**DAY 1**

**SDLC**

Software Development Life Cycle (SDLC) is a process used by the software industry to design, develop and test high quality software’s. It consists of a detailed plan describing how to develop, maintain, replace, and alter or enhance specific software.

**WaterFall**

Waterfall methodology is a linear project management approach, where stakeholder and customer requirements are gathered at the beginning of the project, and then a sequential project plan is created to accommodate those requirements. There are five phases of waterfall method Requirements, Design, Implementation, Verification, Maintenance. Advantages of the method are it is easy to understand, fewer production issues, better budget management.

**AGILE**

Agile software development refers to a group of software development methodologies based on iterative development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. Agile methods or Agile processes generally promote a disciplined project management process that encourages more frequent inspection and adaptation, a leadership philosophy that encourages teamwork, self-organization and accountability, a set of engineering best practices intended to allow for rapid delivery of high-quality software, and a business approach that aligns development with customer needs and company goals.

Scrum is a subset of Agile. It is a lightweight process framework for agile development, and the most widely-used one. The process is lightweight Scrum is a subset of Agile. It is a lightweight process framework for agile development, and the most widely-used one. It breaks down the agile method into several smaller incremental releases of the products called sprints, until the product is complete.

**Scrum Master**

The name was initially intended to indicate someone who is an expert at Scrum and can therefore coach others. The Scrum Master is also responsible for improving interactions between the Scrum team and the organization to maximize the productivity of the Scrum team. Finally, the Scrum Master is responsible to arranges and facilitates the team’s meetings.

**Product backlog**

The product backlog is compiled of all the things that must be done to complete the whole project. But it’s not just a simple list. An effective product backlog breaks down each of the items on the list into a series of steps that helps the development team.

Sprint Backlog is a subset of Product Backlog it contains only that item, or those items, that can be completed during each sprint.

Velocity

**Velocity** is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in **Scrum**. **Velocity** is calculated at the end of the Sprint by totaling the Points for all fully completed User Stories.

**Epic**

Are large bodies of work that can be broken down into a number of smaller tasks, Epics are a helpful way to organize your work and to create a hierarchy. Stories also called “user stories,” are short requirements or requests written from the perspective of an end user.

A sprint employs four different scrum ceremonies to ensure proper execution: sprint planning, daily scrum, sprint review and sprint retrospective.

1) Sprint Planning: This is where the team meets and decides what they need to complete in the coming sprint

2) Daily Scrum: This is a standup meeting, or a very short – 15-minute mini-meeting – for the team to make sure they’re all on the same page.

3) Sprint Review: This is another type of meeting, but one in which the team demos what they shipped in the sprint.

4) Sprint Retrospective: This is when the team reviews their work, identifying what they did well and what didn’t go as planned, so they can make the next sprint better.

**Grooming**

Grooming is when the product owner and some, or all, of the rest of the team review items on the backlog to ensure the backlog contains the appropriate items, that they are prioritized, and that the items at the top of the backlog are ready for delivery. This activity occurs on a regular basis and may be an officially scheduled meeting or an ongoing activity.

**How is Jira Usefull**

Jira Scrum board is designed so teams can organize their work around the Sprint timeframe. Jira Scrum Boards provide transparency into the team's work by slicing work into stages and utilizing burndown and velocity reports.

**Waterfall and SCRUM**

The waterfall development model or traditional software development life cycle. Its working approach is linear and sequential, it completes one activity before starting the other activity. Waterfall’s working style break up the work into the requirement, analysis, design, coding and testing, and term that phases. This works well with smaller projects

This is a member of the agile family. Scrum puts the focus on the management and development of the project. Scrum process is used to manage, develop and deliver the project on time. Scrum works best for complex projects and innovative solutions are delivered.

**Product Owner Responsibilities**

Defining the vision, Managing the product backlog, Prioritizing needs, Overseeing development stages, Anticipating client needs, Evaluating product progress at each iteration.

**Day 2**

**World Wide Web**

A Web server is software or hardware that uses HTTP (Hypertext Transfer Protocol) and other protocols to respond to client requests made over the World Wide Web (WWW).