

Basics of Lifecycle Methodologies

LC00.00

Projects are the way that most new work gets delivered. Projects can include building a house, executing a marketing campaign, upgrading desktop operating systems, developing an IT business application, etc. There are two processes associated with completing a project – project management and the project lifecycle. This class explores and explains the basics of the software development lifecycle, starting with the classic waterfall approach (understanding the work, designing a solution, building and testing a solution and then implementing the solution). This class also describes alternative lifecycles that may be more appropriate and effective for your project, including iterative development, package implementation and newer Agile methodologies.

Prerequisites

- None

Learning Objectives

By the end of this class, attendees should be able to:

- Understand projects, project management and project lifecycles
- Structure the analysis phase to gather all information requiring client interaction
- Set up the remainder of the waterfall lifecycle, including design, construct, test and implementation
- Decide which templates are most appropriate to utilize for each specific project
- Determine when to utilize the classic waterfall and when to utilize alternative lifecycles

Who Should Attend

- Development project managers and team members
- Development managers
- Clients and other stakeholders that would like to understand lifecycle methodologies

Course Outline

- Basics of projects, project management and project lifecycle
- Classic waterfall development
 - Analysis
 - Design
 - Construct
 - Test
 - Implement
- Iterative development
- Enhancements
- Package implementation
- New "light" development concepts (Agile, Extreme Programming and Scrum)

The class will review basic templates that accompany each lifecycle phase. There are also numerous exercises to reinforce the concepts taught in the class.

Class Length

- One day