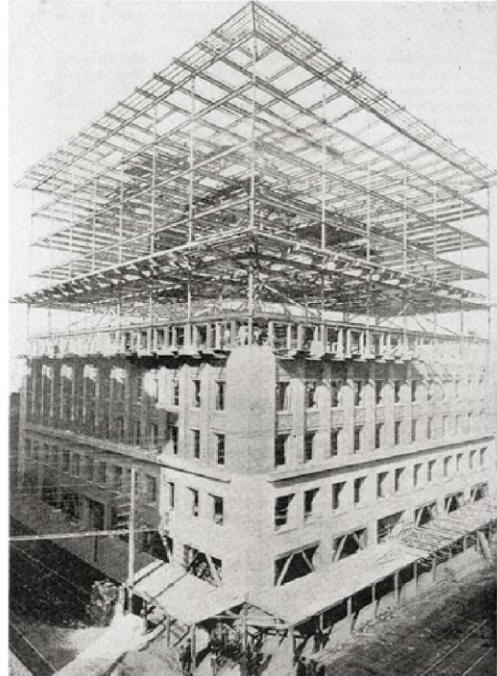




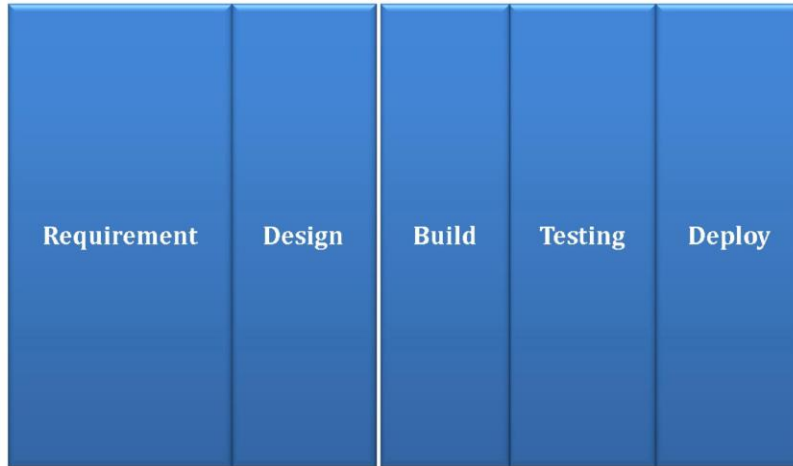
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Development Model



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Development Model



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Water Fall



Requirement Analysis



Design



Coding/ Build



Testing



Deployment



Maintenance

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Assignment



What could be possible benefits in waterfall Model?

What are disadvantage of waterfall Model?

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Development Model



| | | | | |
|-------------|--------|-------|---------|--------|
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |

Iterative



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Development Model

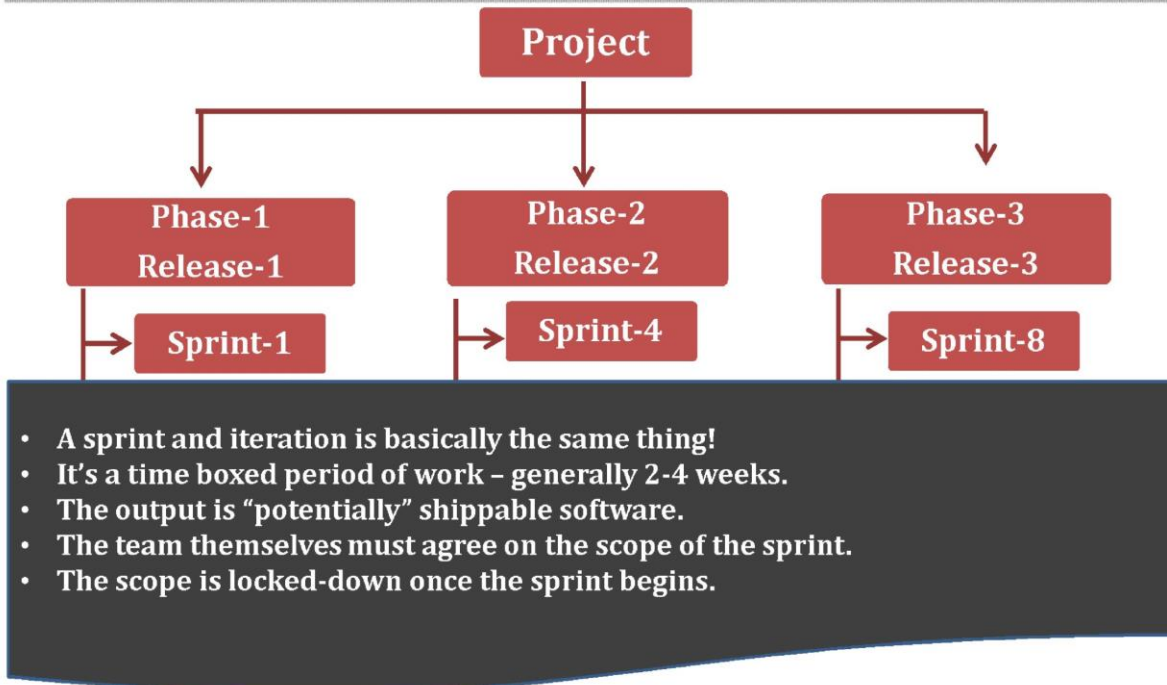


Agile

| | | | | |
|-------------|--------|-------|---------|--------|
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |
| Requirement | Design | Build | Testing | Deploy |



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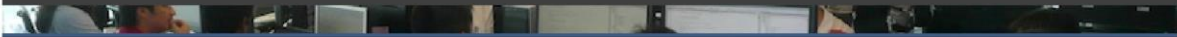


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War Room



Why do we need **War Room**?



1. Even when the team is at the same location, sending e-mails for each small detail and then waiting for the reply is time consuming
2. It's the easiest way to see EVERYONE related to project in one room
3. Asking a question is as simple as waving at someone.
4. Everyone can see the Project Wall
5. Product Owner or Scrum Master is available when ever needed
6. Everyone can see the Current Stories running and also see the Cards



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Sprint Terminology



War Room



Where every body sit together

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Sprint Terminology



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Project Wall/Agile Wall



Agile Project Wall is big visible chart which shows the progress of the project status



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Sprint Terminology



War Room

→ Where every body sit together

Project Wall

→ Story holder which represents the current status of the project

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Story



Requirement:1

As a QA student I want to get a Job so that I can start my professional Carrier

Requirement:2

As a facebook user I want to upload my picture so that its visible to my friends

- ✓ Story is nothing but Business Requirements.
- ✓ The structure of a story is: "As a <user type> I want to <do some action> so that <desired result>".

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Sprint Terminology



War Room

→ Where every body sit together

Project Wall

→ Story holder which represents the current status of the project

Story

→ Story is nothing but Business Requirements

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Roles & Responsibility



Product Owner:

- ✓ Team Leader
- ✓ Sets direction, goals, priorities & guidance



Functional Manager

- ✓ Dev. teams member also report to own functional manager



Scrum Master:

- ✓ Keep the process Moving
- ✓ Team Coach(Facilitator)

Dev Team:

- ✓ Designer, Programmer & QA Analyst

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Sprint Terminology



War Room

→ Where every body sit together

Project Wall

→ Story holder which represents the current status of the project

Story

→ Story is nothing but Business Requirements

Role & Responsibility

→ Product Owner/ Scrum Master/ Dev Team

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Question & Answer(QA)



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Summary of Key Concepts



- There are many Software Development Methodologies exist, few of them are: Waterfall, Iterative, V-Model, Agile and TDD(Test Driven Development).
- Waterfall is top down approach which start from requirement analysis, design, coding, testing, deployment and maintenance.
- There are many advantages and disadvantages in waterfall method, few of them are
 - Advantages:
 - Being a linear model, it is very simple to implement.
 - Documentation is produced at every stage of the software's development.
 - The amount of resources required to implement this model are minimal.
 - Requirements are remain static.
 - Disadvantages:
 - Cannot go back a step; if the design phase has gone wrong, things can get very complicated in the implementation phase
 - Time consuming.
 - Until previous phase is complete, cannot proceed to next phase.
 - Doesn't support Requirement change.
- Iterative: Iterative development models , where development is carried in phases , with each phase adding a functionality to the software. Each phase goes through a complete SDLC.

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Summary of Key Concepts



- Agile: Agile methods break tasks into small pieces (Sprint) with minimal planning. Sprints are short time frames (timeboxes) that typically last from one to four weeks. Each sprint goes through a full software development cycle. This minimizes overall risk and allows the project to adapt to changes quickly.
- A sprint and iteration is basically the same thing. It's a time boxed period of work – generally 2-4 weeks. The output is “potentially” shippable software. The team themselves must agree on the scope of the sprint. The scope is locked-down once the sprint begins.
- War room is needed when the team is at the same location, sending e-mails for each small detail and then waiting for the reply is time consuming, it's the easiest way to see EVERYONE related to project in one room. Asking a question is as simple as waving at someone. Everyone can see the Project Wall. Product Owner or Scrum Master is available when ever needed. Everyone can see the Current Stories running and also see the Cards.
- Agile Project Wall is big visible chart which shows the progress of the project status.
- Project Wall is Story holder which represents the current status of the project .
- Story is nothing but Business Requirements.
- Scrum is an agile framework for completing complex projects.

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Summary of Key Concepts



- Scrum Master responsible for making sure the team follows and practices of Scrum. Keep Process Moving. Also, the Scrum Master does anything possible to help the team perform at their highest level. This involves removing any impediments to progress, facilitating meetings.
- Product Owner is a team leader who collects stories from Stakeholders, Sets Direction, goals, priorities & guidance. Also he/she ensures the Team is building the right product.
- In Agile, Dev team includes Designer, Architect, Developer and QA.

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