# ABHISHEK KUMAR

18MCMC10

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MAJOR
ISM

# 1. Who will be the voice of the customer and who will protect the team from any type of disturbances in Agile environment? What are the important questions for every member in agile development? Write any two of them briefly.

Voice of the Customer

The Product owner is the voice of the Customer in agile development.

The Scrum master Protects the team from any type of distributions is agile environment.

**What are the important questions for every member in agile development**

What is the perfect team size?
What operational Challenges team faces?
What agile tool do you suggest using?

**Write any two of them briefly.**

- *What is the perfect team size?*
  Agile and Scrum training courses refer to a 7 +/- 2 rule, that is, agile or Scrum teams should be 5 to 9 members.

- **What operational Challenges team faces?**
  (1) communicating
   (2) managing day-to-day operational problems
  (3) gaining buy-in from management, customers, and team members
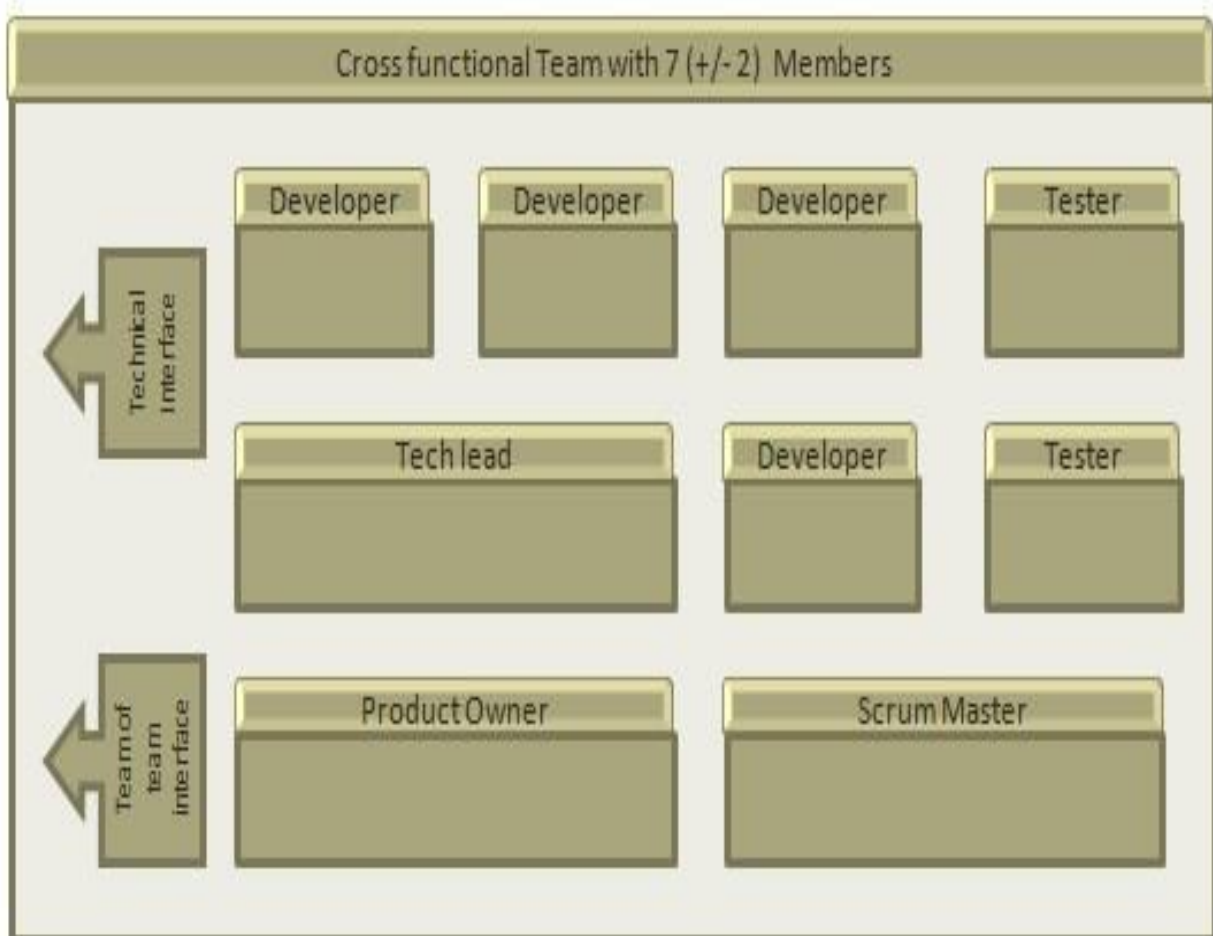  (4) changing culture and mindset
  (5) gaining experience and making it work.

**2.** How many members will be in the team interface in cross functional team. Who are they? What are they functionality and responsibility?

A **cross-functional team** is a group of people with different functional expertise working toward a common goal.

*How many members will be in the team?*

Every agile team should be a self-sufficient team with 5 to 9 team members and an average experience ranging from of 6 to 10 years. Typically, an agile team comprises of 3 to 4 developers, 1 tester, 1 technical lead, 1 product owner and 1 scrum master.

| Cross functional Team with 7 (+/- 2) Members | | | |
|---|---|---|---|
| Developer | Developer | Developer | Tester |
| Tech lead | | Developer | Tester |
| Product Owner | | Scrum Master | |

Technical Interface

Team of team interface

- *Developers:* A **developer** who is the one is writing the code and developing the project.

- *Tester:* **Software Testers** are responsible for the quality of **software** development and deployment. They are involved in performing automated and manual tests to ensure the **software** created by developers is fit for purpose.
- *Technical Lead:*
- *Product owner:* The Product owner represents the general view of the product backlog.
- *Scrum master:* The scrum master acts as a facilitator for the agile delivery team.

## 3. Assume that the team has committed to complete all user stories 7, 2, 9 respectively in three sprints. Each user story has 2,2,1 story point respectively. Calculate the total story point of all sprints. And also calculate the average sprint velocity?

For Sprints 1,

 Total story points: 7 *2 =14    ………………………….. Eqn (1)

For Sprints 2,

Total story points: 2 *2 =4     ………………………….. Eqn (2)

For sprints 3,

Total story points: 9 * 1=9     …………………………. Eqn (3)


 Adding all above equation (1) + (2) + (3)

 Total story points of all Sprints= 14+4+9 =27

 Average sprint velocity = 27/3 = 9

## 4. What is the technique used for feature estimation? Write one important issue of feature estimation and solution for the same.

Ans : In agile development, Feature Estimation is the process of estimating how long each user story will take. You assign each story a relative point value of 1 to 3 points. If it is likely to take longer than 3 points, you break it down into smaller chunks.

Technique

- Planning poker

Issues and Solutions

Planning Poker is a technique used for feature estimation. One issue with feature estimation is that by speaking the recommended point value, people may influence others in the group. Planning Poker solves this by using cards that are flipped over simultaneously

## 5. How do you manage the cost in agile, while project evolves to add new features?

We can manage the cost using :

1)Product owners often secure project funding after the product roadmap stage is complete. Some organizations even fund agile projects one release at a time; product owners will secure funding after completing release planning for each release

2)Project schedule, not scope, has the biggest effect on cost. You can start with a fixed cost and a fixed amount of time,

and then complete requirements as potentially shippable functionality that fit into your budget and schedule.

3) But If we develop software using Agile methodology A Project teams can replace lower-priority requirements with new, equivalently sized high-priority requirements with no effect on time or cost.

4) Scope bloat wastes large amounts of money on features that people simply do not use.

5) Also Project teams can release working, revenue-generating functionality early, creating a self-funding project