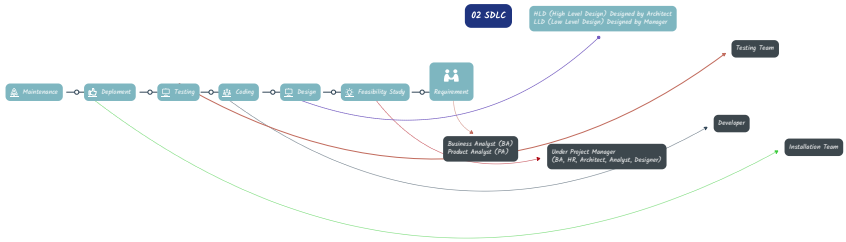
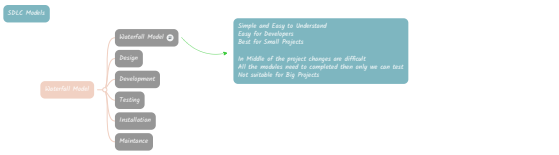
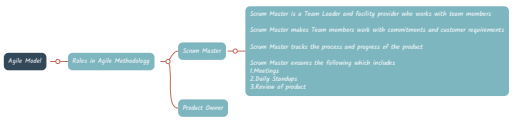
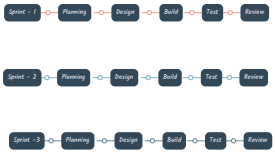






Agile Methodology is an iterative approach
Each iteration will take 1 to 4 weeks of time
Software development is faster using Agile Methodology
The single phase of Agile Methodology will take 2 to 16 months
For every 4 weeks the iteration is delivered



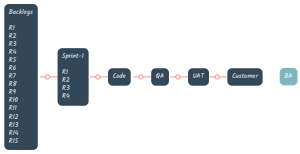
Backlog:

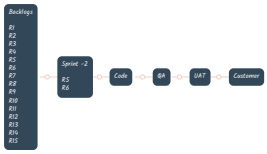
1.In Agile Model BA will prepare product backlog
2.In product backlog contains all the requirements about the product based on priority order
3.Backlog contains user stories

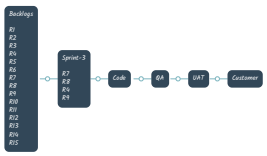
Sprint:

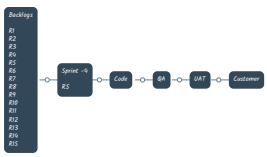
In the sprint we are having product backlogs based on priorities order and then we start coding of sprint-1
Once we start sprint-1 coding part is developed and tests case also be written
Again Testing part is done, once testing is competed it will go for UAT User Acceptance Testing and to Customer

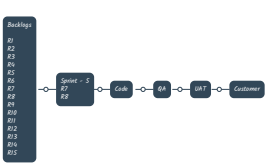
Note: Each Sprint will have about 7 to 15 days
Some time if we are not able to complete the spring it will move the next Sprint this can be called as carry forward

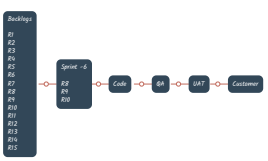












02 SDLC

1. HLD (High Level Design) Designed by Architect LLD (Low Level Design) Designed by Manager

2. Testing Team

3. Installation Team

4. Developer

5. Simple and Easy to Understand Easy for Developers Best for Small Projects In Middle of the project changes are difficult All the modules need to completed then only we can test Not suitable for Big Projects

6. Under Project Manager (BA, HR, Architect, Analyst, Designer)

7. BA

8. Sprint - 1

8.1. Planning

8.1.1. Design

8.1.1.1. Build

8.1.1.1.1. Test

8.1.1.1.1.1. Review

9. Sprint -3

9.1. Planning

9.1.1. Design

9.1.1.1. Build

9.1.1.1.1. Test

9.1.1.1.1.1. Review

10. Sprint - 2

10.1. Planning

10.1.1. Design

10.1.1.1. Build

10.1.1.1.1. Test

10.1.1.1.1.1. Review

11. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

11.1. Sprint-1 R1 R2 R3 R4

11.1.1. Code

11.1.1.1. QA

11.1.1.1.1. UAT

11.1.1.1.1.1. Customer

12. Backlog: 1.In Agile Model BA will prepare product backlog 2.In product backlog contains all the requirements about the product based on priority order 3.Backlog contains user stories

13. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

13.1. Sprint -2 R5 R6

13.1.1. Code

13.1.1.1. QA

13.1.1.1.1. UAT

13.1.1.1.1.1. Customer

14. Sprint: In the sprint we are having product backlogs based on priorities order and then we start coding of sprint-1 Once we start sprint-1 coding part is developed and tests case also be written Again Testing part is done, once testing is competed it will go for UAT User Acceptance Testing and to Customer Note: Each Sprint will have about 7 t0 15 days Some time if we are not able to complete the spring it will move the next Sprint this can be called as carry forward

15. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

15.1. Sprint-3 R7 R8 R4 R9

15.1.1. Code

15.1.1.1. QA

15.1.1.1.1. UAT

15.1.1.1.1.1. Customer

16. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

16.1. Sprint -4 R5

16.1.1. Code

16.1.1.1. QA

16.1.1.1.1. UAT

16.1.1.1.1.1. Customer

17. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

17.1. Sprint - 5 R7 R8

17.1.1. Code

17.1.1.1. QA

17.1.1.1.1. UAT

17.1.1.1.1.1. Customer

18. Backlogs R1 R2 R3 R4 R5 R6 R7 R8 R9 R10 R11 R12 R13 R14 R15

18.1. Sprint -6 R8 R9 R10

18.1.1. Code

18.1.1.1. QA

18.1.1.1.1. UAT

18.1.1.1.1.1. Customer

19. Agile Model

19.1. Roles in Agile Methodology

19.1.1. Scrum Master

19.1.1.1. Scrum Master is a Team Leader and facility provider who works with team members Scrum Master makes Team members work with commitments and customer requirements Scrum Master tracks the process and progress of the product Scrum Master ensures the following which includes 1.Meetings 2.Daily Standups 3.Review of product

19.1.2. Product Owner

20. Agile Methodology is an iterative approach Each Iteration will take 1 to 4 weeks of time Software development is faster using Agile Methodology The single phase of Agile Methodology will take 8 to 16 months For every 4 weeks the iteration is delivered

21. Waterfall Model

21.1. Waterfall Model

Simple and Easy to Understand
Easy for Developers
Best for Small Projects

In Middle of the project changes are difficult
All the modules need to completed then only we can test
Not suitable for Big Projects

21.2. Design

21.3. Development

21.4. Testing

21.5. Installation

21.6. Maintance

22. SDLC Models

23. Business Analyst (BA) Product Analyst (PA)

24. Requirement

24.1. Feasibility Study

24.1.1. Design

24.1.1.1. Coding

24.1.1.1.1. Testing

24.1.1.1.1.1. Deplomент

24.1.1.1.1.1.1. Maintenance