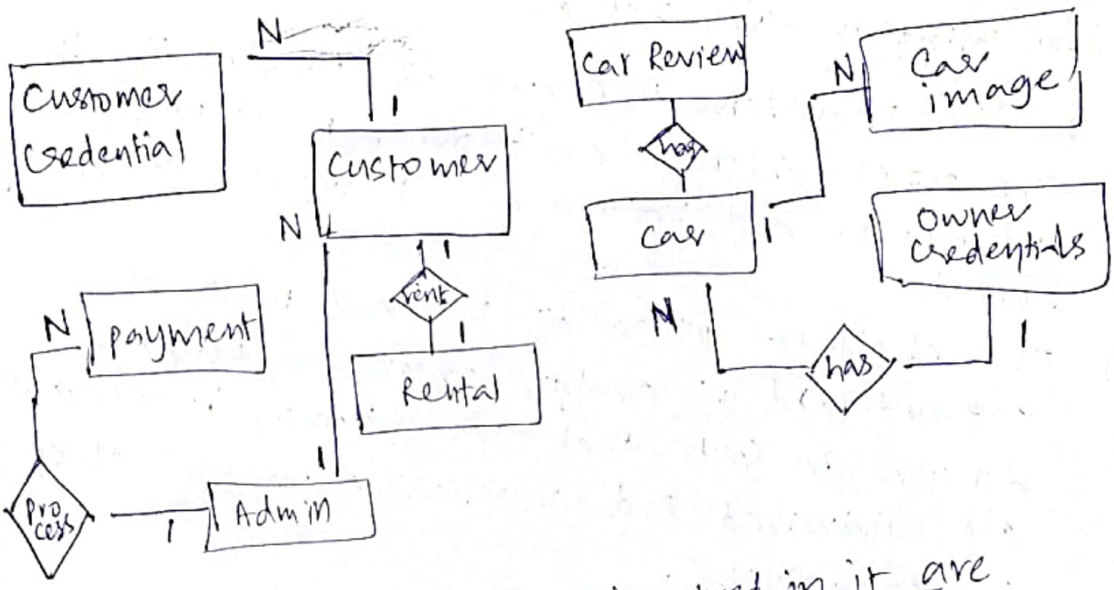
NAME : P. Nityasree
REGNO : 17MIS1007
COURSE : AGILE DEVELOPMENT PROCESS
COURSE CODE : 2029

DIGITAL ASSIGNMENT - II

1) Design a story board for the drive easy self drive car rentals in different places. which you can narrate the different user stories with graphical representations

A) Schema diagram of a Car Rental:

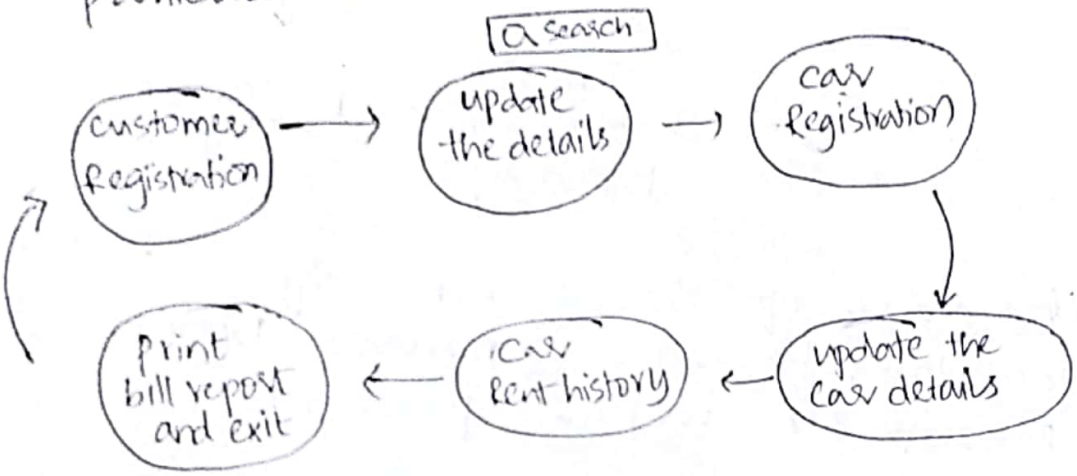


Story boards and steps involved in it are

1) Online Car Rental system brings new kinds of cars for rent
2) The user can search the different kinds of cars through online
3) The user can view the features of the particular car details
4) The user can view the car and user also can zoom in and zoom out that particular car.

5) The website enables the user after viewing car the user can add the car into the car for checkout process of rent

6) At the end the user have different payment options such as credit card; debitcard, Net banking, cash on delivery for the particular car.



The car Rental system involves various activities and main activities are Booking activity, Cars Activity, Drivers activity, Car Routes activity, Passenger Activity.

1) The Admin user can search booking, view description of selected booking, add booking, update booking and delete booking.

2) Its shows all the activity flow of editing, adding, and updating of cars.

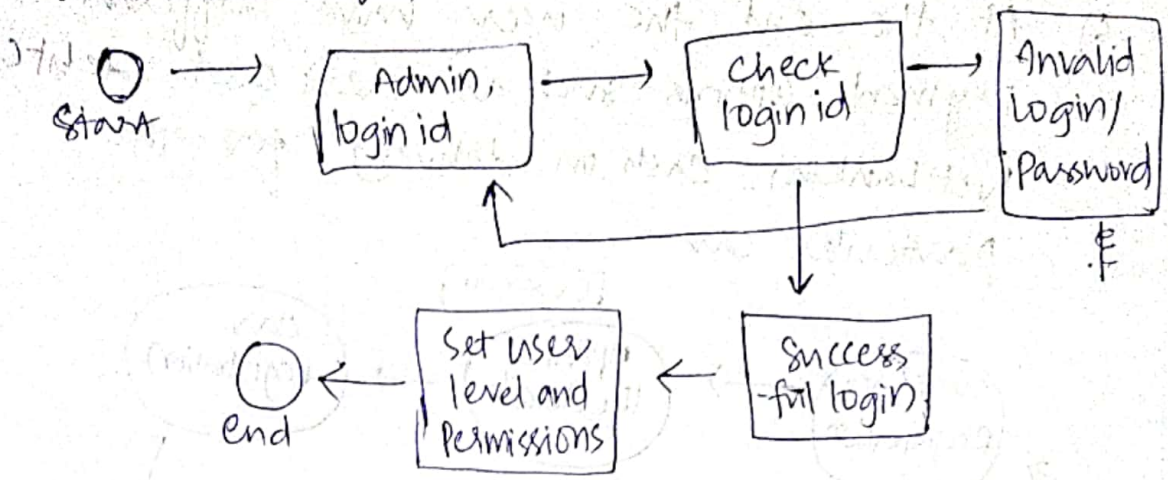
3) users will be able to search and generate the report of drivers, carsRoutes, Passenger

4) All the objects such as booking, cars, passengers are interlinked.

5) It shows the full description of and

flow of booking, Car Routes, Passenger, drivers and cars.

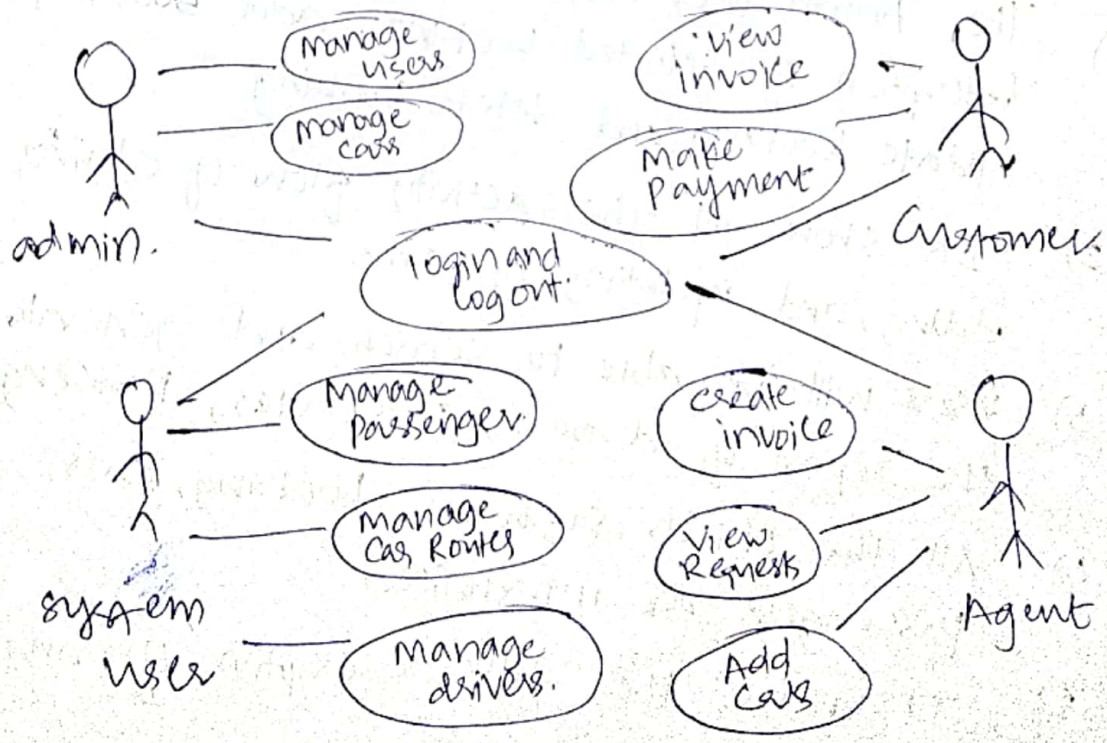
login activity of car rental portal:



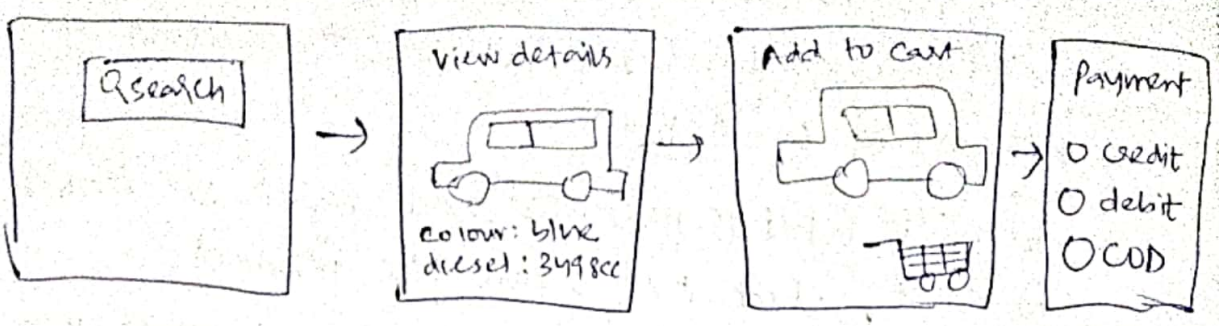
→ The classes of the Car Rental system include car class, booking class manages booking, passenger class manages passengers, and driversclass

→ The car attributes can be car-id, car-driver, customer-id, car-type, car-description

→ Booking attributes as bookingid, type of-booking ticket, booking description and passenger attributes as passenger id, mobile no, Passenger-name.



Graphical representation



(24)

Blow horn - leading intra city logistics company intended for solving Logistics.

Developing the dynamic systems development Method (DSDM) for managing the system.

→ DSDM establishes a valid business case and ensure organizational support throughout and work is completed in timeboxed.

→ DSDM teams collaborate which involves stakeholders and empower all members of teams

→ To ensure the high quality and take the feedback from the business and use this to continually improve with each development iteration.

→ Communicate continously and clearly and also communicating through documents is discouraged instead, documenting.

→ The main advantages are projects are delivered on time, and progress can be easily understood.

→ The main disadvantage of large management and costly implementation makes this unsuitable for small organizations.

→ It involves feasibility study which establish the essential business necessities and constraints related to it.

2) Business study: It establishes the use and knowledge necessities and it is essential application design and identifies the maintainability

3) Functional Model iteration:

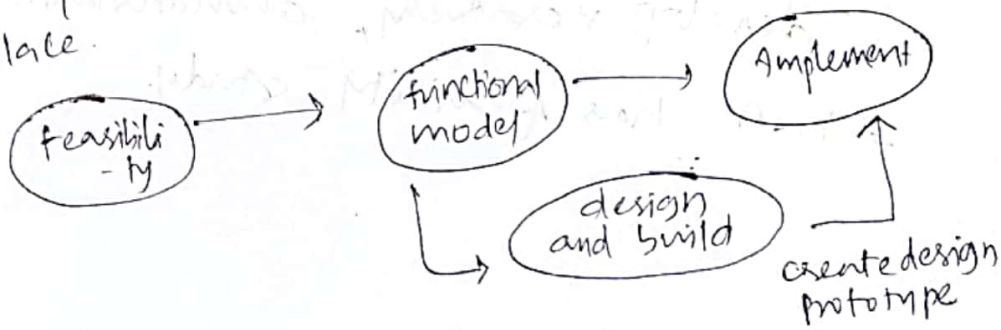
It produces a collection of progressive prototypes that demonstrate practically.

4) Design and build iteration:

It revisits prototypes designed throughout useful model iteration and make sure that everyone has been designed.

5) Implementation:

The newest code increment and changes are also requested because the increment is placed into place.



→ In dsdm projects evolve the best through direct and corelated, collaborated between developers and users.

→ Self managed and empowered teams must have the authority to make time sensitive

→ design and development is incremental and evolutionary in nature and working software deliverables are defined as systems.

→ All changes are introduced during the development must be reversible. Continous integration and quality assurance testing is conducted and visibility, transparency is encouraged.

→ In functional model iteration aims to build a high level requirements. This phase is design and build phase.

→ Identify what is produced and agree on how to do it, check and create the product.

→ design and build iteration which involves the prototypes from functional model iteration and completed, combined and tested.

→ The implementation the system is in transition of the system. and then the post project such as teamsize, Alteration of lengths, distribution or system criticality.

→ For the logistics company also it involves mainly in these phases such as eight principles of dsdm such as

1) Focus on business needs
2) deliver on time
3) Collaborate
4) Never compromise quality
5) build incrementally
6) develop iteratively
7) communicate continously and clearly
8) demonstrate the control

→ In the logistics each and every activity is a step to enhance the process which mainly focus on team build of a logistics company

→ The team then from overall strategy, decide the risk quality and assessed.

End