OVERVIEW OF SOFTWARE DEVELOPMENT LIFECYCLES

LC00.05A

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 lifecycles - looking specifically at classic waterfall, iterative, Rational Unified Process (RUP) and Agile models.

PREREQUISITES

• None

LEARNING OBJECTIVES

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

• Understand projects, project management and project lifecycles
• Understand the basics of waterfall, iterative (RUP) and Agile software development 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
• Iterative development (RUP)
• Agile development

CLASS LENGTH

• One day (8 PDUs)