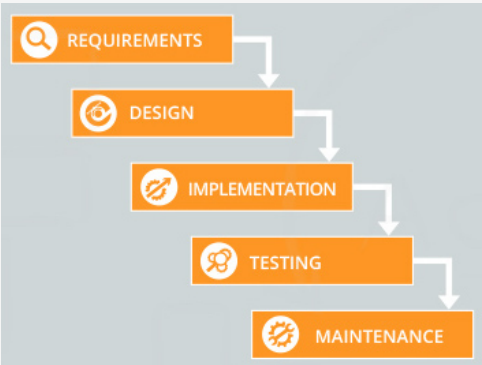
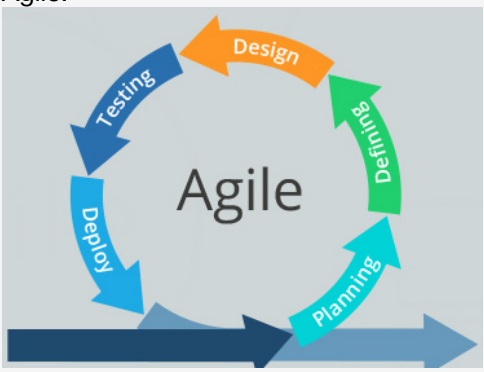
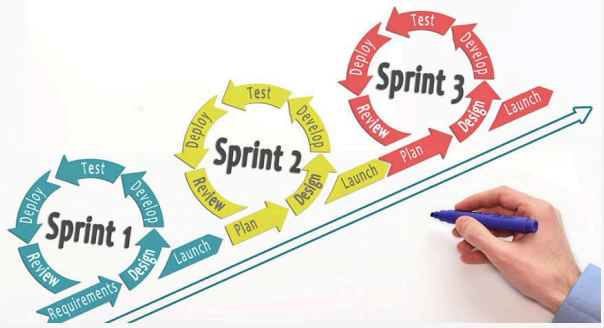
General Steps of Software Development Methodologies/Life Cycles:	1. Requirements Analysis 2. Design 3. Development 4. Testing 5. Maintenance
Types of Software Development Methodologies/Life Cycles:	Waterfall, Agile, DevOps, DataOps, MLOps, etc.
Waterfall vs. Agile:	
Waterfall:  	Agile: 
Agile: Scrum vs. Kanban	
Scrum: Roles are predefined. Scrum master required. Tasks have assigned owners. Timelines are timeboxed into sprints. Changes can only be made upon completion of a sprint. Productivity is measured by the number of story points completed in each sprint.	Kanban: Roles are fluid. Project manager optional. Tasks are shared by everyone. Timelines evolve on an as-needed basis. Changes can be made mid-stream, allowing for iterations before completion of a project. Productivity is measured by the cycle time of the complete project.

Roles in Scrum:	DEVELOPMENT TEAM, SCRUM MASTER, PRODUCT OWNER, STAKEHOLDERS
SPRINT & STAND-UP CALL in Scrum:	
Weekly Sprint Meetings: 	Daily Stand-Up Meeting: 
Hierarchy of Jira Software for Agile Projects:	1. Initiative 2. Epic 3. Story/Task 4. Subtask 5. Backlog
S.O.L.I.D. - Principles for maintainable object-oriented code	
1. Single Responsibility	each class should have clear responsibilities
2. Open/Closed	published interfaces should not change
3. Liskov Substitution	base class has methods that apply to all its children; all implementations are compatible when a class uses an interface
4. Interface Segregation	keep interfaces small and focused, dependencies manageable
5. Dependency Inversion	code should depend on abstractions, not concrete implementations