



**TRINITY COLLEGE FOR WOMEN  
NAMAKKAL  
DEPARTMENT OF COMPUTER SCIENCE**

**SOFTWARE ENGINEERING 21UCSE03  
EVEN SEMESTER**

**Software Development Life Cycle (SDLC)**

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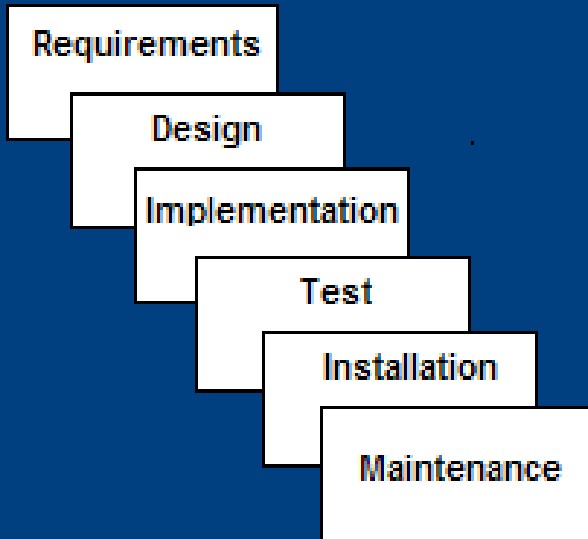
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# SDLC Model

A framework that describes the activities performed at each stage of a software development project.



# Waterfall Model



- **Requirements** – defines needed information, function, behavior, performance and interfaces.
- **Design** – data structures, software architecture, interface representations, algorithmic details.
- **Implementation** – source code, database, user documentation, testing.

# Waterfall Strengths

- Easy to understand, easy to use
- Provides structure to inexperienced staff
- Milestones are well understood
- Sets requirements stability
- Good for management control (plan, staff, track)
- Works well when quality is more important than cost or schedule



# Waterfall Deficiencies

- All **requirements must be known** upfront
- Deliverables created for each phase are considered frozen – **inhibits flexibility**
- Can give a **false impression of progress**
- **Does not reflect problem-solving nature** of software development – iterations of phases
- Integration is **one big bang at the end**
- **Little opportunity for customer** to preview the system (until it may be too late)



# When to use the Waterfall Model

- Requirements are very **well known**
- Product definition is **stable**
- Technology is **understood**
- New **version of an existing product**
- **Porting an existing product** to a new platform.



# Rapid Application Model (RAD)

- **Requirements planning phase** (a workshop utilizing structured discussion of business problems)
- **User description phase** – automated tools capture information from users
- **Construction phase** – productivity tools, such as code generators, screen generators, etc. inside a time-box. (“Do until done”)
- **Cutover phase** -- installation of the system, user acceptance testing and user training



# RAD Strengths

- **Reduced cycle time** and improved productivity with fewer people means lower costs
- **Time-box** approach mitigates cost and schedule risk
- **Customer involved throughout** the complete cycle minimizes risk of not achieving customer satisfaction and business needs
- Focus moves from documentation to code (**WYSIWYG**).
- **Uses modeling concepts** to capture information about business, data, and processes.





# When to use RAD

- Reasonably **well-known requirements**
- User involved **throughout the life cycle**
- Project can be **time-boxed**
- Functionality delivered in **increments**
- **High performance not required**
- **Low technical risks**
- System **can be modularized**

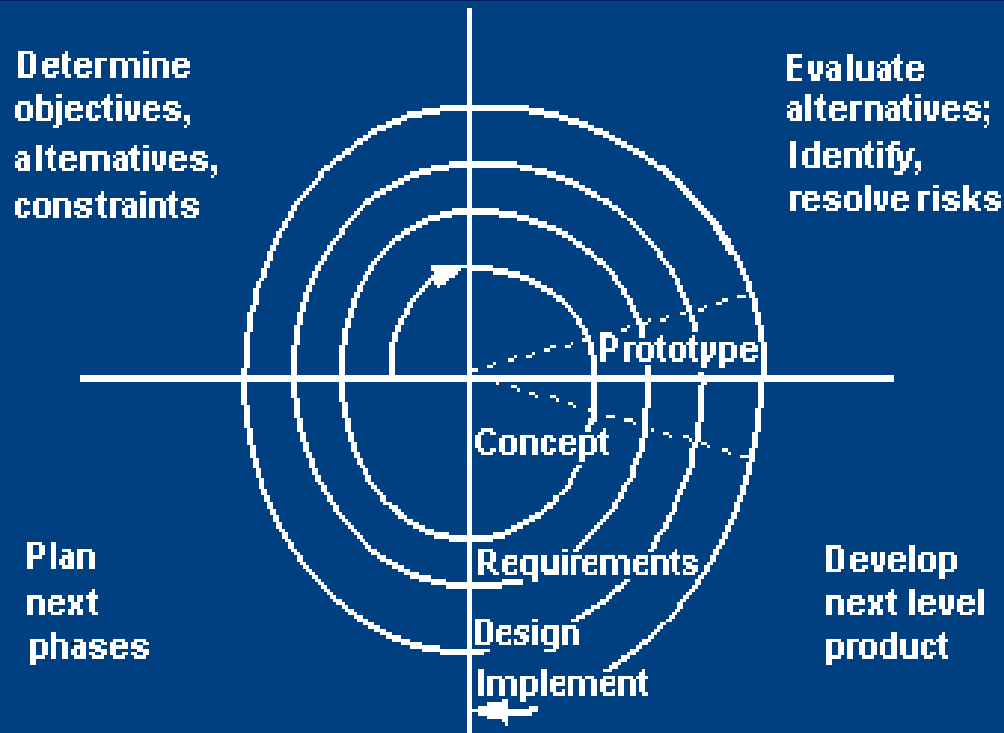


# Incremental Model Strengths

- Develop high-risk or **major functions first**
- Each release delivers an **operational product**
- Customer can **respond to each build**
- Uses “divide and conquer” **breakdown of tasks**
- Lowers **initial delivery cost**
- Initial **product delivery is faster**
- Customers get **important functionality early**
- Risk of **changing requirements is reduced**



# Spiral SDLC Model



- Adds risk analysis, and 4gl RAD prototyping to the waterfall model
- Each cycle involves the same sequence of steps as the waterfall process model

# Spiral Quadrant

## Determine objectives, alternatives and constraints

- **Objectives:** functionality, performance, hardware/software interface, critical success factors, etc.
- **Alternatives:** build, reuse, buy, sub-contract, etc.
- **Constraints:** cost, schedule, interface, etc.



# Spiral Quadrant

## Evaluate alternatives, identify and resolve risks

- **Study alternatives** relative to objectives and constraints
- **Identify risks** (lack of experience, new technology, tight schedules, poor process, etc.)
- **Resolve risks** (evaluate if money could be lost by continuing system development)



# Spiral Quadrant

## Develop next-level product

- Typical activities:
  - Create a design
  - Review design
  - Develop code
  - Inspect code
  - Test product



**THANKS FOR WATCHING**

