



### **Report on ITM**

**Faculty Name:** Mrs. V S L P Neelima

**Year/Semester:** III-I

**Course:** Software Engineering

**Adopted Teaching Methodology:** Blended Learning

**Date:** 07-02-2022

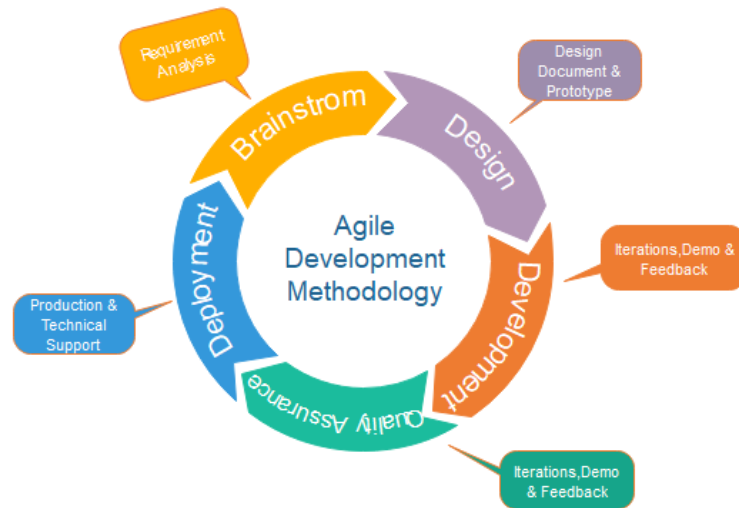
**Topic:** Agile process model.

#### **Description:**

Blended learning, also known as hybrid learning, is an approach to education that combines online educational materials and opportunities for interaction online with traditional place-based classroom methods.”, and was presented by Mrs. V S L P Neelima.

The outcome of the method is to have idea on the meaning of Agile is swift or versatile. "**Agile process model**" refers to a software development approach based on iterative development. Agile methods break tasks into smaller iterations, or parts do not directly involve long term planning. The project scope and requirements are laid down at the beginning of the development process. Plans regarding the number of iterations, the duration and the scope of each iteration are clearly defined in advance.

Each iteration is considered as a short time "frame" in the **Agile process model**, which typically lasts from one to four weeks. The division of the entire project into smaller parts helps to minimize the project risk and to reduce the overall project delivery time requirements. Each iteration involves a team working through a full software development life cycle including planning, requirements analysis, design, coding, and testing before a working product is demonstrated to the client.



**Fig. Agile Model**

Phases of Agile Model:

Following are the phases in the Agile model are as follows:

1. Requirements gathering
2. Design the requirements
3. Construction/ iteration
4. Testing/ Quality assurance
5. Deployment
6. Feedback

