

SOFTWARE ENGINEERING END SEM LAB EXAM:

2100030350

M.Hemasai

Question:

1. with existing documents and transfer deed. contract permits: The RTO Will provide contract permits for transport vehicles from one place to another place. The owner of a transport vehicle needs to apply for contract permit for a specific number of days. The owner of the vehicle needs to pay amount per seat. All the transport vehicles need to apply for fitness test. During this test the RT Will verify entire vehicle, if the vehicle is suitable for transport they will give fitness certificate. Educational Institution: TO will provide permit for vehicles of educational institutions Change of ownership of vehicles: Buyer of the vehicle can approach RT office. They needs to pay less amount for fitness compared to contract vehicles and it is valid to one academic year. These vehicles will be permitted to carry students from their house to education institution. These vehicles may not be permitted for other purposes. Violation of any of the transport rules, the vehicle owner/driver will be imposed a fine any other punishment as per the government rules. In Lab Task: create user stories, issues, milestones for the above case study using scrum methods and upload the project in Github

USER STORIES:

Definition:

A user story is a part of an Agile software development approach to acquire the details of a requirement from an end-user's point of view. The user story specifies what type of user you are, what you want and the reason behind it. Simply put, a user story helps create a simple and short description of a requirement told from the user's perspective.

Life cycle of the user stories:



The structure of the user stories:

The Scrum teams generally follow a simple approach for a user story:

As a < type of user >, I want < some goal > so that < some reason >.

Another approach includes:

As a <user type>, I want <some goal> because <why>.

So what exactly is the purpose of 'user stories'?

Mile stones using in the scrum :

The most obvious milestones in Scrum are sprint ends, but milestones can often also signify road-mapped version releases, and external

influences such as integration/test points with 3rd-party systems/modules, or significant dates/dependencies in target markets.

A milestone is a marker of a stage in a project. They are often aligned with demonstrating or releasing a particular unit of functionality on the path for the known entire set of desired functionality. A roadmap is a plan - it often relates milestones and dependencies between them and gives stakeholders some insight into when work will be available or delivered. Both are typically used in more plan driven methodologies as they give a sense of control and planning over a project.