

# **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35 An Autonomous Institution** 

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

# **DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING** SOFTWARE ENGINEERING

# (Agile UX/UI)

**UNIT 2 – AGILE DEVELOPMENT TOPIC** – Fundamentals of Agile







## AGILE METHODOLOGY

- Process for developing software
- Agile means
  - Ability to move quickly
  - Responding swiftly to change



# What is Agile ?



### NON AGILE METHOD

- A project can take several months or years to complete and the customer may not get to see the end product until the completion of the project
- Allocate extensive periods of time for requirements gathering ,design ,development, testing and user acceptance testing before finally deploying the project



### AGILE METHOD • It have Sprints or iteration which are shorter in duration (which can vary from 2 weeks to 2 months ) during which determined pre features are developed and delivered



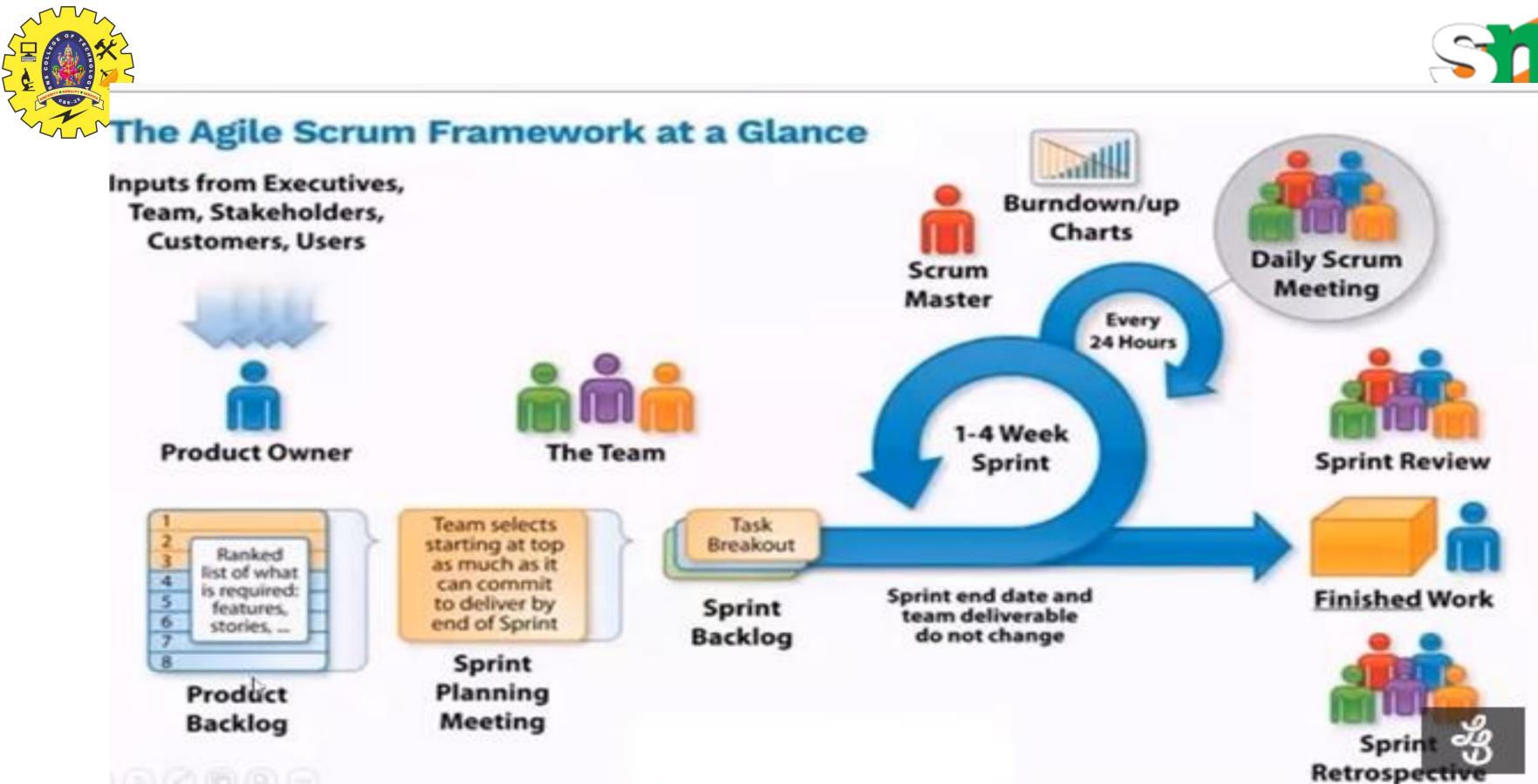
- Framework for managing work with an emphasis on software development
- Software development —— **ITERATIONS** (within time boxed )

SCRUM

- Scrum Master
- SCRUM key Roles Scrum Product Owner
  - Development Team



**Sprints (typically two weeks)** 







# **Example of AGILE software development**

- **Product** –MS Word
- Features All the features provided by MS Word and any other features requested by the marketing team
- **Duration** -10 Months

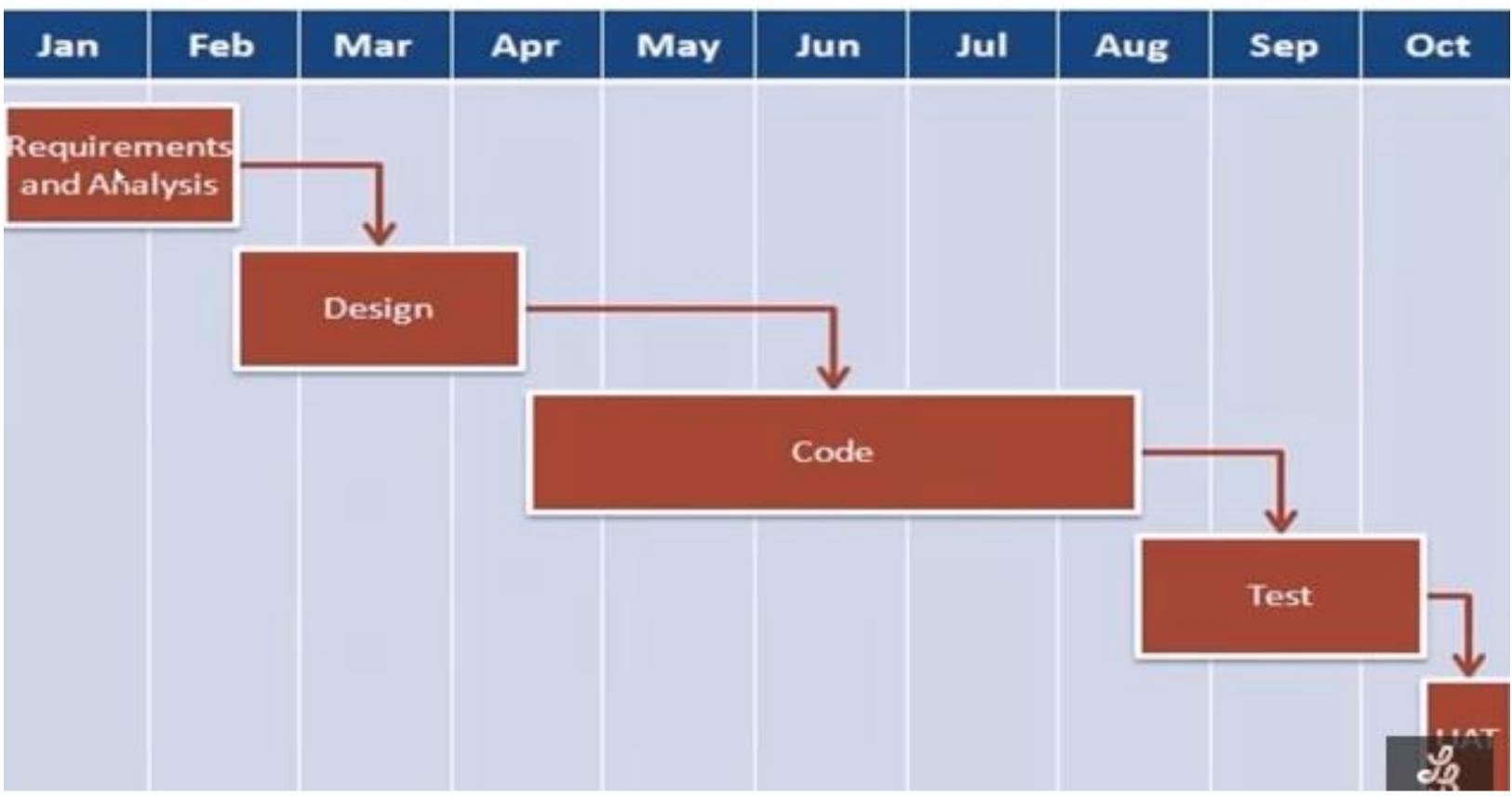








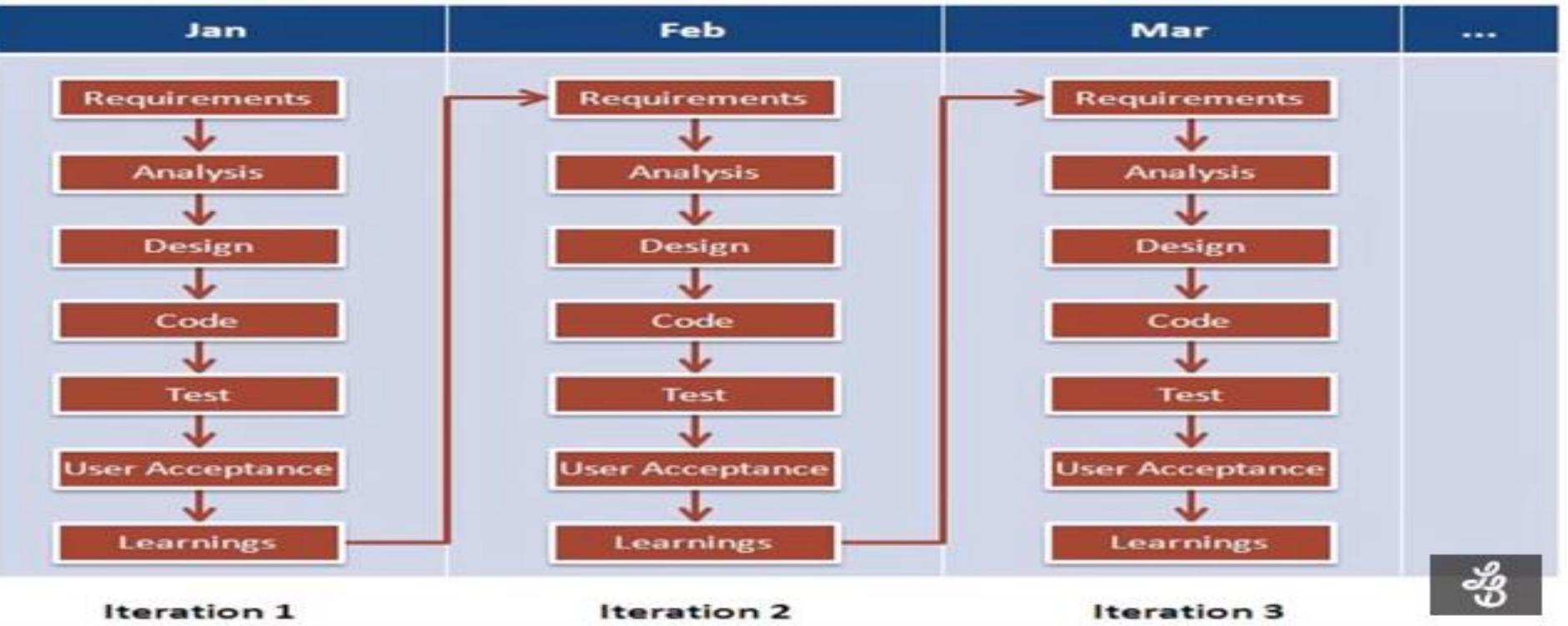
















### **ADVANTAGES**

- The delivery of software is unremitting
- Customer satisfaction is more here lacksquare
- Changes of the product are done easily and on time ullet
- The daily interactions are required between the business people and the developers. Attention is paid to the good design of the product



### DISADVANTAGES



- Documentation is less
- Unknown risks may occur due to the lack of risk analysis which may leads to unexpected outcome rarely

