

1. What is SDLC?

- The Software Development Life Cycle (SDLC) is a set of steps that make it possible to make high-quality, low-cost software in as little time as possible. The goal of the SDLC is to make software that is both better than what customers want and better than what they expect.

2. How many phases of lifecycle are there in SDLC?

- SDLC is usually broken up into six to eight steps: Planning, Requirements, Design, Build, Document, Test, Deploy, and Maintain.

3. What is jira board? And why we use it?

- Jira Software is a part of a group of solutions that help manage work for different kinds of teams. Jira was first thought of as a way to keep track of problems and bugs. But Jira has grown into a powerful task management tool that can be used for a wide range of purposes, from agile software development to managing requirements and test cases.

4. What is backlog?

> A backlog is usually a list of issues that describe what a team will do on a project. It's an easy place to make, store, and manage different kinds of issues:

- If you're working on a Scrum project, you can also see what you're working on on the board and in the current sprint.
- Issues that you plan to work on soon (for example, in the next sprint)
- Issues that aren't very important but that you don't want to forget and want to work on later (for example, in a month or two)

5. What is a story on jira board?

- A user story is an informal, broad description of a software feature written from the point of view of the end user. Its goal is to explain to the customer how a software feature will help them.

6. What is epic?

- An epic is a long piece of writing that can be broken up into several smaller stories, which in Jira are sometimes called "issues." Epics often involve more than one team and more than one project. They can also be tracked on more than one board.

## 7. Where do we use waterfall model?

- The waterfall model is a simple way to manage projects that follows a straight line. It means breaking up a big project your client gave you in the briefing stage into smaller tasks. By dividing a big project into several phases with their tasks, you can make the project much more manageable and easier to finish on time. The waterfall model is well-organized and effective, so everyone on your team will do well as long as it is used.

## 8. Disadvantages of waterfall model?

- The biggest problems with the Waterfall Model are listed below:
  - a. By the end of the life cycle, no software that works has been made.
  - b. There are a lot of risks and unknowns.
  - c. Not a good model for complicated projects based on objects.
  - d. Not a good model for long-term projects.
  - e. Not suitable for projects with a moderate to high chance that the requirements will change. So, this process model has a lot of risk and uncertainty.
  - f. It is hard to tell how much progress has been made between stages.
  - g. Cannot keep up with changing needs.

## 9. what did you understand about agile methodologies?

- Agile is an iterative way to manage projects and make software. It helps teams give customers what they want faster and with less trouble instead of putting everything on a "big bang" launch. Continuous evaluations of requirements, plans, and results give teams a built-in way to respond quickly to changes.

## 10. what is sprintz?

- A scrum team works hard to finish a certain amount of work in a short time, called a "sprint." Sprints are an essential part of both scrum and agile. If your agile team knows how to make sprints well, they will be able to release better products and have less trouble.