WholeTEAM Software Development Life Cycle (SDLC) Model SDLC . PHASES

Activities	PLANNING, ANALYSIS, HIGH-LEVEL DESIGN and OTHER SUPPORT	DETAILED DESIGN	CODING and UNIT TESTING	SIT and UAT	ROLL-OUT
Requirements Definition and Management	ODA1. Maintain Product Development/ Sustenance Plan ODA2. Analyze and Prioritize System Change Requests (SCRs) That Impact Product ODA4. Define High-level Approach ¹	RA3. Develop Detailed Change Specifications (DCSs) RA5. Accept DCSs RA6. Approve DCSs	Refine Change Specification Specifications and	ns (i.e., High-level Approach d DCSs) As Needed	RA28. Close Change Specifications; Update and Baseline Product's Comprehensive Requirements
Construction	ODA3. Provide Analysis Support As Needed ODA5. Develop High-level Systems Design As Needed	RA3. Review DCSs RA4. Develop Detailed Systems Design	RA8. Code and Unit Test RA11. Submit to QA RA13. Address Issues	RA16. Perform SIT RA17, RA19, RA23. Address Issues	RA26. Perform Production Testing
Internal Independent Verification	ODA3. Provide Analysis Support As Needed	RA3. Review DCSs RA4. Analyze DCS Impact on Quality Assurance (QA) Test Library	RA9. Update QA Test Library per each DCS RA12. Perform QA Unit Testing	RA18. Perform QA SIT RA22. Support UAT	RA26. Perform Production Testing
Configuration Management ²	ODA7. Manage Dev., SIT, UAT and Prod. Environments			RA15. Promote to SIT RA21. Promote to UAT	RA25. Promote to Production Environment
Development Management ³	ODA6. Manage Development	RA1. Initiate Release RA2. Assign Change # RA7. Approve DCSs for Coding	RA10. Approve DCSs for QA Unit Testing RA14. Approve System Integration Testing (SIT)	RA20. Approve User Acceptance Testing (UAT) RA24. Approve Promotion to Production	RA27. Certify Release RA29. Conduct Lessons Learned RA30. Close Release
	Accounting Period P1 Ongoing Dev. Activities (ODAs)	Time R1 Release Activities (RAs)			

¹ Not applicable for Type-2 (i.e., Minor) changes

² Owned by Enterprise Systems Environment Team

³ Dev. Mgmt. Release Activities owned by Development Program Manager