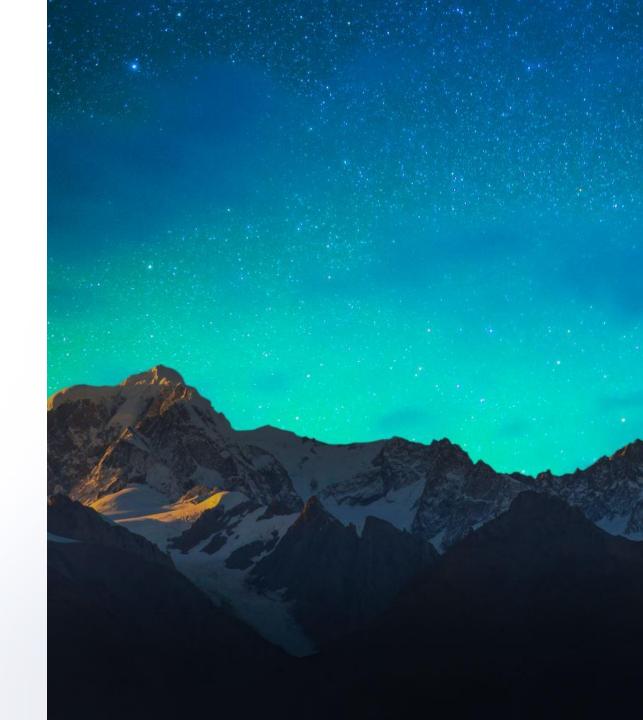


# Software Development Lifecycle

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#### Session III

#### **Outline**

We are going to learn about:

- Software Development Lifecycle
- Software Project Management
- Related Tools

#### **Learning Objectives**

At the end of the session, you will be able to:

- Identify the stages of SDLC
- Categorize processes and artifacts relevant to each stage
- Define the meanings of common terminology



## Software Development Lifecycle

- Defines steps and responsibilities
- The steps can overlap
- The steps might need revisiting



## Software Development Methodologies

- Evolution and Necessity
  - No methodology Cowboy coding
  - Traditional methodology Waterfall
  - Agile methodologies Scrum, Kanban
- Artifacts



- Concept
- Requirements
- Design
- Implementation
- Integration
- Maintenance

Feasibility Analysis

Can it be done?

Are the resources available?

Should it be done?

Buying vs. in-house



- Concept
- Requirements
- Design
- Implementation
- Integration
- Maintenance

**Functional Requirements** 

Technical Requirements

Use Cases

Terms of Reference



- Concept
- Requirements
- Design
- Implementation
- Integration
- Maintenance

Architecture

Hierarchy

Diagrams

Design Level Use Cases



- Concept
- Requirements
- Design
- Implementation
- Integration
- Maintenance

- Coding
- **Unit Testing**



Concept

Requirements

Design

Implementation

Integration

Maintenance

**Integration Tests** 

Acceptance Tests

Load Test

Phased Deployment

A/B Testing



- Concept
- Requirements
- Design
- Implementation
- Integration
- Maintenance

Feedback

Feature Requests

**Bug Reports** 



## Waterfall Methodology

- Best Practices
- Example Projects
- Strengths
- Drawbacks
  - Changing requirements!
- Conclusion: Waterfall remains relevant



## **Agile Methodologies - Scrum**

- Requirements
- Inside-out vs Linear
- Sprint
- Stand-up meetings
  - Reflection and feedback
  - Planning
  - Obstacles
- Scrum master



## **Testing**

- Unit testing
- Integration Testing
- Subsystem Testing
- System Testing
- Regression Testing
- Alpha Testing
- Beta Testing
- Acceptance Testing



## **Terminology**

- Development Environment
- Development Server
- Test Environment
- Code Freeze
- Staging
- Production
- Deployment: Rollout, Rollback



## Lean Methodologies - Kanban

- Kanban is about tasks, scrum is about deliverables
- Philosophy
  - Continuous flow
  - In progress -> Done
  - Waste Reduction
- Kanban Board
- Ticketing Systems



## Lean Methodologies - Kanban

- Visualize the Workflow
- Limit your Work in Progress (WIP)
- Manage the Flow
- Implement Feedback Loops
- Make Process Policies Explicit
- Improve Collaboratively



## Tools

- Jira
- Git
- Microsoft Project



### References

1. Bennatan, E.M., (2000) "On Time, Within Budget: Software Project Management Practices and Techniques", Wiley