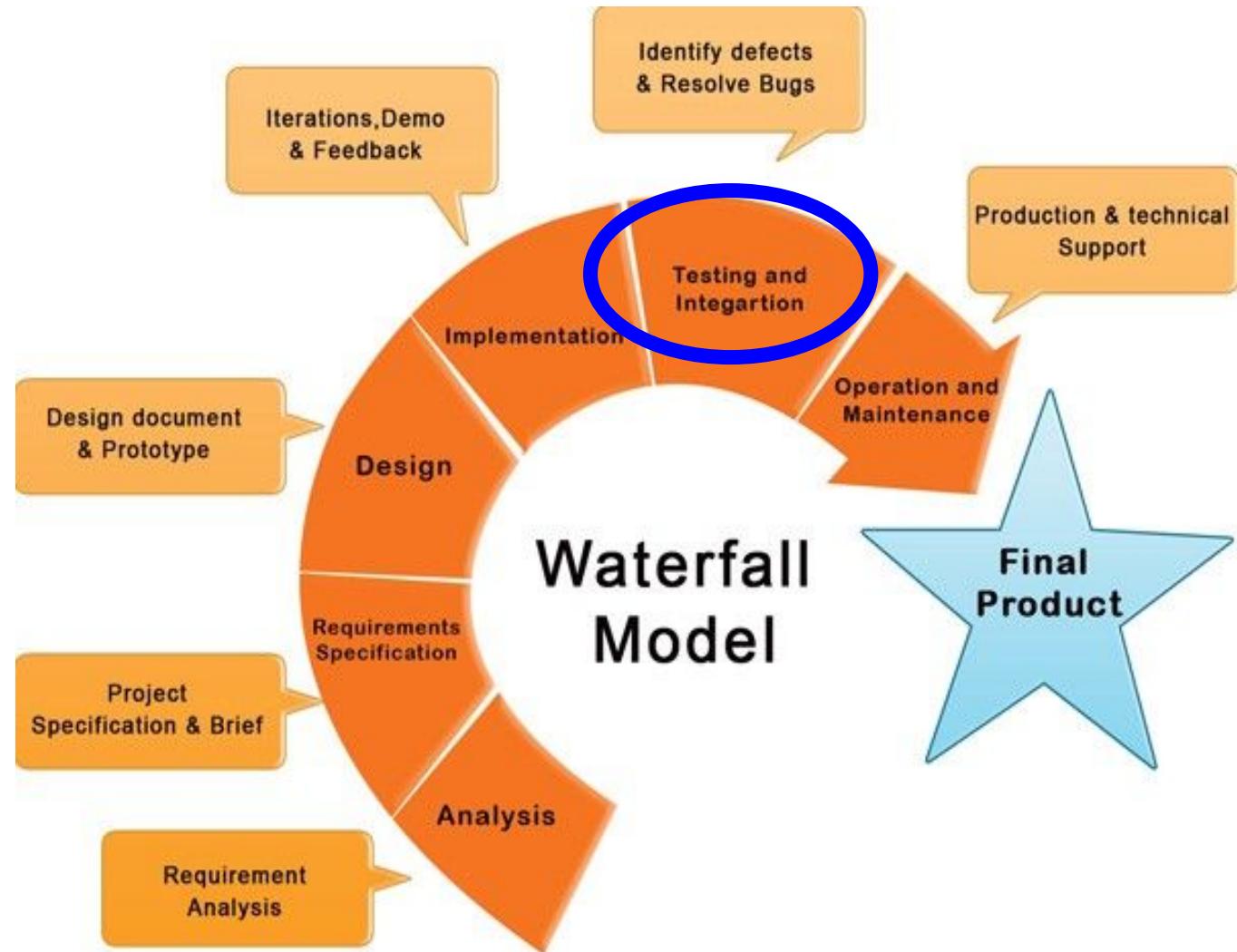
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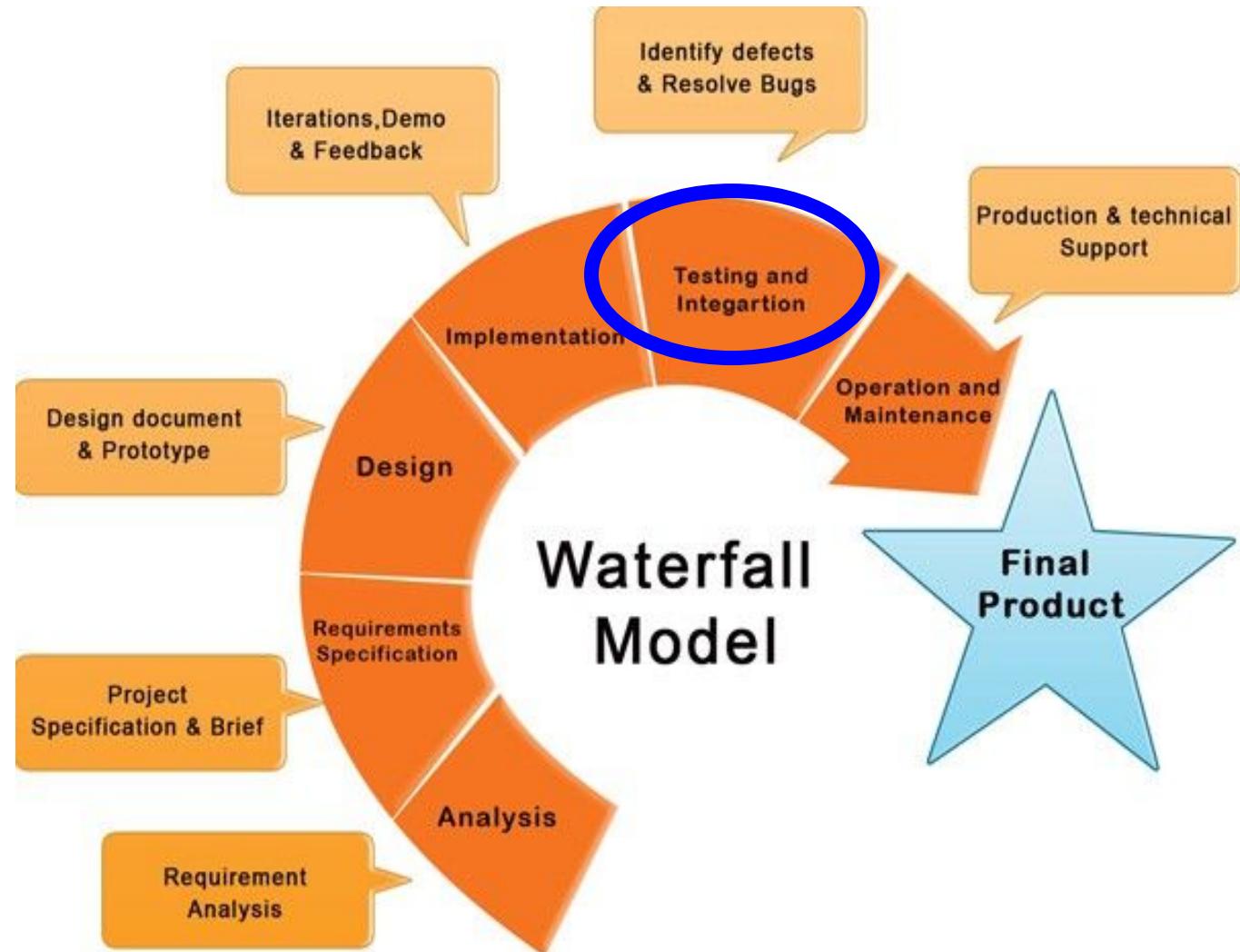
# Waterfall Model



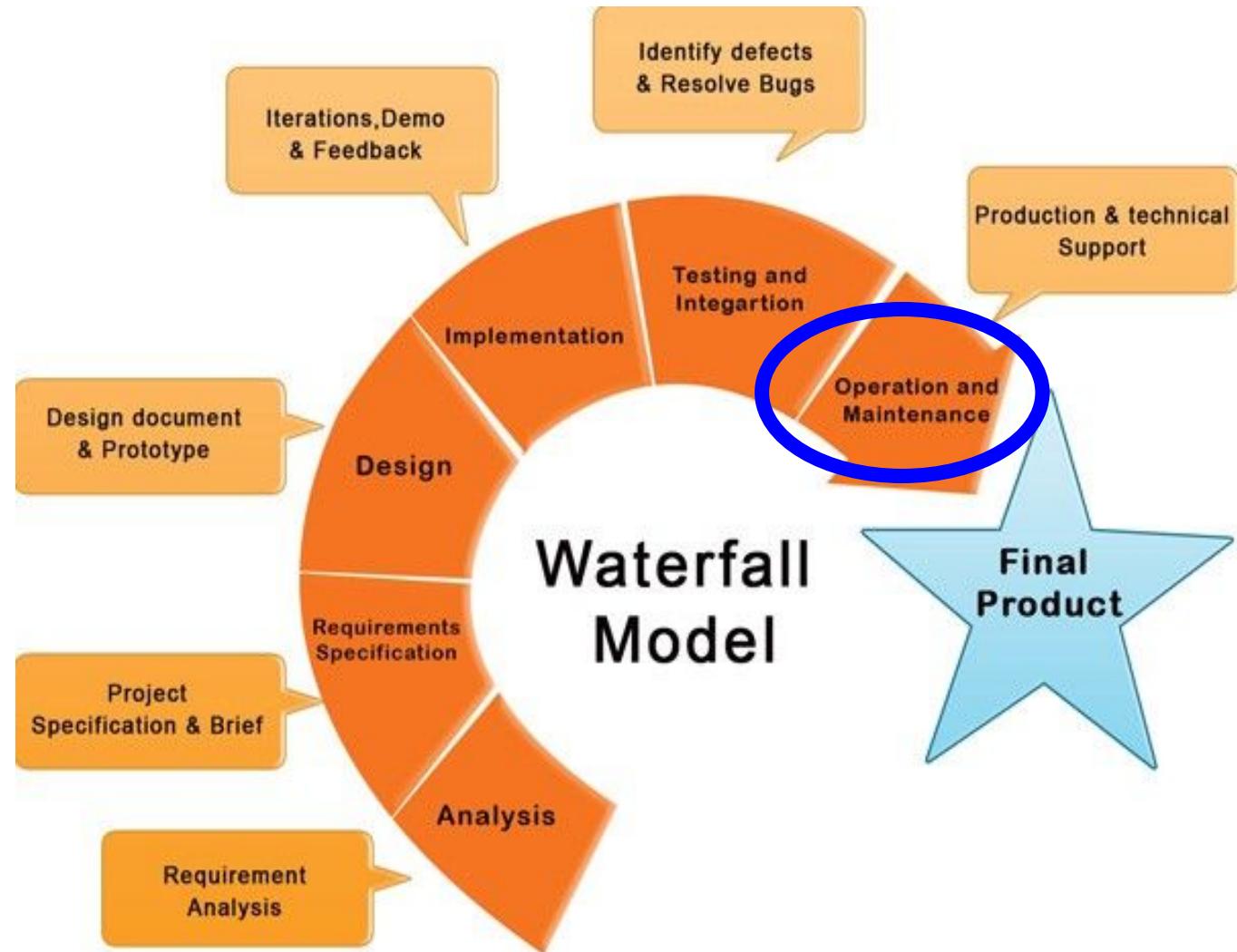
# Waterfall Model



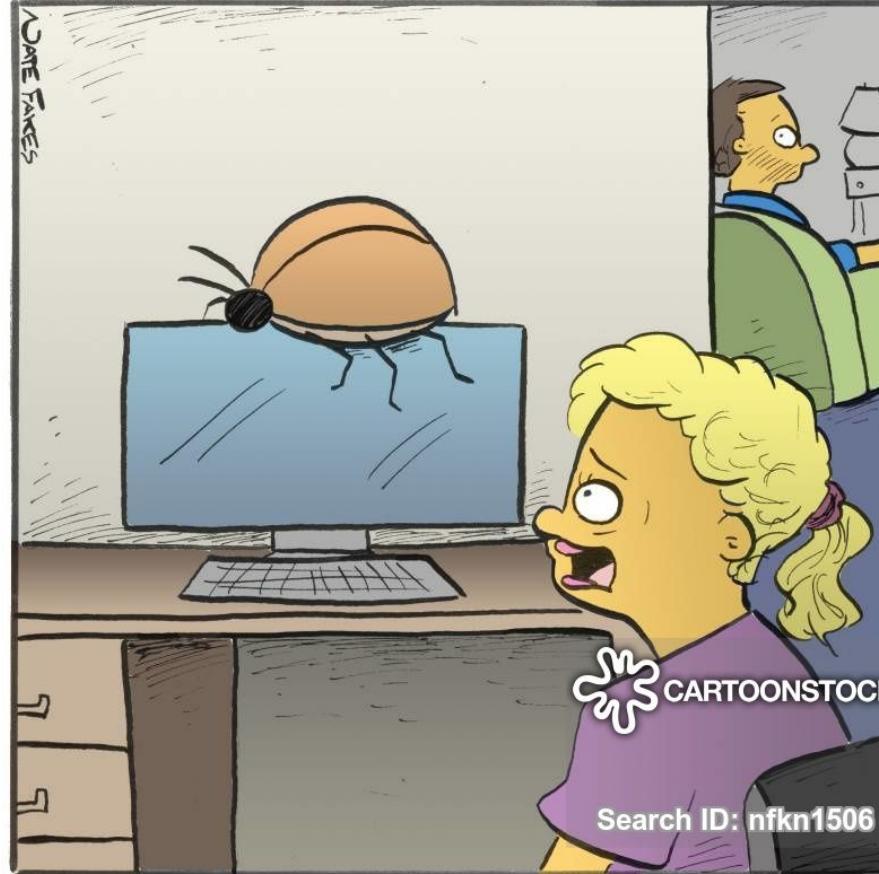
# Waterfall Model



# Waterfall Model



# Waterfall Model

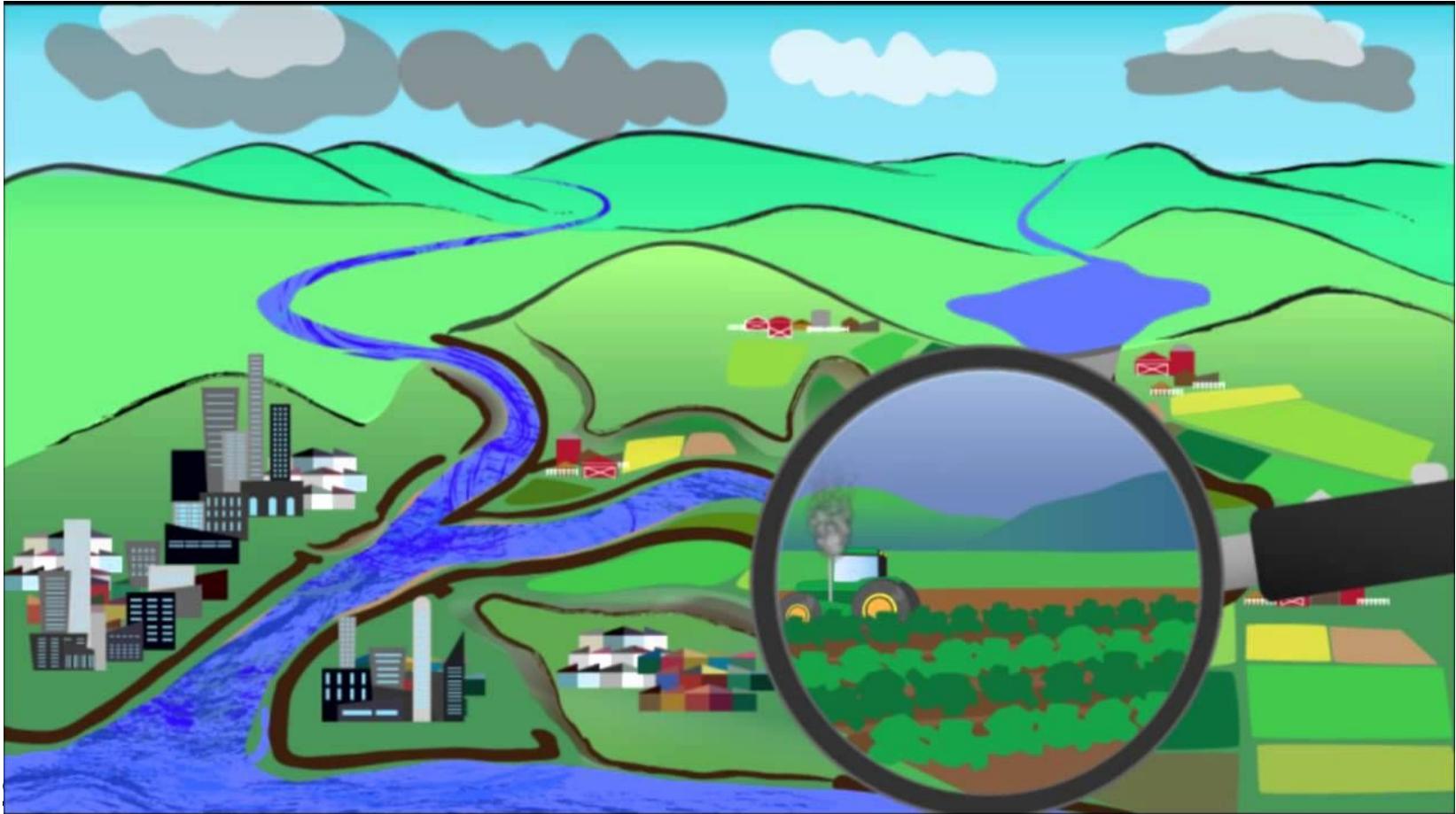


*“Hon, come quick! I  
think we have a major computer bug.”*

**Hayatım, çabuk  
geeelll!**

**Sanırıım büyük bir  
bug’ımız var.**

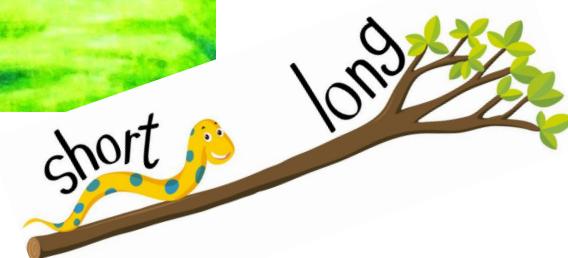
# Application of the Waterfall Model



# Waterfall Model

## Advantages

E A S Y  
E A S Y



# Waterfall Model

## Advantages



# Waterfall Model

disadvantages

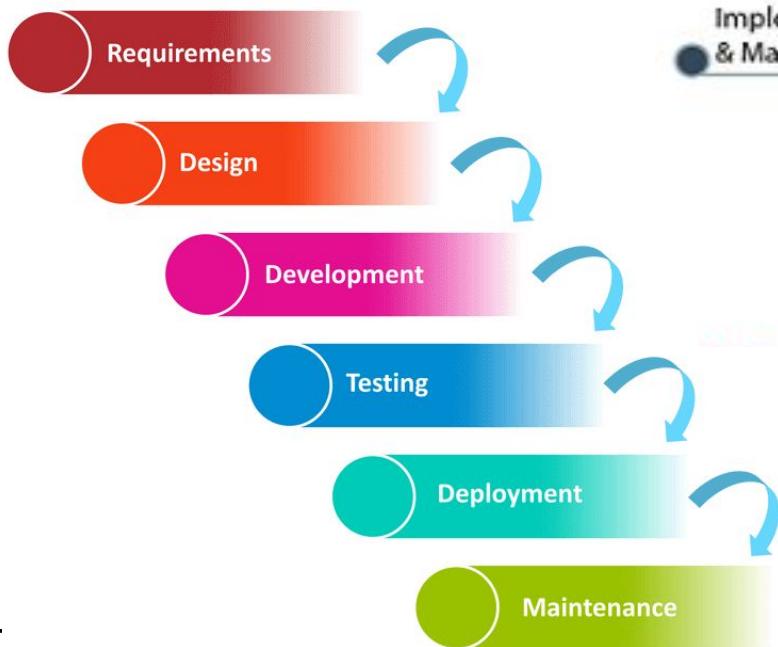


# Waterfall Model

disadvantages



# Summary







# THANKS!

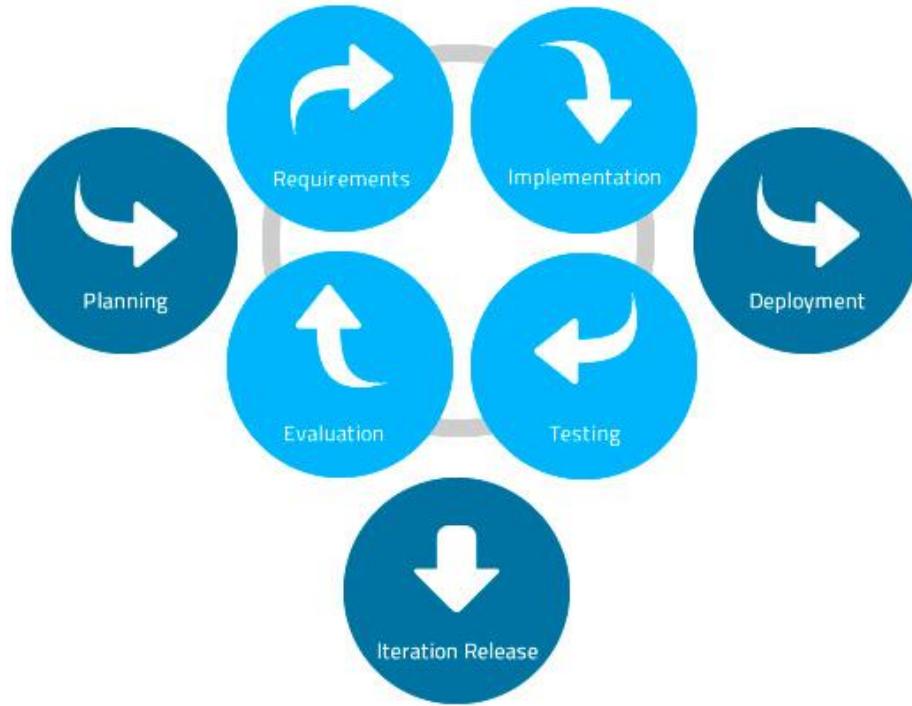
## Any questions?



4

## Iterative Model

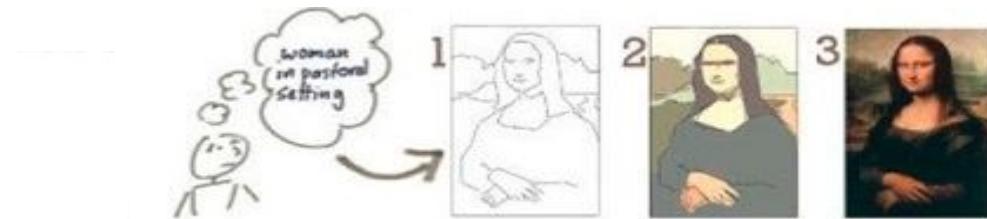
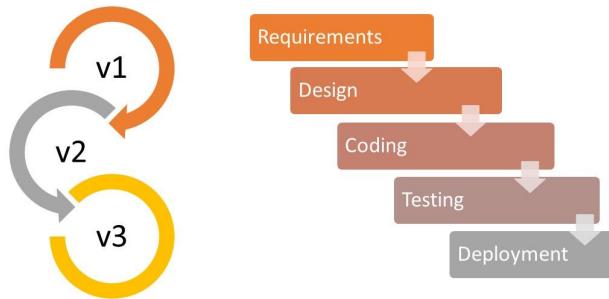
# Iterative Model





# Iterative Model

## Iteration vs Waterfall



When we work **iteratively** we create rough product or product piece in one iteration

then review it and improve it in next iteration and so on until it's finished

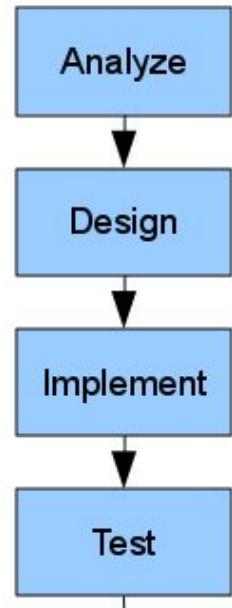
- In the first iteration the whole painting is sketched roughly
- Then in the second iteration colors are filled
- In the third iteration finishing is done

The whole product is developed step by step

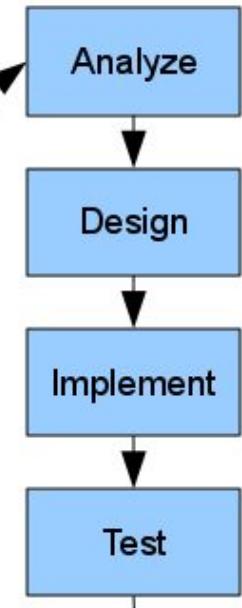


# Iterative Model

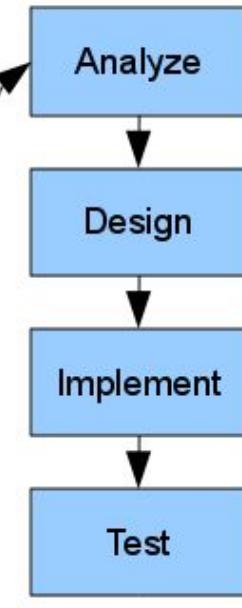
Iteration 1



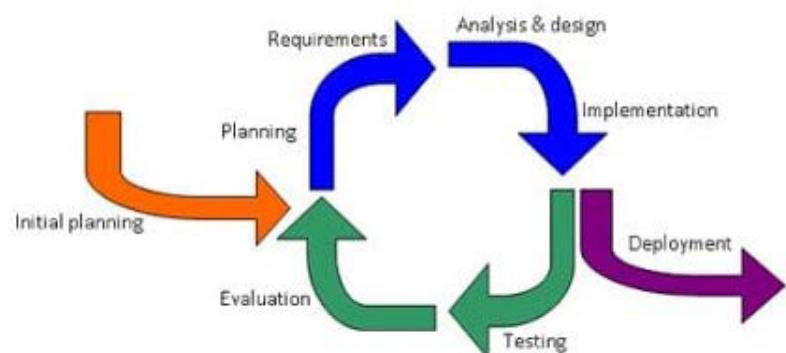
Iteration 2



Iteration 3



...Iteration N



Model 1: Typical iterative development process



# Iterative Model

advantages





# Iterative Model

## disadvantages





# Iterative Model

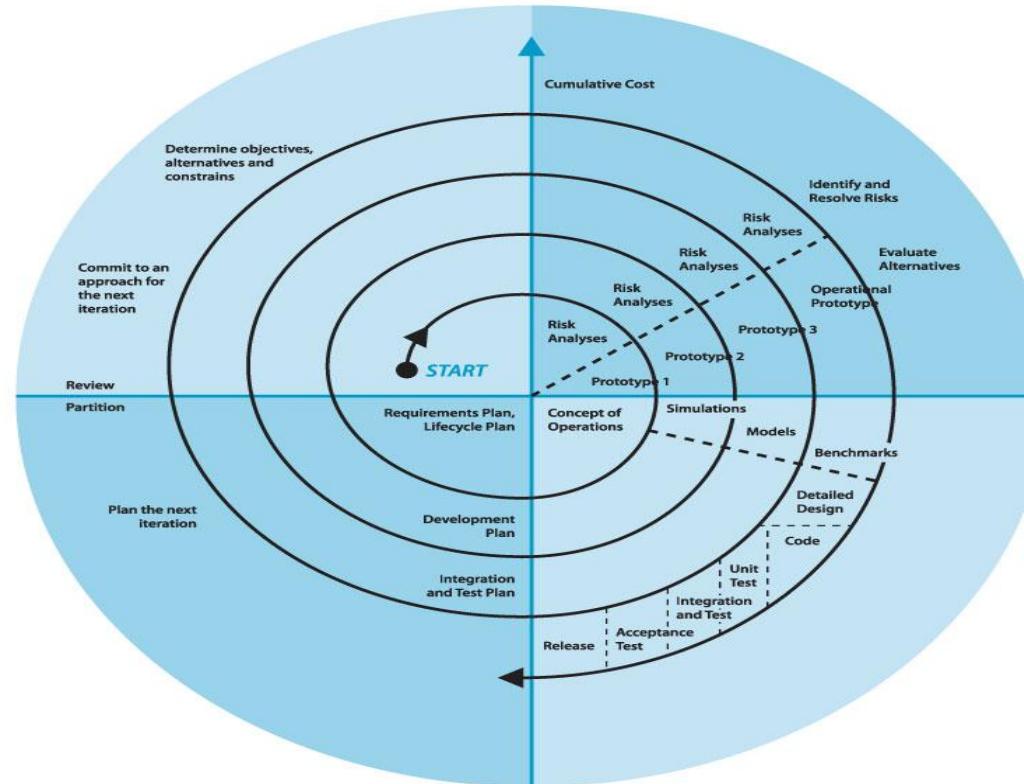
Pros	Cons
<ul style="list-style-type: none"><li>▪ Some working functionality can be developed quickly and early in the life cycle.</li><li>▪ Results are obtained early and periodically.</li><li>▪ Parallel development can be planned.</li><li>▪ Progress can be measured.</li><li>▪ Less costly to change the scope/requirements.</li><li>▪ Testing and debugging during smaller iteration is easy.</li><li>▪ Risks are identified and resolved during iteration; and each iteration is an easily managed milestone.</li><li>▪ Easier to manage risk - High risk part is done first.</li><li>▪ With every increment operational product is delivered.</li><li>▪ Issues, challenges &amp; risks identified from each increment can be utilized/applied to the next increment.</li><li>▪ Risk analysis is better.</li><li>▪ It supports changing requirements.</li><li>▪ Initial Operating time is less.</li><li>▪ Better suited for large and mission-critical projects.</li><li>▪ During life cycle software is produced early which facilitates customer evaluation and feedback.</li></ul>	<ul style="list-style-type: none"><li>▪ More resources may be required.</li><li>▪ Although cost of change is lesser but it is not very suitable for changing requirements.</li><li>▪ More management attention is required.</li><li>▪ System architecture or design issues may arise because not all requirements are gathered in the beginning of the entire life cycle.</li><li>▪ Defining increments may require definition of the complete system.</li><li>▪ Not suitable for smaller projects.</li><li>▪ Management complexity is more.</li><li>▪ End of project may not be known which is a risk.</li><li>▪ Highly skilled resources are required for risk analysis.</li><li>▪ Project's progress is highly dependent upon the risk analysis phase.</li></ul>



4

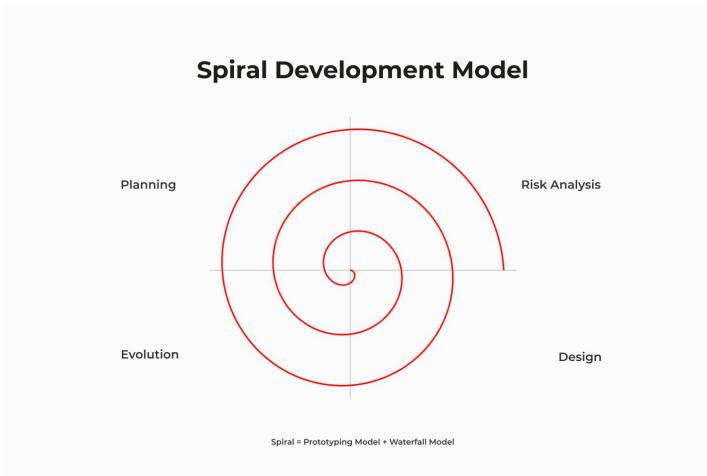
## Spiral Model

# Spiral Model





# Spiral Model

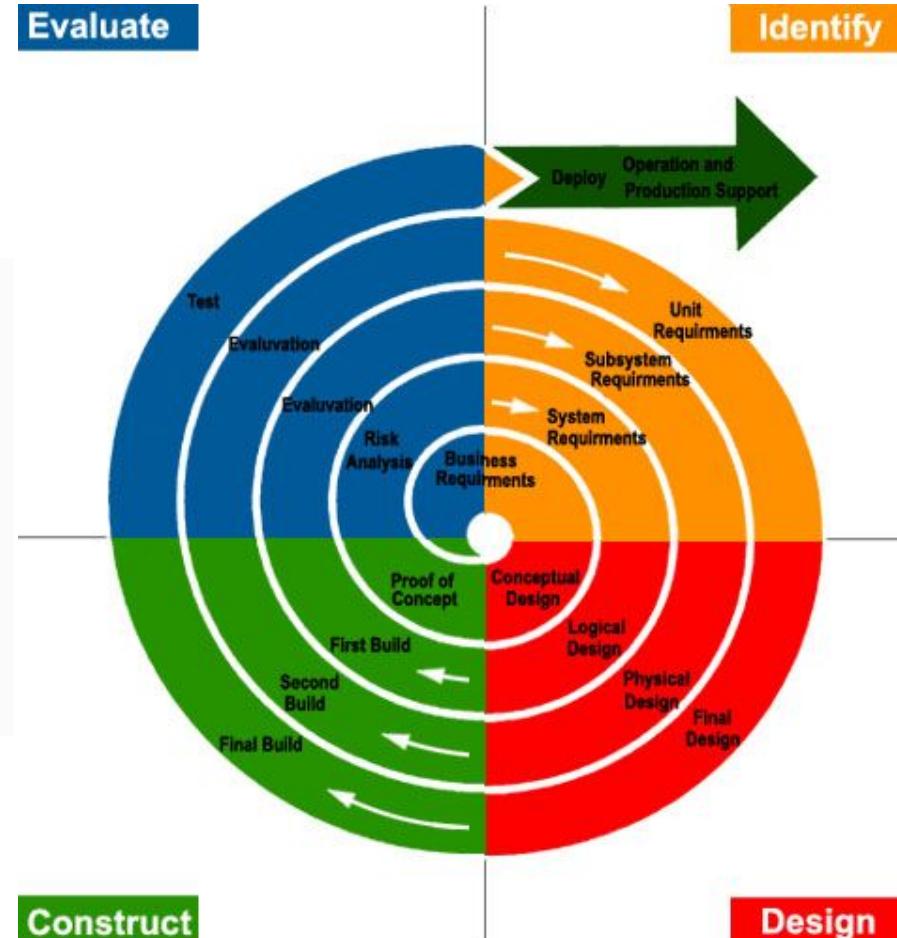


Evaluate

Identify

Construct

Design



# Spiral Model



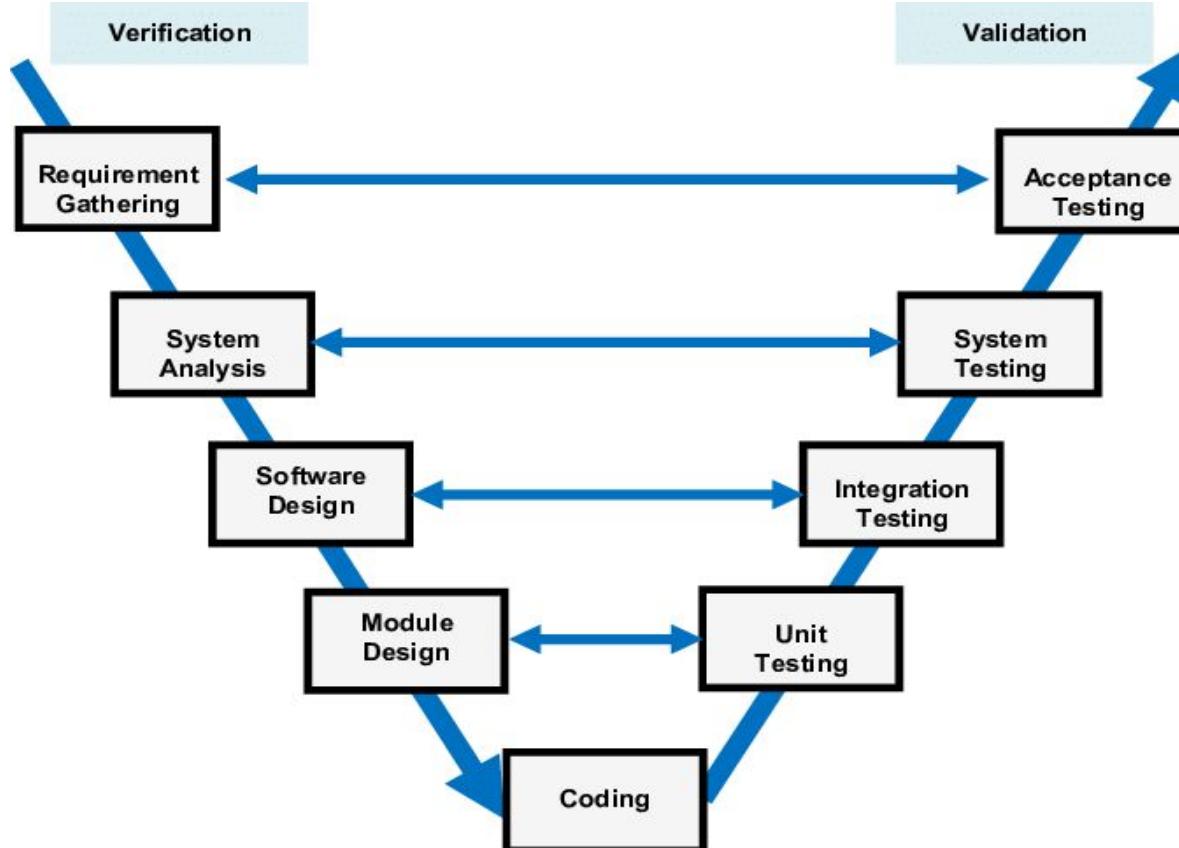
Pros	Cons
<ul style="list-style-type: none"><li>▪ Changing requirements can be accommodated.</li><li>▪ Allows for extensive use of prototypes</li><li>▪ Requirements can be captured more accurately.</li><li>▪ Users see the system early.</li><li>▪ Development can be divided into smaller parts and more risky parts can be developed earlier which helps better risk management.</li></ul>	<ul style="list-style-type: none"><li>▪ Management is more complex.</li><li>▪ End of project may not be known early.</li><li>▪ Not suitable for small or low risk projects and could be expensive for small projects.</li><li>▪ Process is complex</li><li>▪ Spiral may go indefinitely.</li><li>▪ Large number of intermediate stages requires excessive documentation.</li></ul>



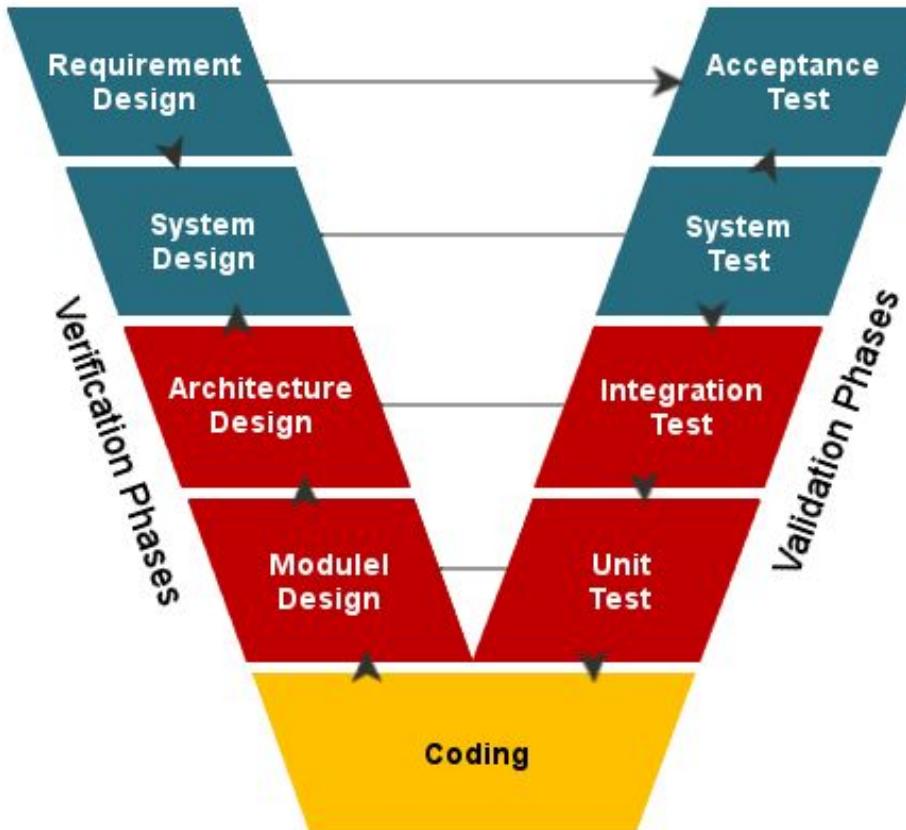
4

## V - Model

# V - Model



# V - Model





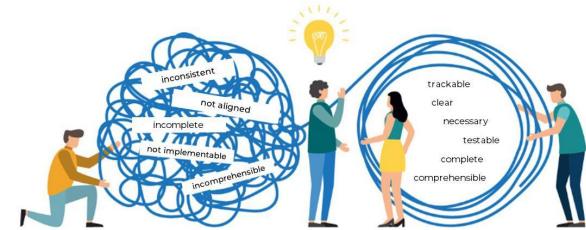
# V - Model



## advantages



Bad Requirements



# V - Model



## disadvantages



# V - Model



Pros	Cons
<ul style="list-style-type: none"><li>• This is a highly disciplined model and Phases are completed one at a time.</li><li>• Works well for smaller projects where requirements are very well understood.</li><li>• Simple and easy to understand and use.</li><li>• Easy to manage due to the rigidity of the model - each phase has specific deliverables and a review process.</li></ul>	<ul style="list-style-type: none"><li>▪ High risk and uncertainty.</li><li>▪ Not a good model for complex and object-oriented projects.</li><li>▪ Poor model for long and ongoing projects.</li><li>▪ Not suitable for the projects where requirements are at a moderate to high risk of changing.</li></ul>
	<ul style="list-style-type: none"><li>▪ Once an application is in the testing stage, it is difficult to go back and change a functionality</li><li>▪ No working software is produced until late during the life cycle.</li></ul>



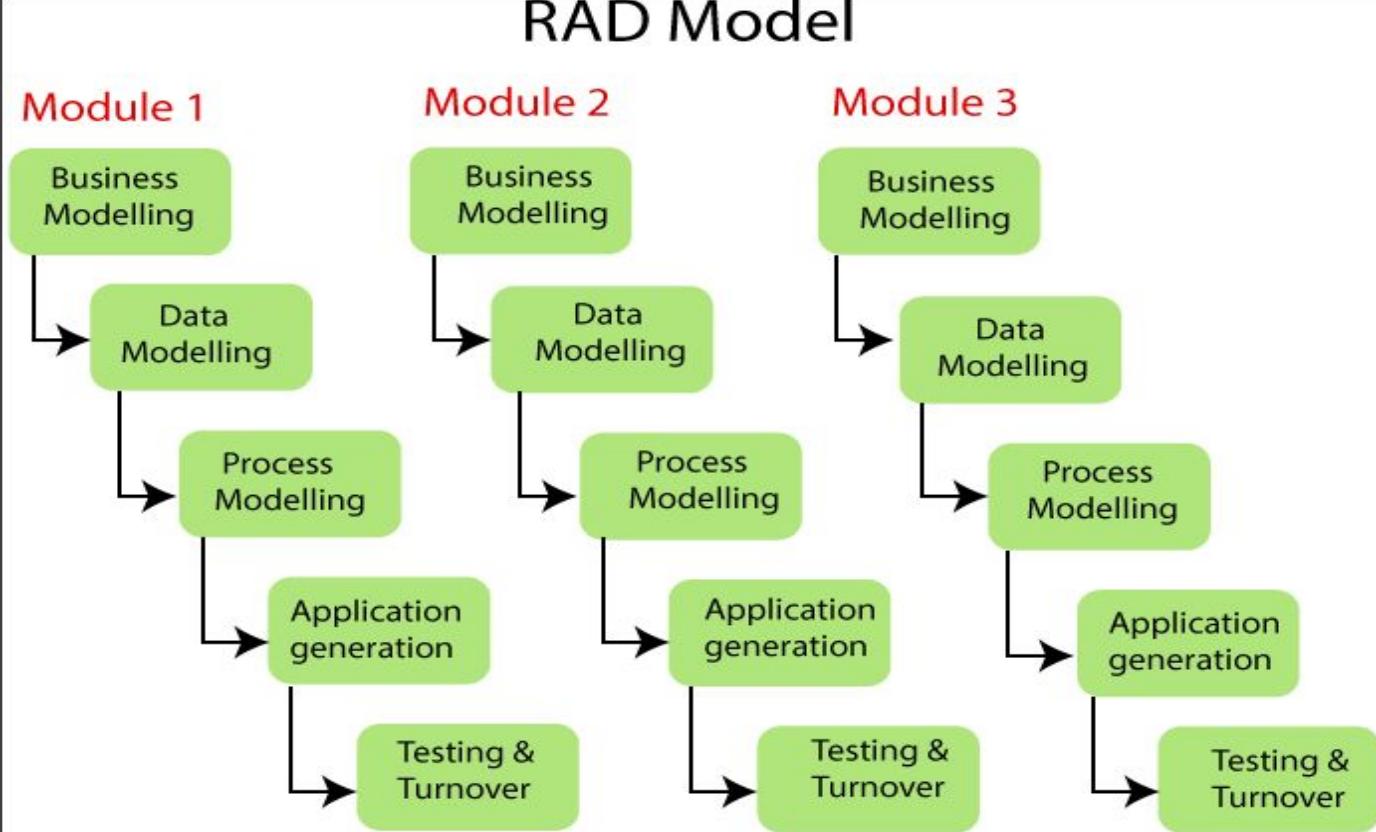
4

# RAD Model

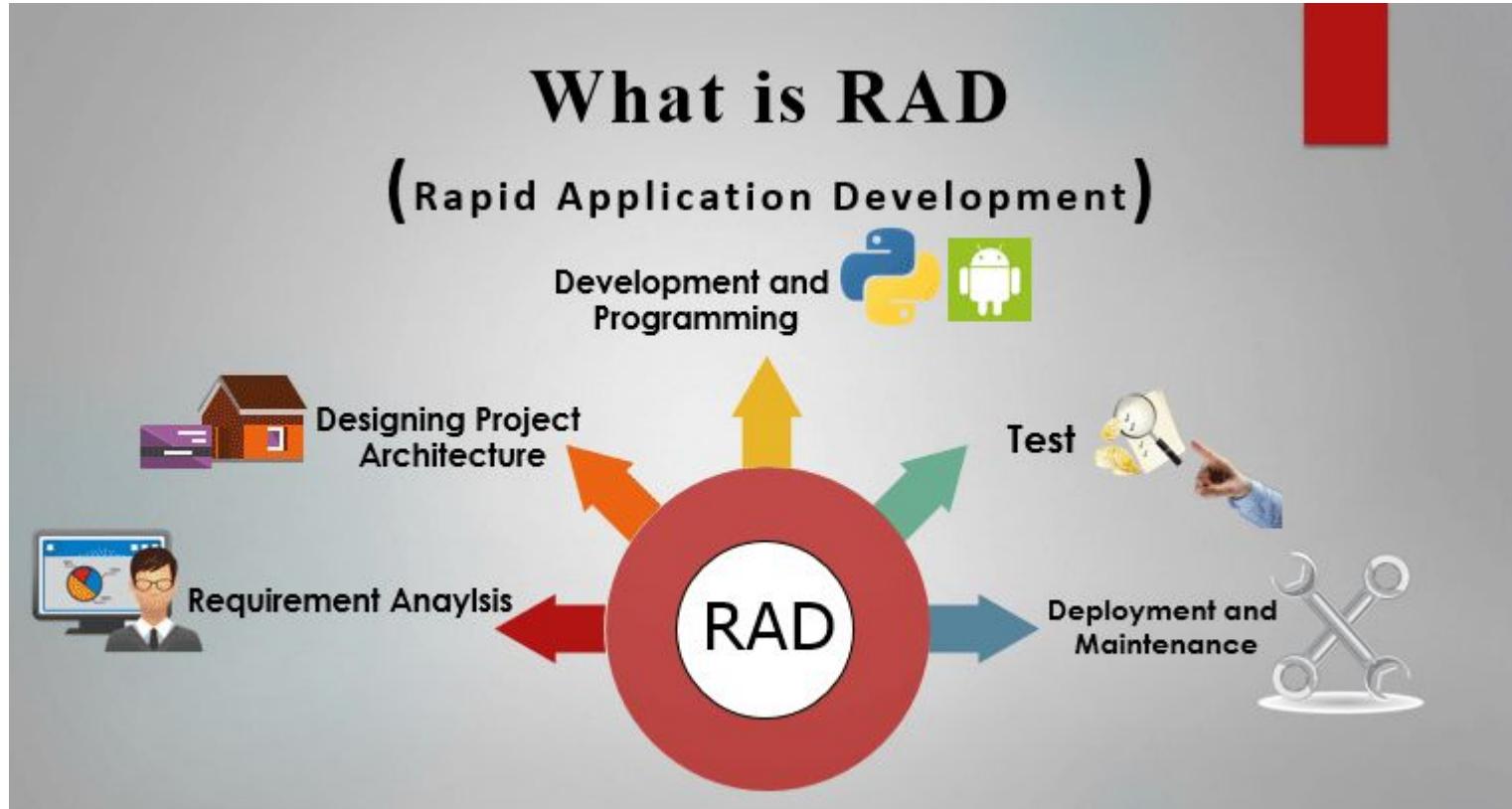
# RAD Model



## RAD Model



# RAD Model

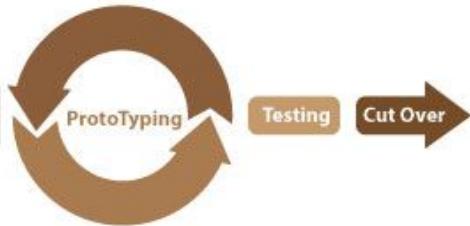




# RAD Model

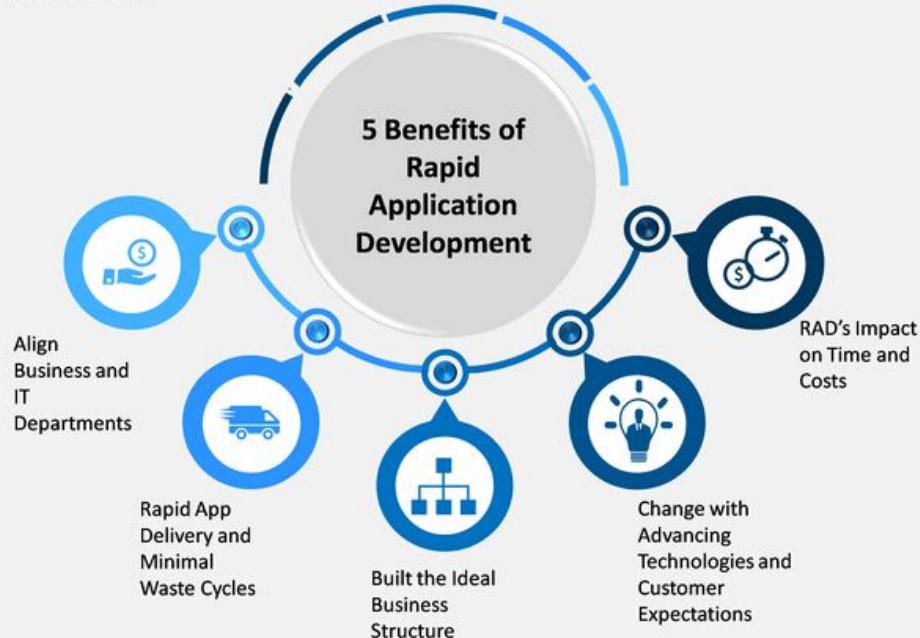
## RAD

Requirements Planning

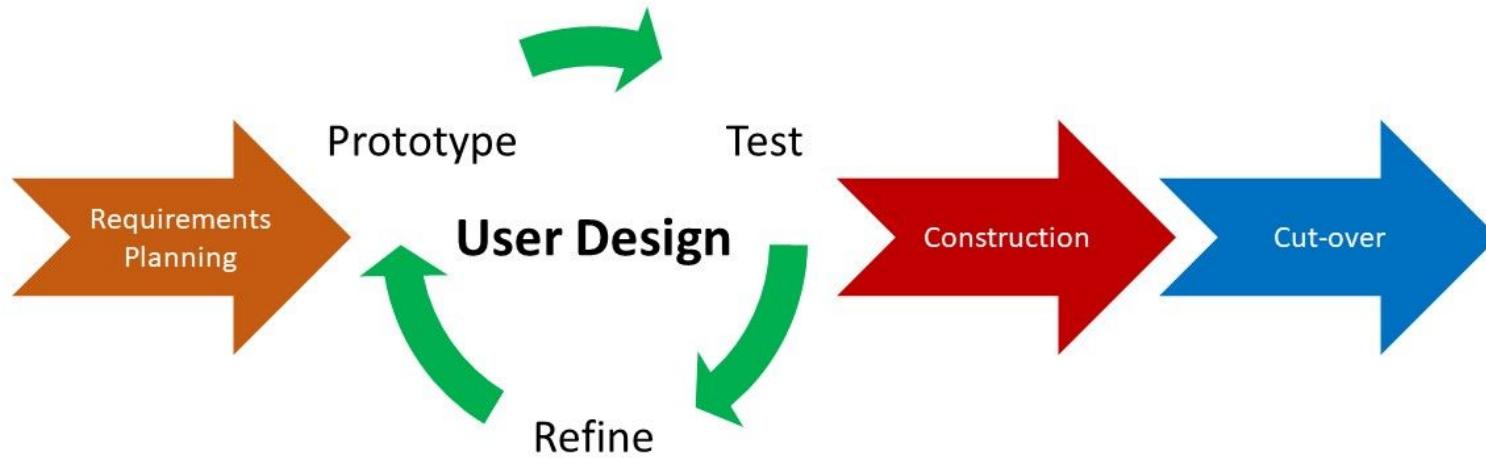


## RAPID APPLICATION DEVELOPMENT

### 5 Benefits of RAD



# RAD Model



# RAD Model



Pros	Cons
<ul style="list-style-type: none"><li>▪ Changing requirements can be accommodated.</li><li>▪ Progress can be measured.</li><li>▪ Iteration time can be short with use of powerful RAD tools.</li><li>▪ Productivity with fewer people in short time.</li><li>▪ Reduced development time.</li><li>▪ Increases reusability of components</li></ul>	<ul style="list-style-type: none"><li>▪ Dependency on technically strong team members for identifying business requirements.</li><li>▪ Only system that can be modularized can be built using RAD</li><li>▪ Requires highly skilled developers/designers.</li><li>▪ High dependency on modeling skills</li><li>▪ Inapplicable to cheaper projects as cost</li></ul>
<ul style="list-style-type: none"><li>▪ Quick initial reviews occur</li><li>▪ Encourages customer feedback</li><li>▪ Integration from very beginning solves a lot of integration issues.</li></ul>	<ul style="list-style-type: none"><li>of modeling and automated code generation is very high.</li><li>▪ Management complexity is more.</li><li>▪ Suitable for systems that are component based and scalable.</li><li>▪ Requires user involvement throughout the life cycle.</li><li>▪ Suitable for project requiring shorter development times.</li></ul>

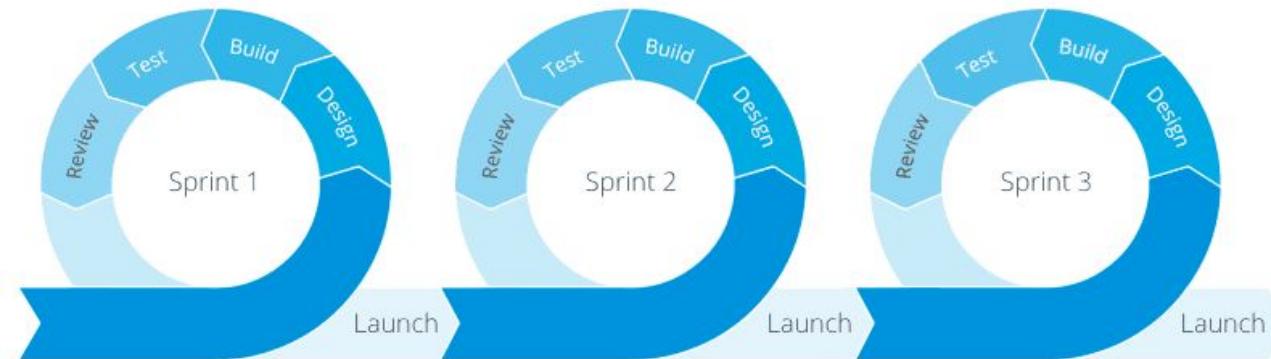


# Agile Model

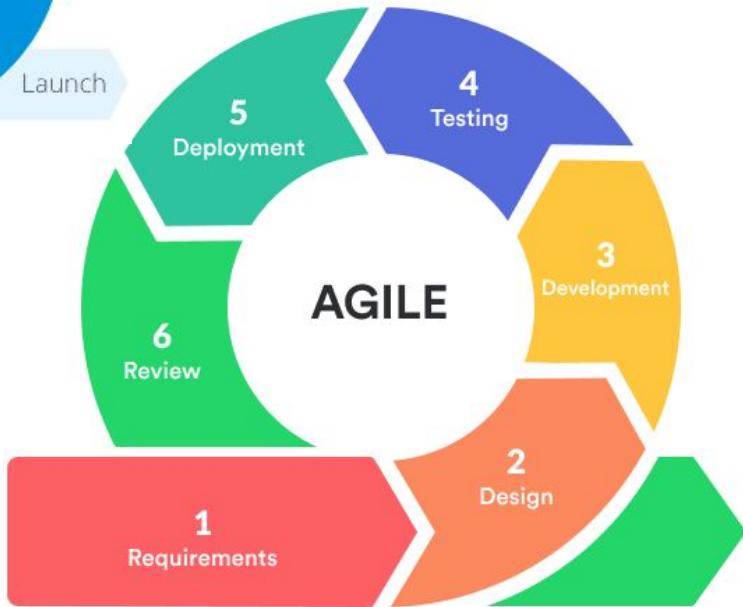




# Agile Model



Each iteration lasts from 1 - 3 weeks



# Agile Model



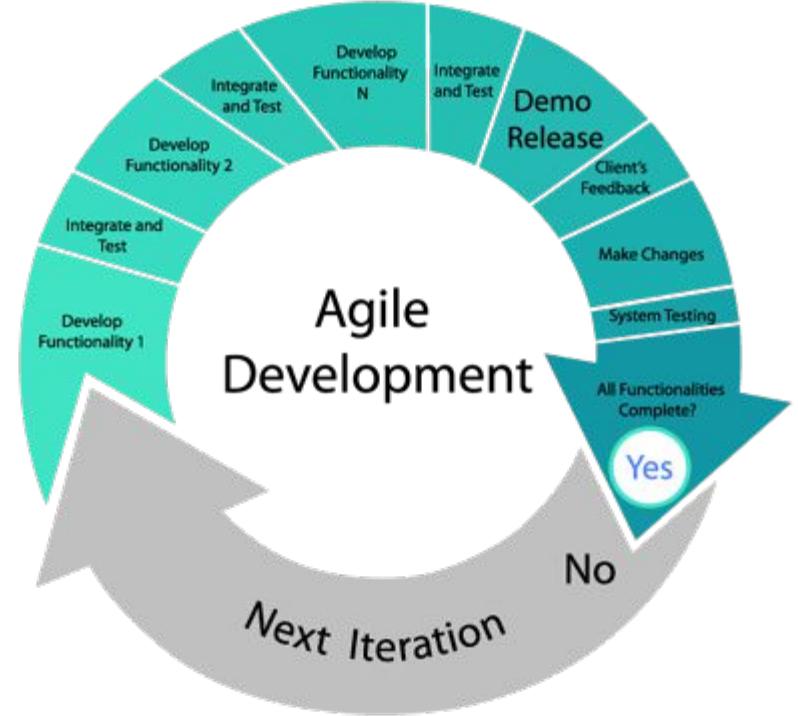
**AGILE SOFTWARE DEVELOPMENT**

# Agile Vs Traditional SDLC Models



Agile	Waterfall
<ul style="list-style-type: none"><li>● Continuous cycles</li><li>● Small, high-functioning, collaborative teams</li><li>● Multiple methodologies</li><li>● Flexible/continuous evolution</li><li>● Customer involvement</li></ul>	<pre>graph TD; Requirements[Requirements] --&gt; Design[Design]; Design --&gt; Implementation[Implementation]; Implementation --&gt; Verification[Verification]; Verification --&gt; Maintenance[Maintenance]</pre> <ul style="list-style-type: none"><li>● Sequential/linear stages</li><li>● Upfront planning and in-depth documentation</li><li>● Contract negotiation</li><li>● Best for simple, unchanging projects</li><li>● Close project manager involvement</li></ul>

# Agile Vs Traditional SDLC Models





# THANKS!

## Any questions?