**Agile Fundamentals**

1.Agile fundamentals

2.agile Requriment

3.Scrum

4.Xp and Warp up

**Building a Software**

Requriments –Design-Implementation-Verification-Operations and Maintance

**Other Variants of Waterfall**

* V model
* Sashimi model
* Spiral model
* Rup model
* Incremental model

**Note:**

**Agile is not aModel/ it is a Mindset.**

**What about Business Agility?**

The two concepts noted above are examples of an attempt to move Agile “outside of software.” Those efforts have resulted recently in the Business Agility movement.

If you extend the idea of Agile as a mindset, then people seeking Business Agility ask themselves, “How might we structure and operate our organization in a way that allows us to create and respond to change and deal with uncertainty?”

You might say that business agility is a recognition that in order for people in an organization to operate with an Agile mindset, the entire organization needs to support that mindset. Agile software development was never truly Agile until the organization changed its structure and operations to work in an uncertain environment.

**The Agile Manifesto**

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

**Individuals and interactions** over processes and tools

**Working software** over comprehensive documentation

**Customer collaboration** over contract negotiation

**Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Agile principles

1

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

2

Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage.

3

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4

Business people and developers must work together daily throughout the project.

5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

7

Working software is the primary measure of progress.

8

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

9

Continuous attention to technical excellence and good design enhances agility.

10

Simplicity–the art of maximizing the amount of work not done–is essential.

11

The best architectures, requirements, and designs emerge from self-organizing teams.

12

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.