

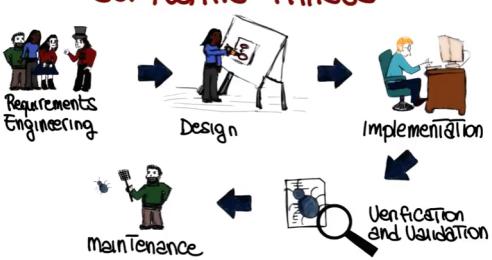
 DA-IICT

---

## IT 314: Software Engineering

*Software Process Models - AGILE*

**SOFTWARE PHASES**



The diagram illustrates the five phases of software development: Requirements Engineering, Design, Implementation, Verification and Validation, and Maintenance. Each phase is represented by a person icon and a brief description. Arrows indicate a sequential flow from Requirements Engineering through Implementation, and a feedback loop from Maintenance back to Verification and Validation.

---

1



---

## Agile Software Development

Agile reduces the risk by delivering the value of the project very early

---

## Agile Software Development

Traditional Software Development - Opposed to Agile

1. PLAN

2. BUILD

3. TEST

WHAT'S THE  
PROBLEM  
WITH A  
TRADITIONAL  
PROJECT ?

## Agile Software Development

CHANGE!

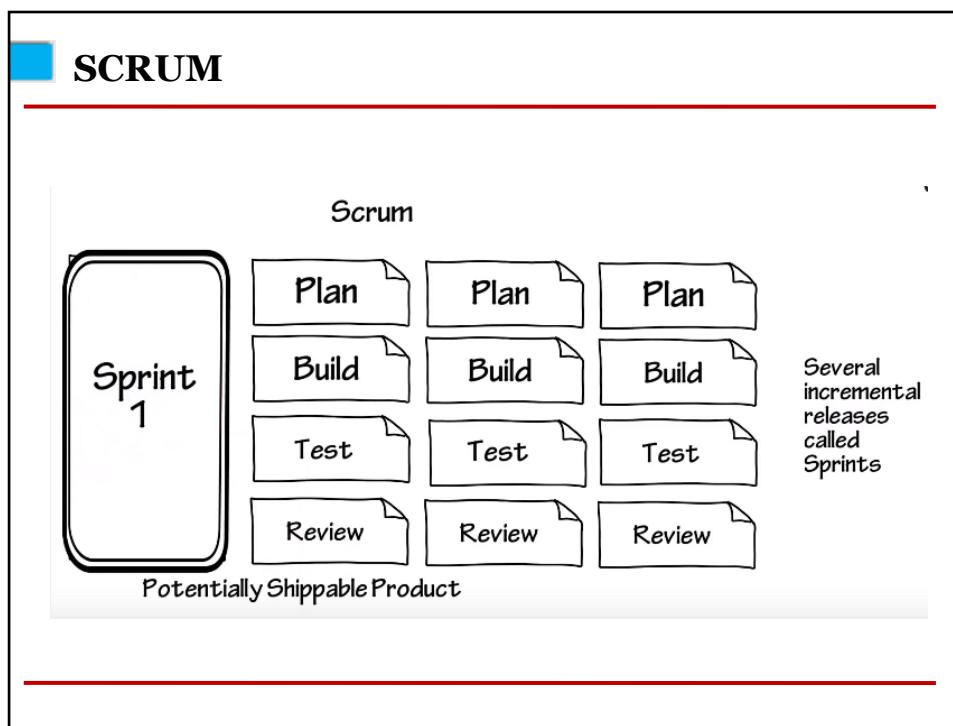
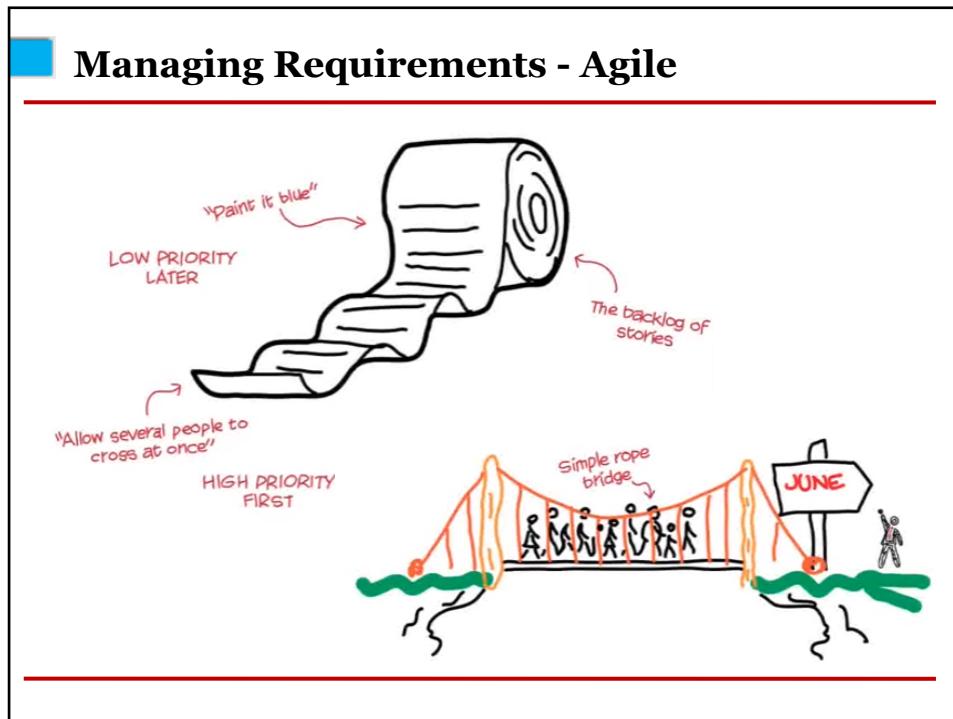
2. BUILD

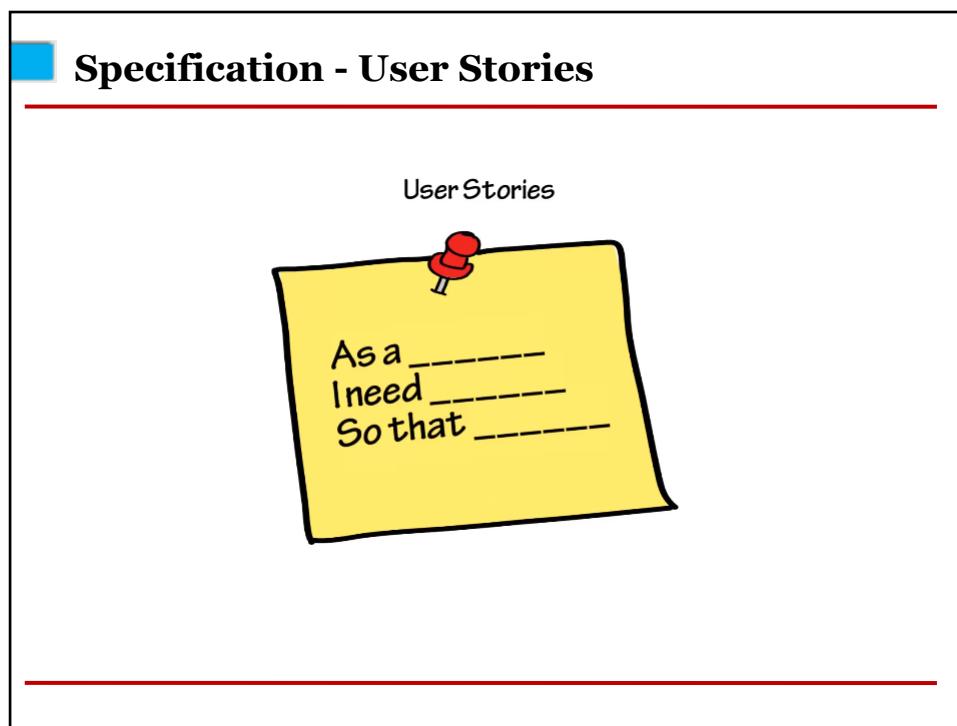
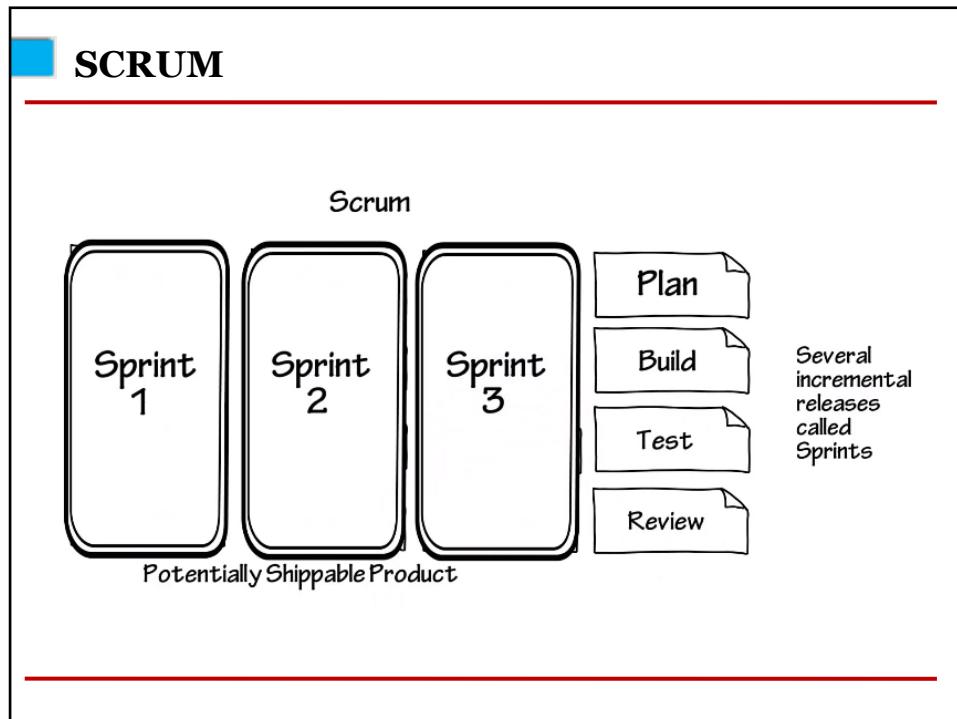
DEPARTMENT CONFERENCE

## Agile Software Development

## Agile Software Development

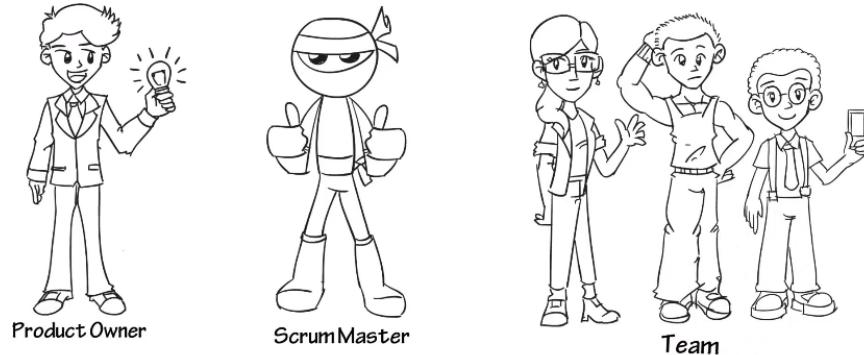
	Focus on the code		Customer involvement
	People over process		Expectation that requirements will change
	Iterative approach		Simplicity





## 3R - SCRUM

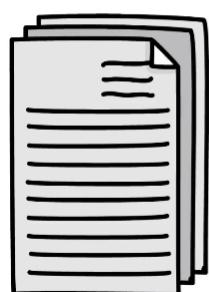
### 3 Roles



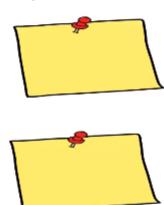
## 3A - SCRUM

### 3 Artifacts

Product Backlog



Sprint Backlog



Burndown Chart



## 3C - SCRUM

---

### 3 Ceremonies

Sprint Planning      Daily Scrum      Sprint Review

The diagram shows three separate scenes. On the left, under 'Sprint Planning', a hand holds up a yellow card with the number '5' on it. In the middle, under 'Daily Scrum', four people in business attire are standing in a circle, facing each other. On the right, under 'Sprint Review', a group of people are seated around a conference table, looking at documents and a laptop.

## SCRUM Process

---

The diagram illustrates the Scrum process flow. It starts with a stack of papers labeled 'Product Backlog'. A hand holding a yellow card with the number '5' moves from the 'Product Backlog' towards a box labeled 'Sprint Planning'. From 'Sprint Planning', the hand moves to a stack of four yellow sticky notes pinned to a board, labeled 'Sprint Backlog'. Below the 'Product Backlog' is a small figure of a person holding a lightbulb, symbolizing an idea or iteration.

