LOGOS
IT ACADEMY

Experience improves us

LOGOS
IT ACADEMY

Software Development Methodologies

- Waterfall Model
- Prototype Methodology
- Agile Methodology
- Rapid Application Development
- Dynamic System Development Model Methodology
- Spiral Model
- Extreme Programing Methodology

LOGOS
IT ACADEMY

Which methodology is better?

LOGOS
IT ACADEMY

LOGOS
IT ACADEMY

1. Estimation should be done by team not manager

LOGOS
IT ACADEMY

2. Plan the time when product will be released

LOGOS
IT ACADEMY

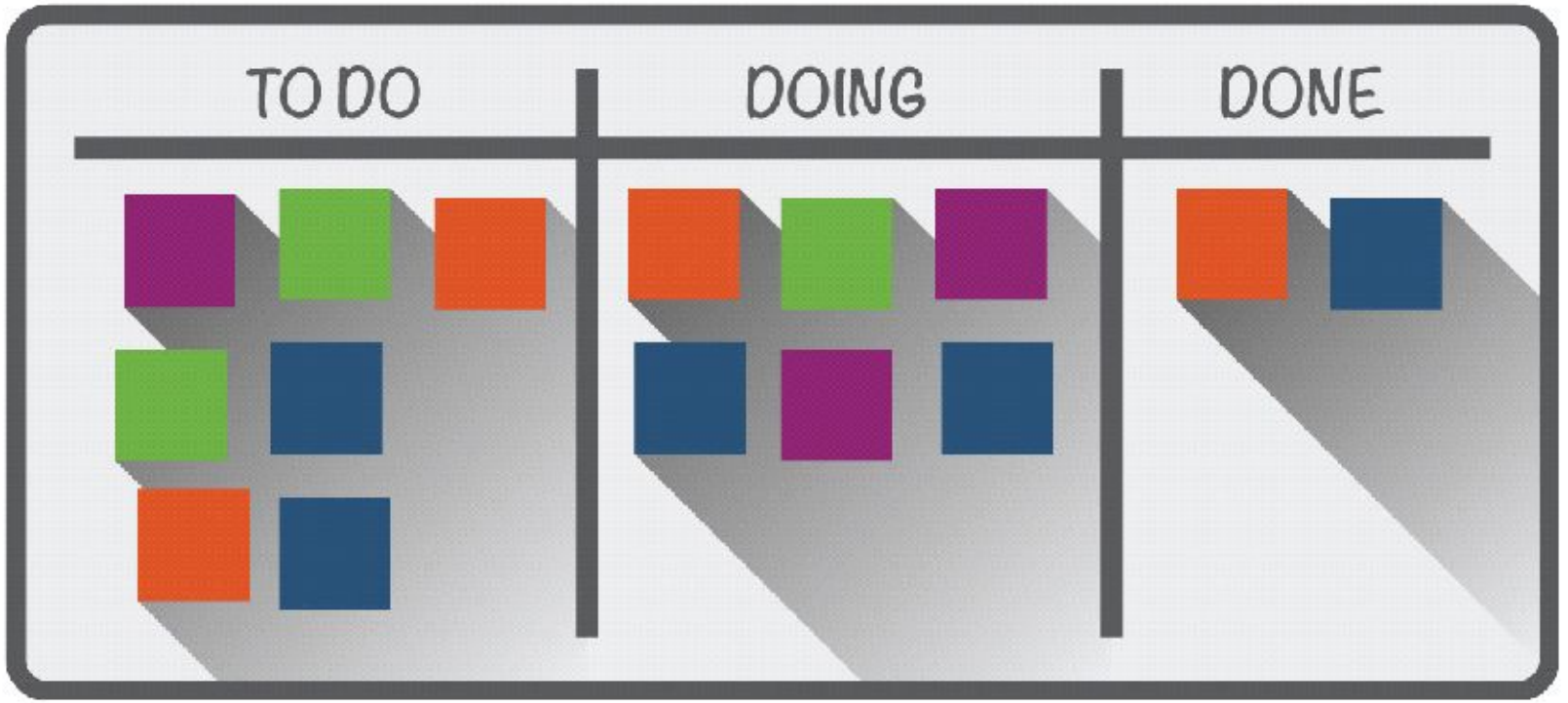
4. Close team collaboration

LOGOS
IT ACADEMY

5. Add some buffer time

LOGOS
IT ACADEMY

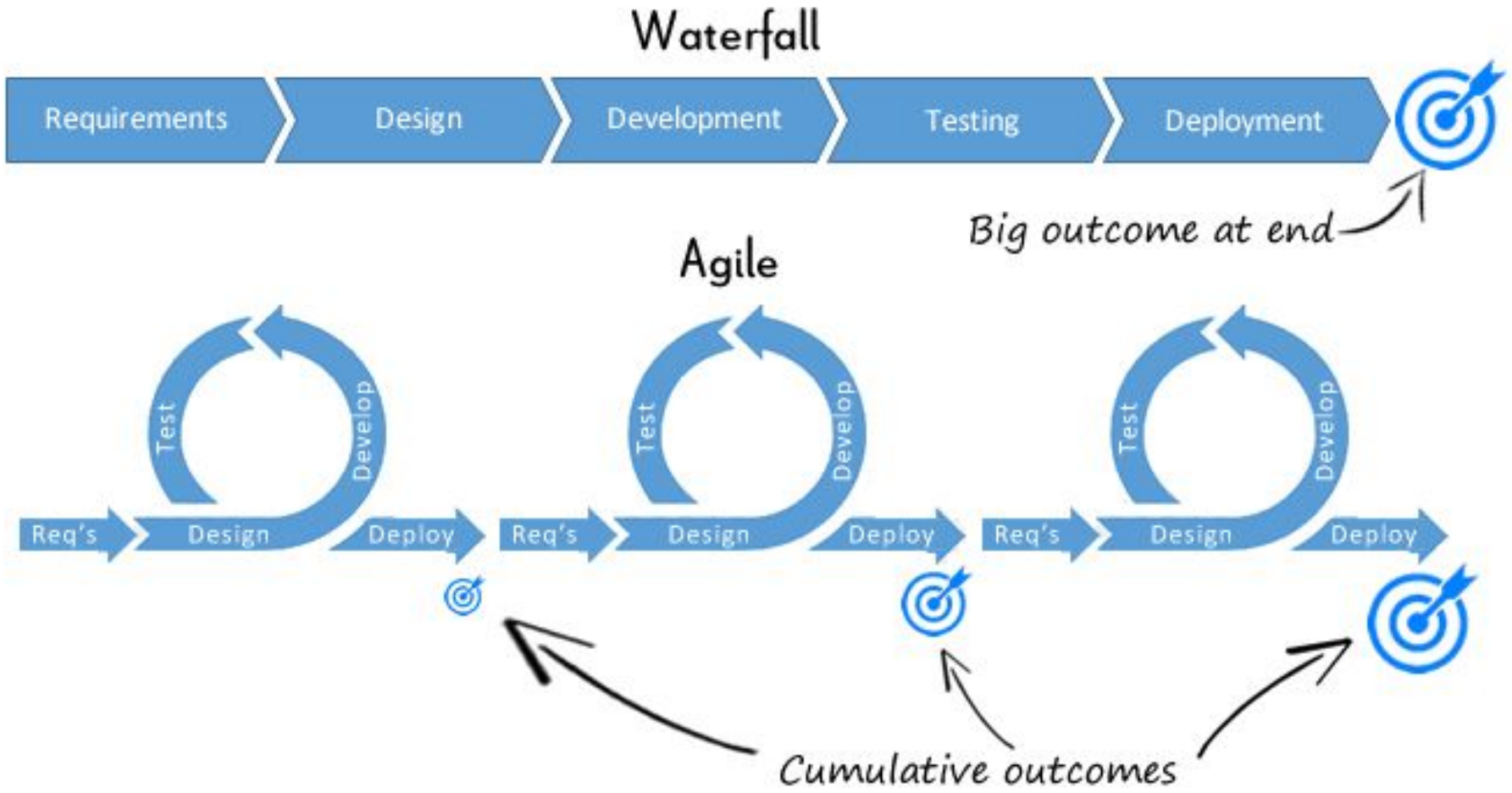
7. Document your plan using some tool



8. Put priorities and concentrate on the main

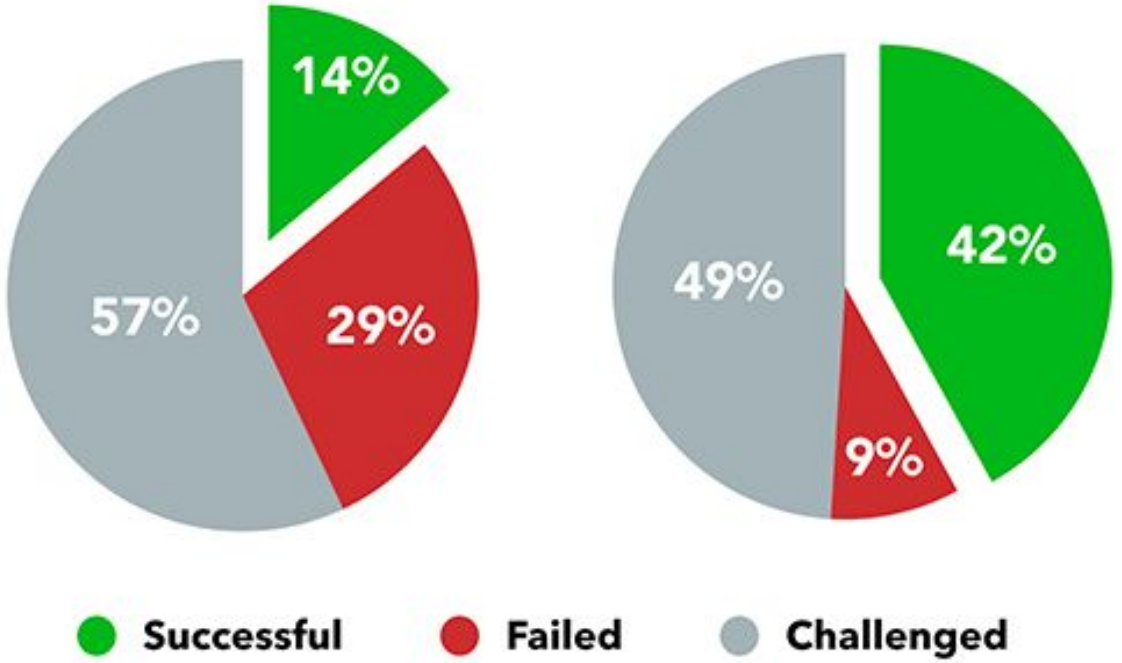
LOGOS
IT ACADEMY

LOGOS
IT ACADEMY



LOGOS
IT ACADEMY

Waterfall vs. agile software delivery success



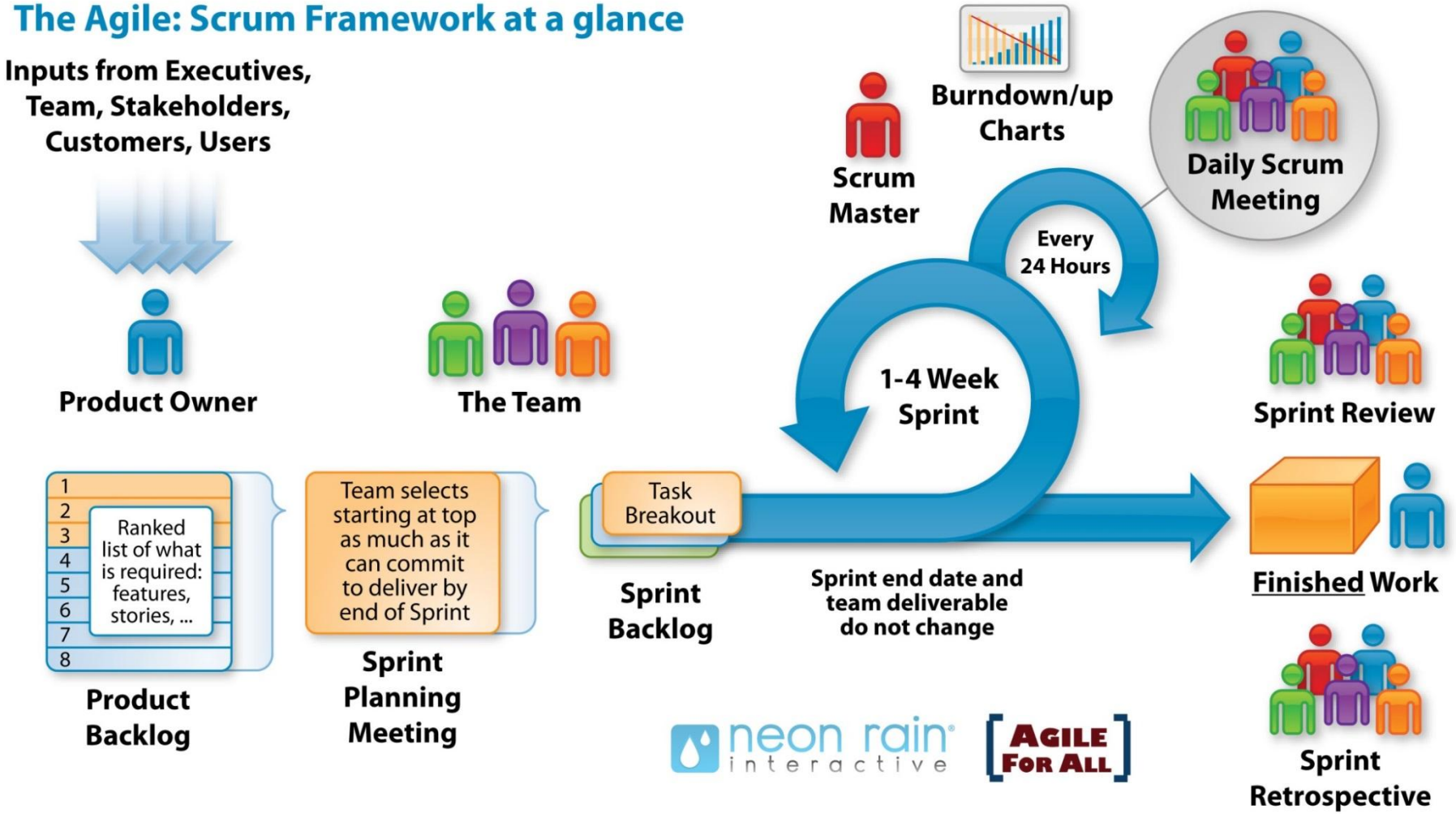
LOGOS
IT ACADEMY

The Agile Manifesto – a statement of values

Individuals and interactions	over	Process and tools
Working software	over	Comprehensive documentation
Customer collaboration	over	Contract negotiation
Responding to change	over	Following a plan

LOGOS IT ACADEMY

The Agile: Scrum Framework at a glance



neon rain interactive

AGILE FOR ALL

The Scrum Team

- The Scrum Team

The Product Owner

- The Product Owner is responsible for maximizing the value of the product resulting from the work of the Development Team.

The Development Team

- [illegible]

The Scrum Master

The Scrum Master

LOGOS
IT ACADEMY

Scrum
Master

Meeting

Planning Meeting

- What is a Product Backlog?
- What can we do?
- Further details?
- Who will do it?
- How long will it take?

Daily Standup Meeting

- Daily 15 minutes
- Issues:
  - What have I done?
  - What will I do?
  - What is my problem?

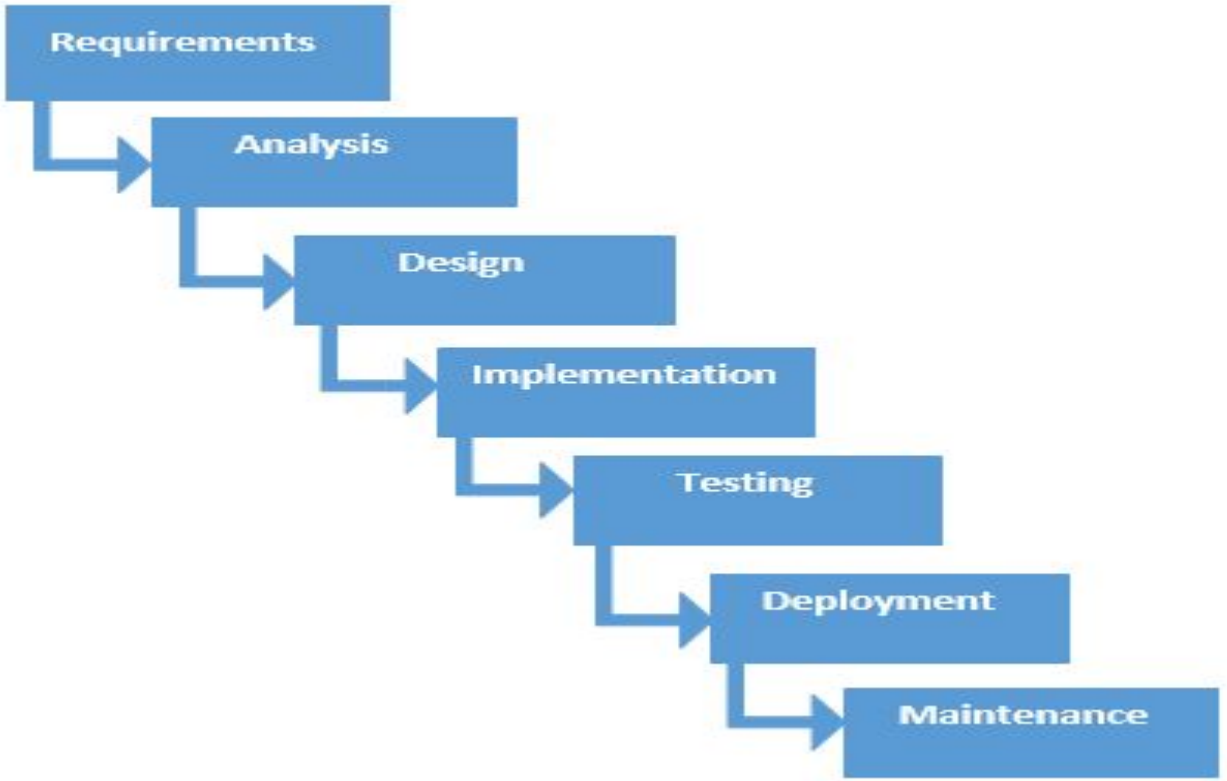
Sprint Review

- For the Product Owner
- For the customers.
- At the end of each sprint

Sprint Retrospective

- Analysis of the work done
- At the end of sprint

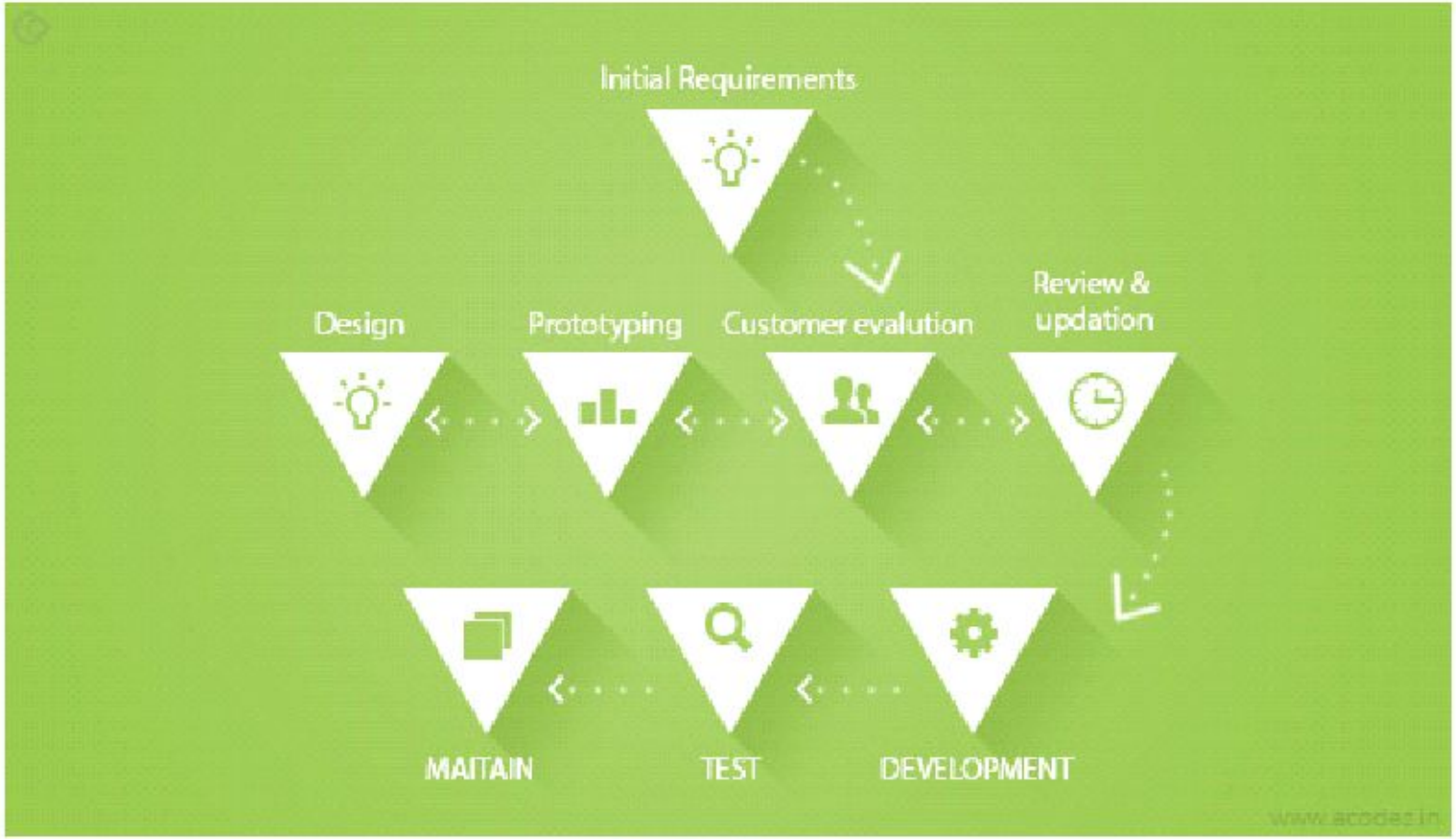
Waterfall


Requirements
Analysis
Design
Implementation
Testing
Deployment
Maintenance


LOGOS
IT ACADEMY


LOGOS
IT ACADEMY

Prototype Methodology




LOGOS
IT ACADEMY

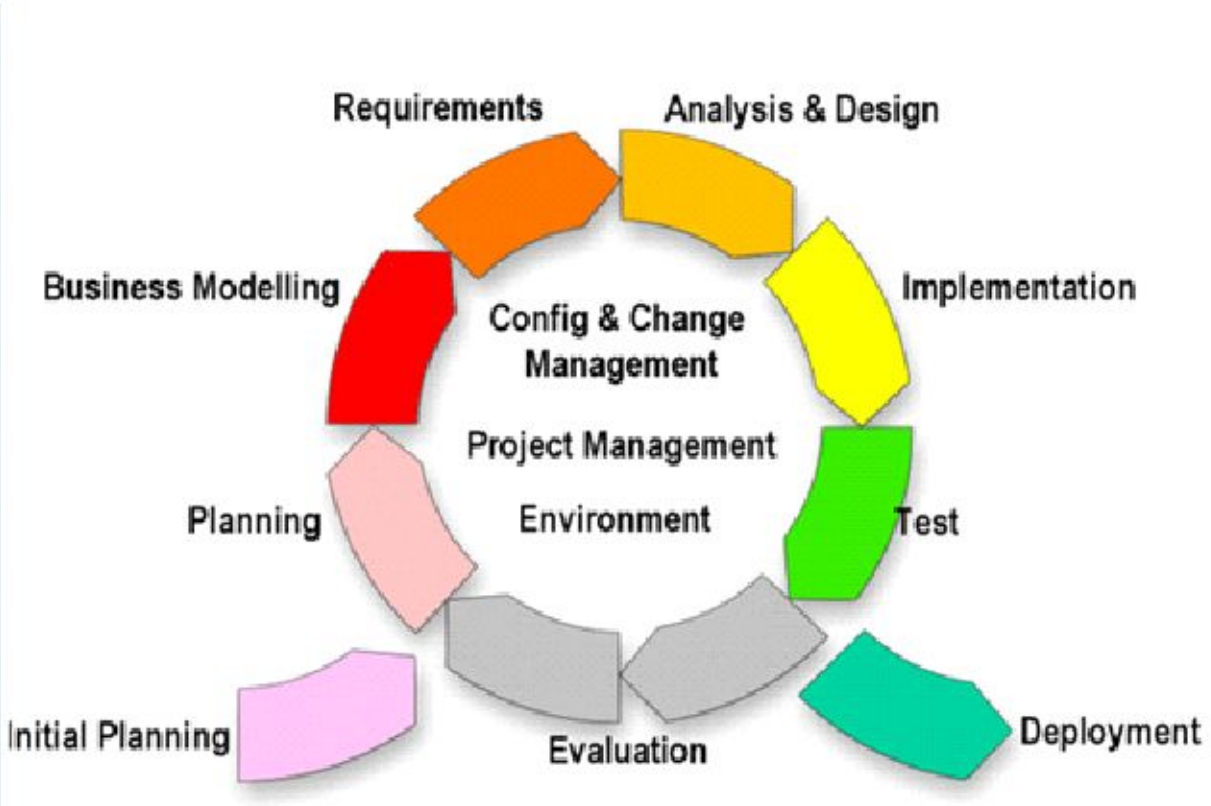

LOGOS
IT ACADEMY

LOGOS IT ACADEMY

More prescriptive — More adaptive

RUP (120+)	XP (13)	Scrum (12)	Kanban (3)	Do Whatever (0)
• Architectura Reviewer • Business Designer • Business Model Reviewer • Business Process Analyst • Capsule Designer • Change Control Manager • Code Reviewer • Configuration Manager • Course Developer • Database Designer • Deployment Manager • Design Reviewer • Designer • Graphic Artist • Implementer • Integrator • Process Engineer • Project Manager • Project Reviewer • Requirements Reviewer • Requirements Specifier • Software Architect • Stakeholder • System Administrator • System Analyst • Technical Writer • Test Analyst • Test Designer • Test Manager • Tester • Tool Specialist • User-Interface Designer • Architectural analysis • Assess Viability of architectural proof-of-concept • Capsule design • Class design • Construct architectural proof-of-concept • Database design • Describe distribution • Describe the run-time architecture • Design test packages and classes • Develop design guidelines • Develop programming guidelines • Identify design elements • Identify design mechanisms • Incorporate design elements • Business use case realization • Business use-case model • Business vision • Change request • Configuration audit findings • Configuration management plan • Data model • Deployment model • Deployment plan • Design guidelines • Design model • Development case • Development-organization assessment • End-user support materials • Glossary • Implementation model • Installation artifacts • Integration build plan • Issues list • Iteration assessment • Iteration plan • Manual stylguide • Programming guidelines • Quality assurance plan • Reference architecture • Release notes • Requirements attributes • Requirements management plan • Review record • Risk list • Risk management plan • Software architecture document • Software development plan • Software requirements specification • Stakeholder requests • Status assessment • Supplementary business specification • Supplementary specification • Target organization assessment • Test automation architecture • Test cases	• Whole team • Coding standard • TDD • Collective ownership • Customer tests • Pair programming • Refactoring • Planning game • Continuous integration • Simple design • Sustainable pace • Metaphor • Small releases	•ScrumMaster •Product Owner •Team •Product backlog •Sprint backlog •Sprint planning meeting I + II •Daily Scrum •Sprint review •Sprint retrospective •Sprint •Definition of Done	•Visualize the workflow •Limit WIP •Measure and optimize lead time	

Rational Unified Process Methodology (RUP)



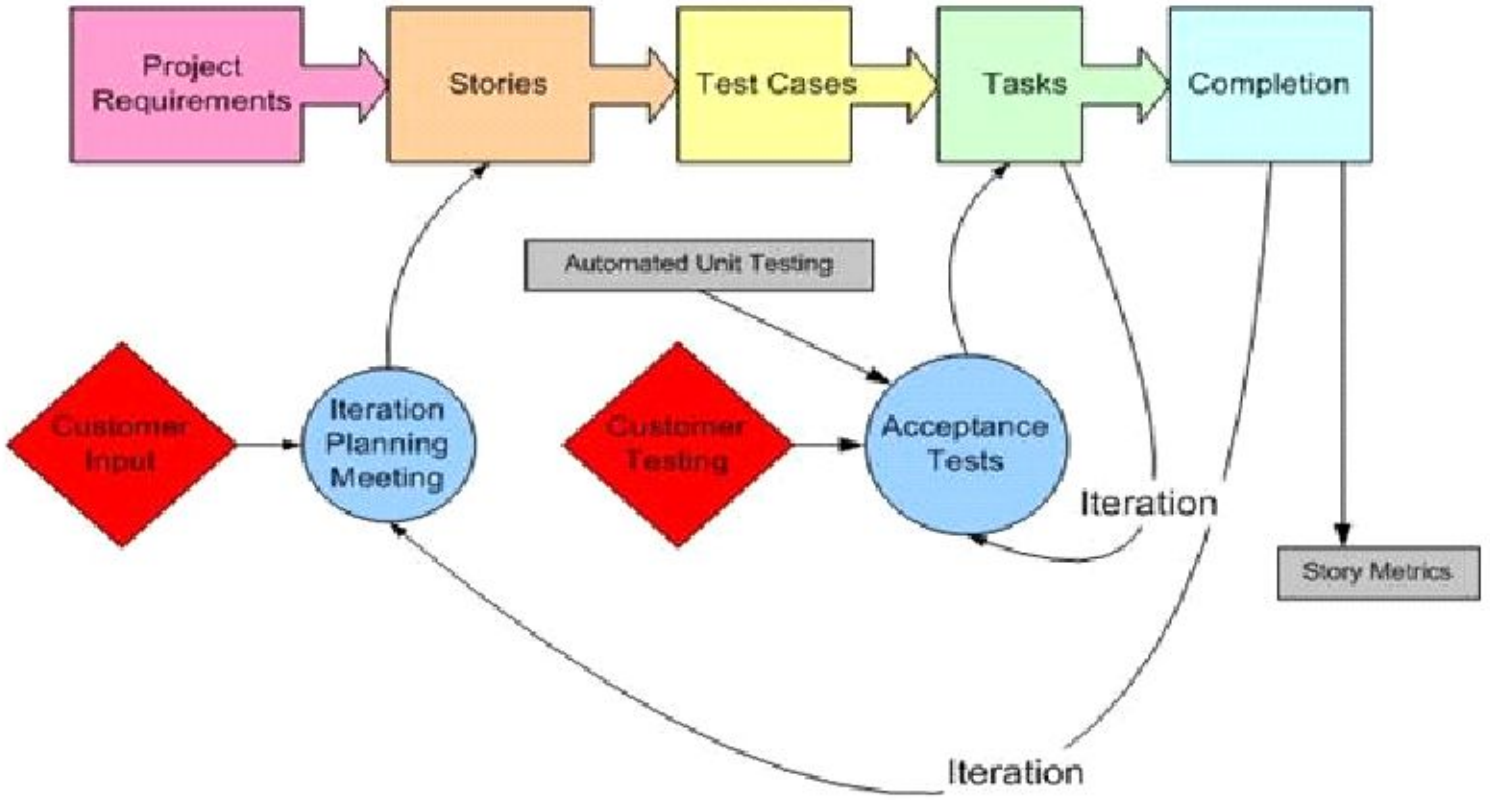
Rational Unified Process Methodology (RUP)


LOGOS
IT ACADEMY

LOGOS
IT ACADEMY

It is chiefly used for crafting software within a very unbalanced team sphere.

Extreme Programing Methodology (XP)

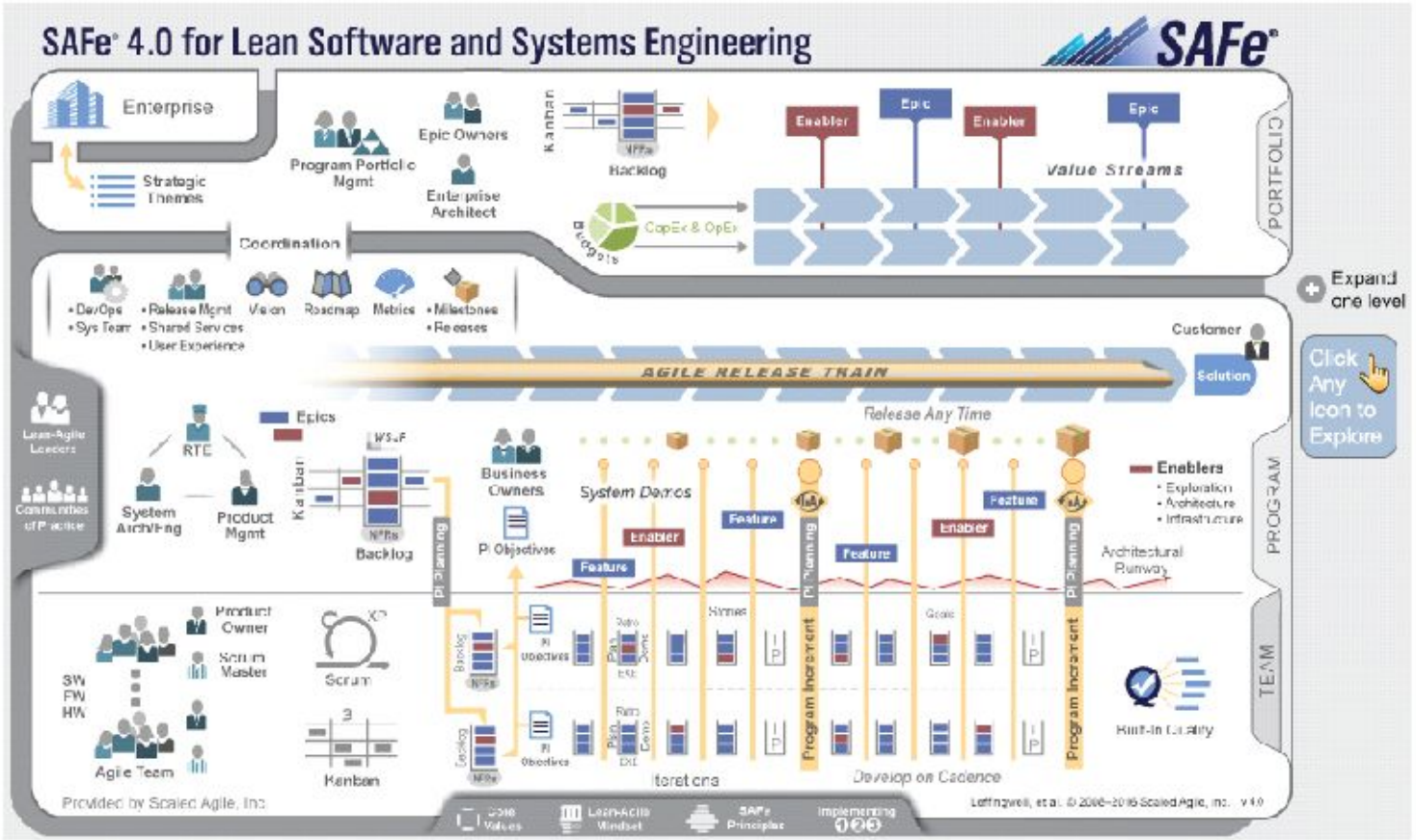



LOGOS
IT ACADEMY

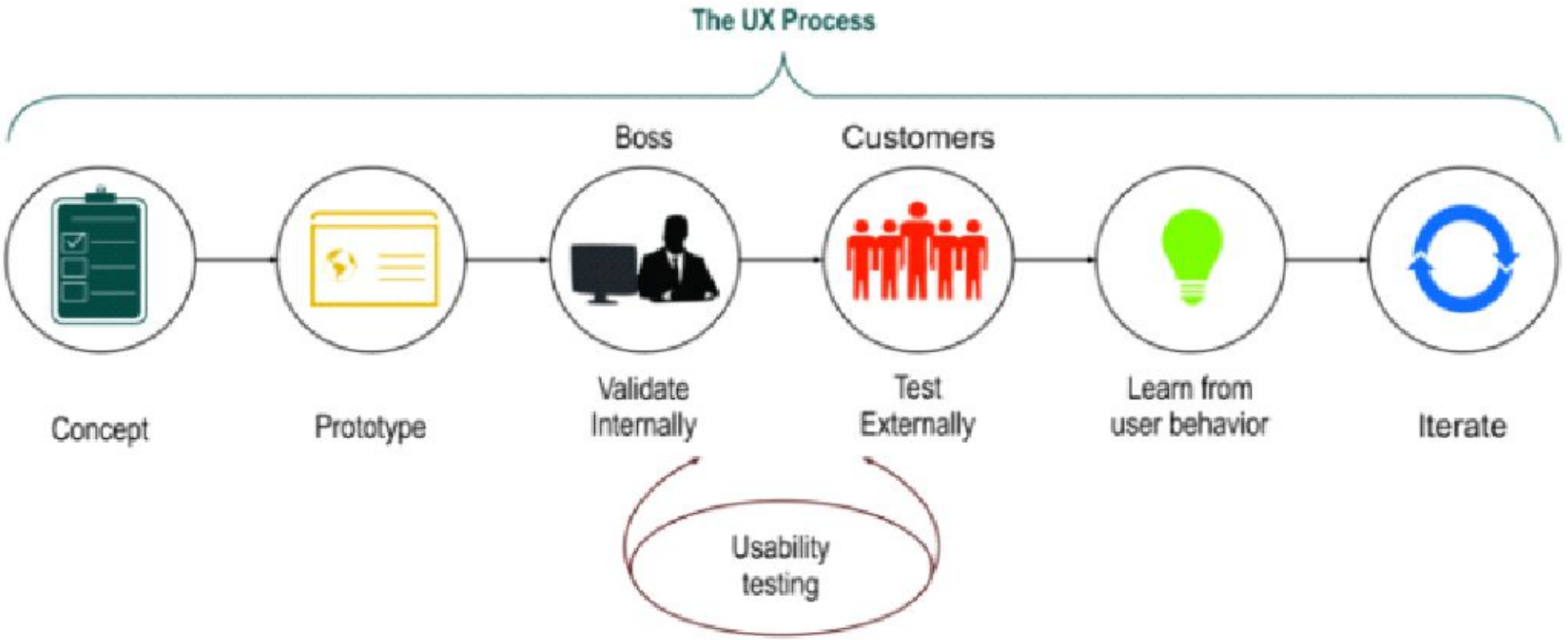

LOGOS
IT ACADEMY

http://www.scaledagileframework.com

Scaled Agile Framework (SAFe)



Lean Development Methodology



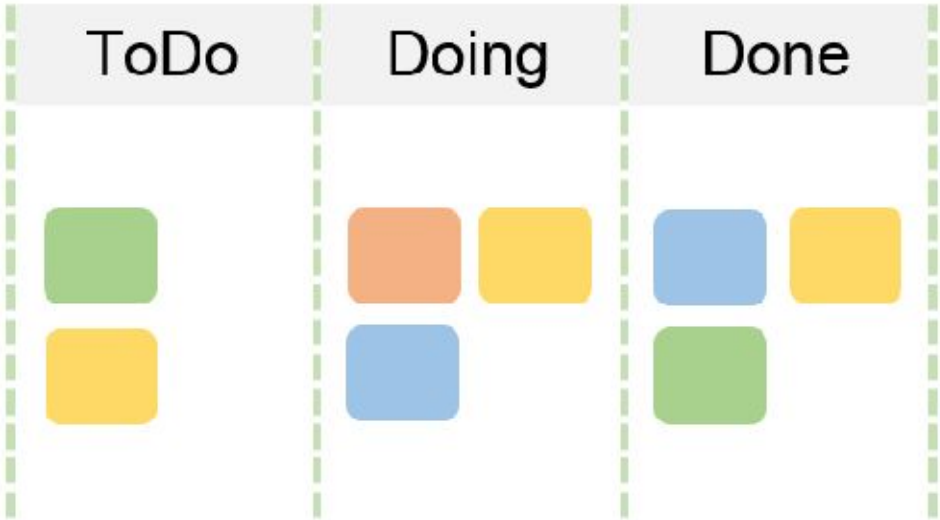
Lean Development Methodology

- [illegible]


LOGOS
IT ACADEMY

- Kanban

LOGOS
IT ACADEMY




LOGOS
IT ACADEMY


LOGOS
IT ACADEMY


LOGOS
IT ACADEMY


LOGOS
IT ACADEMY