

# CITY UNIVERSITY

“Creating of Culture of Excellent”

## Assignment: 01

**Course Code:- CSE-325**

**Course Title:- System Analysis and Design**

**Submitted By:-**

ID : 171442518

Name : Md-Alhaj Uddin

Program :CSE(Eve)

Semester : 7th

**Submitted To:-**

**Supta Richard Philip**

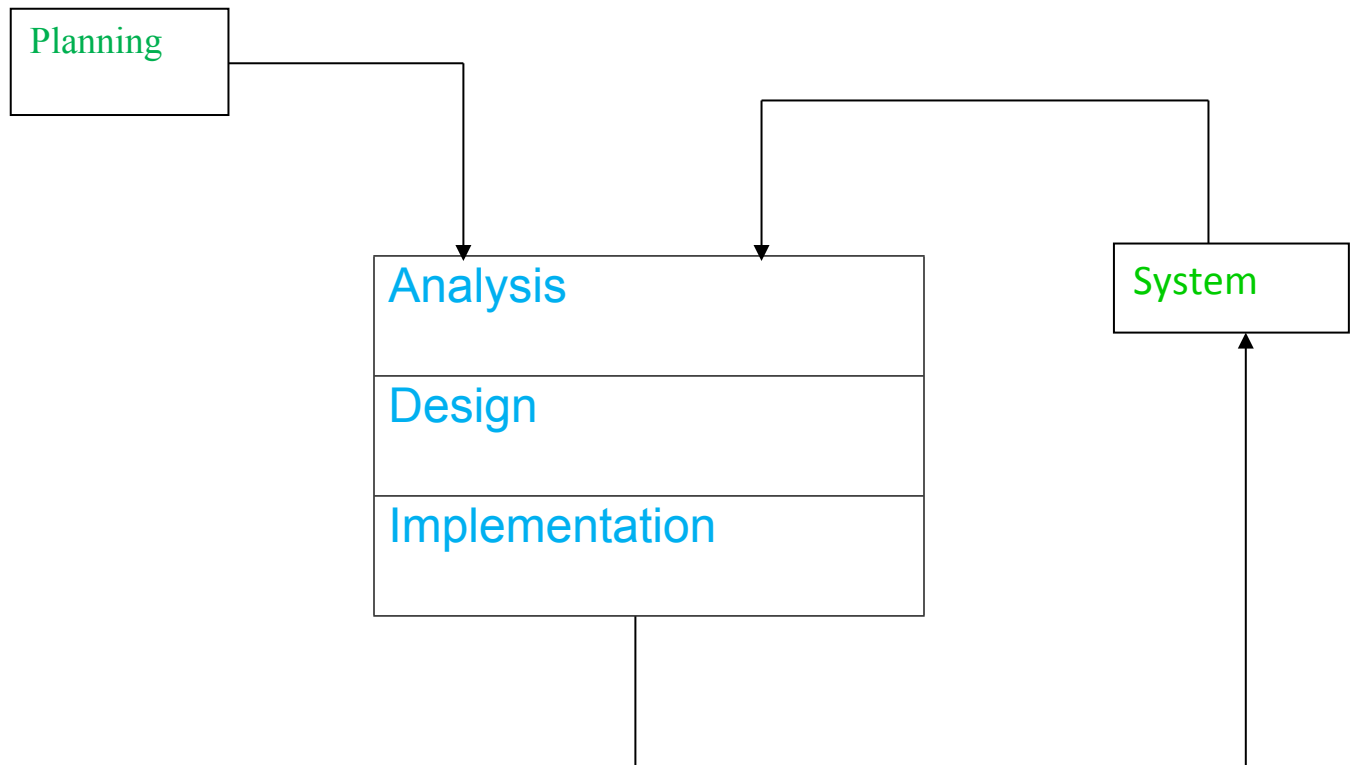
Senior Lecture

Department of Computer Science

City University, Bangladesh

**Introduction:** The Agile Method is a particular approach to project management that is utilized in software development. This method assists teams in responding to the unpredictability of constructing software. It uses incremental, iterative work sequences that are commonly known as sprints.

**Methodology:**



## Planning:

Planning is the process of thinking about the activities required to achieve a desired goal. It is the first and foremost activity to achieve desired results. It involves the creation and maintenance of a plan, such as psychological aspects that require conceptual skills. There are even a couple of tests to measure someone's capability of planning well. As such, planning is a fundamental property of intelligent behavior. An important further meaning, often just called "planning" is the legal context of permitted building developments.

## Design:

Design is a work process which has a user perspective and drives development based on your specific customers' needs.

Methods and approaches differ depending on what you are developing but whether that involves processes in the healthcare sector or product development at a company we can say with certainty that design will help you to find new solutions.

## Implementation:

Implementation is the realization of an application, or execution of a plan, idea, model, design, specification, standard, algorithm, or policy..

## System:

A system is a collection of elements or components that are organized for a common purpose. The word sometimes describes the organization or plan itself (and is similar in meaning to *method*, as in "I have my own little system") and sometimes describes the parts in the system

**Conclusion:** Agile models are based on iterative software development. An independent working module is built after the completion of iteration. Iteration should not consume more than two weeks to complete a code. Agile methodologies invite the developers to get involved in testing, rather than a separate quality assurance team.

Agile methodologies are suitable in changing environments because of new practices and principles that enable a team to develop a product in short duration.

**Reference:** <http://agilemethodology.org/>

<http://www.ambysoft.com/essays/agileLifecycle.html>Dyba,