

Sprint Backlog: Sprint 1

Backlog Item	Epic	User stories	Decided Story Points	Planning poker estimate of Ashhar	Planning poker estimate of Sathira	Planning poker estimate of Sahan	Planning poker estimate of Indunil	Reasons for estimate
Measure the code complexity	As a user I need to measure the complexity of the source code based on the size.	As a user I need to measure the complexity of the source code based on reference and dereference operators.	7	5	1	13	8	Estimation 1 is because, since we only have to check one character and we can defer reference and assignment operator '*' using the spaces
		As a user I need to measure the complexity of the source code based on <i>new, delete, throw and throws</i> keywords operators.	4	5	5	5	2	Estimation is 2 because the functionality implemented in the previous user story can be reused here

		As a user I need to measure the complexity of the source code based on Arithmetic Operators.	3	3	3	3	2	–
		As a user I need to measure the complexity of the source code based on Relation operators.	2	3	2	2	3	=
		As a user I need to measure the complexity of the source code based on logical operators.	3	5	2	2	2	When considering the logical operators we need to identify them in many different places with several definitions. So, I thought it would take some time

		As a user I need to measure the complexity of the source code based on bit wise operators.	2	3	3	2	2	=
		As a user I need to measure the complexity of the source code based on Miscellaneous operators.	2	2	2	2	2	=
		As a user I need to measure the complexity of the source code based on assignment operators.	3	3	3	5	2	Since it has the same character lying next to each other we need to differentiate each with correct manner.
		As a user I need to measure the complexity of the source code based on keywords.	3	5	3	2	2	Estimation is 5 because there are many keywords to determine

		As a user I need to measure the complexity of the source code based on manipulators.	2	3	3	1	2	Since there are only a few things needed to be checked and with the implementation of the previous things I can speed the things little bit
		As a user I need to measure the complexity of the source code based on text inside double quotes.	2	2	3	2	2	Estimation 3 is because, if there are single quotes inside the double quotes the implementation would take some time
		As a user I need to measure the complexity of the source code based on class, method, object, variable and array names.	5	5	5	5	5	—
		As a user I need to measure the complexity of the source code based on	2	2	2	3	2	Estimation is 3 because if there a point values can have to determine those as well

		numerical values						
	As a user I need to measure the complexity of the source code based on control structures.	As a user I need to measure the complexity of the source code based on if conditions and logical or bit wise operators.	4	5	3	2	5	Since I have implemented a similar thing before it seems like it will take less time
		As a user I need to measure the complexity of the source code based on iterative control structures and logical operators inside iterative control structures.	5	5	5	5	5	—
		As a user I need to measure the complexity of the source code based on catch statements.	2	2	2	3	1	Estimation can be 1 because we can reuse the same function used to detect the keywords in the epic 1

		As a user I need to measure the complexity of the source code based on switch statements	3	2	2	3	5	Estimation is 5 because these cases inside switch should be counted as well
		As a user I need to measure the complexity of the source code based on the nesting of control structures.	9	8	8	5	13	Estimation is 13 because even though it is a one user story, it contains the functionality to detect nesting, immediate second nesting, and all the nesting beyond the second level as well.
	As a user I need to measure the complexity of the source code based on Inheritance.	As a user I need to measure the complexity of the source code based on the Complexity of a class due to inheritance.	4	5	5	5	1	Estimation is 1 because we just add two results acquired by applying a couple of previously implemented functions to achieve this user story goal
		As a user I need to measure the complexity of the source code based on the	5	5	5	3	8	I estimated less time because we need to check for the classes that extends another and so on. So, I thought 3 hours would be enough.

		complexity of a program statement of a class due to inheritance.						
	As a user I need to measure the complexity of the source code based on Program Statements.	As a user I need to measure the complexity of the source code based on total weight of a program statement.	2	2	1	3	0.5	This is because when calculating the complexity I thought there will be several to consider when calculating the total.
		As a user I need to measure the complexity of the source code based on the complexity of a program statement	1	2	1	1	0.5	This seems easy because we just need to find the answer from an equation. But we need to have implemented some functions.
		As a user I need to calculate the total complexity of the source code	5	3	2	5	8	Estimation is 8 because you have to detect all the functions and decide if they are recursive or not. Not entirely sure if it can be done just by detecting the 'return' keyword

		As a user I need to measure the complexity of the source code based on the factor whether the program does not consist of a recursive method	3	2	5	3	2	Estimation 5 is because it might take some time to for implementation to differentiate a non recursive from a recursive method.
		As a user I need to measure the complexity of the source code based on the factor whether the program consists of a recursive method	2	2	3	3	2	–
		As a user I need to display the final complexity value (Cp) in a tabular format	4	8	3	3	2	Estimation is 8 because even though it is simple to print out numbers in the console it might take time to properly format them and display in a readable way.

