# METHODOLOGY

The software process model used for our application is “AGILE”. Agile basically comes into play when in 1970, Dr. Winston Royce exhibited a paper entitled "Dealing with the Development of Large Software Systems," which criticized consecutive advancement. He stated that product ought not be created like a vehicle on a mechanical production system, in which each piece is included successive stages. In such consecutive stages, each period of the period must be finished before the following stage can start. Dr. Royce suggested against the stage based approach in which engineers initially assemble the greater part of a project’s necessities, at that point finish the greater part of its engineering and outline, at that point compose the greater part of the code and so on. Royce particularly questioned this approach because of the absence of correspondence between the specific gatherings that total each period of work.

In agile client/customer is involved as a part of development team and takes dynamic part in the up close and personal meeting so to lessen the vulnerability and uncertainty all the while. In this environment, a fix time is designated for every emphasis, during this time span the assigned task ought to be finished alongside the essential prerequisite like documentation, testing, validation and so forth.

Agile development methodology provides the way of assessing the direction of a project throughout the development lifecycle. It can be achieved through doing regular scheduled work, known as sprints or iterations, after which the team must present a potential product increment. By focusing on the repetition of abbreviated work cycles as well as the functional product they yield, agile methodology is described as “iterative” and “incremental.”