

SSO → single sign-on → sign in with google acc etc.
central system.
ASPM

The only constant thing is change-
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Release → after each development phase completion, you set a meeting with the client to see what is there and what is not. → iterations + chunks not divided today.

Retrospection → after every release

- (1) What went well
- (2) What went bad → imp part
- (3) What to improve

⇒ why??

- taking feedback and improve the bad things.
- efficiency + effectively release goes on.

⇒ every release or 2-3 release bad??

⇒ Daily Scrum

- what i did yest + what i would do today

standup → short meeting + agenda.

+ any Impediments or blockers (hurdles) → e.g access issues + connections etc.
(3 examples) Question + any technical issues

→ Kodak example for change-

mid-signal

→ Opportunity Cost → leaving the opportunity (multiple choices on the basis of one) choosing - (loss)

→ Project → Temporary → start + end date (any deadline) (1) unique Product/Service
Result as an outcome (2) e.g construction a house. launching a satellite. dev a website.

→ the normal tasks → Business as usual. (an ongoing activity)
such as coffee making, call attending etc -

project → e.g. construction company | NASA example.

proj. focus. complex
 prog. []
 portfolio scheme (phase)
 e.g. collection of typ projects

- Program → a set of related projects

- portfolio → a set of programs.

e.g. collection of typ program of all units
 AWS - object bucket
 S3 → AWS.

Process

Input →  → output

series

of action/steps.

e.g. → manufacturing of car
 development of a software.

① transforms an input into an output.

** each step leads to an end result (goal) **

② methodical approach for accomplishing something.

- effectiveness

achieve an outcome successfully.

- efficiency

achieve something in least time & resources. etc.

→ efficiency no effectiveness na ho →

→ effectiveness no efficiency na ho →

→ always be effective to achieve goal (goal align)

e.g.:-

4 Quadrants

ne-e

e-e

ne-ne

e-ne

constructing a house in time + limited resource but quality isn't good

example of email

- manual filtering

auto filter.

effective

efficiency.

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 two doc not available
 not

- elicitation

- persuade. (the way)
- you anticipate and communicate with customers to get more info
- focus group etc.

input → series of → software product
 ↗ action

- Specification → req. (all types)

req. elicitation
function

constraints:

you communicate w customers by performing certain activities to get more details related to the project/software.

→ Evolution → changes.

(1) Waterfall - top down approach - one phase to another - rigid - no change
extensive doc needed - no customer feedback - extensive planning
every step + process.

no feedback \rightarrow no development.

adN

- strict governance (rules + regulations)
- fixed requirements. (limited + ~~flex~~ req.)

• jump
→ decision to make on time

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The Boiling frog syndrome.

frog → cold water → gradually → hot water → cannot get out → to late to jump

sudden change → decision to take

slow change → problems coming → taltay rektay hai → eventually → to late to do anything

examples - toxic organization -
global warming -
marriage

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The Boiling Frog syndrome.

frog → cold water → gradually → hot water → cannot get out → to late to pump

sudden change → decision to take

slow change → problems coming → taltay relay hai → eventually → pump

examples - toxic organization - } scope creep
global warming } to you include
marriage } changes into evaluating their impact, leading to
extensive workings & prod problems. → resource & budget problems.

Empirical process / Empiricism → learning from experience

- apne experience ya ghaltiyon say seekhna.

dosron ki ghaltiyon say → aqal mand

- 3 pillars
- ① Transparency → process is crystal clear (transparent)
 - ② Inspection → flaws in process / methodologies (retrospection)
 - ③ adaptation → adapt with the mistakes that should be corrected. (adapt good things)

→ where dev works on the set amount of work / prioritized work in the product backlog.

e.g. daily retrospection. everyone knows their work.

Sprint → Timeboxed event (fixed amount of time)

↳ iterations delivered to production / deliverables

↳ the cycle time depends on customer needs. / requirements

Securiti example → sprint = 1 week (release)

↳ Quality is compromised

* When the Quality had to be improved when the product was ready to sell → 2 week cycle.

* 3 week cycle → better quality + improvement in dev.

** Ideal length ⇒ 2 weeks **

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When product is only in maintenance phase → 3/4 weeks or more

here no features are added

no customer feedback

Skills of a Project Manager

- | | |
|-----------------|--------------------------|
| - patience | - prioritization of task |
| - leadership | - decision maker |
| - good comm. | - time manager |
| - good listener | - conflict management |

example

Captain of the Cricket team → finding the right batsman in the last over where runs are required.

→ Flexible → adaptable to any role.

→ versatile → batsman can score good on any number.
↳ accept a role and be good in it no matter what.

→ Versatility in PM

↳ entire team management

↳ individual or any team under them is managed well.

Picture of Decision Making → biasness, influence, decision making

sub-conscious decision

Agile dictionary → adapting quickly to changes.

→ a platform to make decisions and improve the process.

↳ set of Values & Principles.

↳ Agile Manifesto → a publication, declaration, announcement.

↳ 4 → Values → beliefs of an individual associated with one's attitude

↳ 12 → Principles → guidelines / fundamental truths

daily Standup

interaction b/w teams → individuals dependency on tools etc.

→ changes needed at every stage

→ customer feedback needed at every stage.

→ Value has to be delivered early

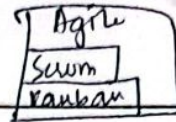
→ not a methodology, framework or a process

→ It is a manifesto, set of beliefs, a platform.

→ no clear definition of final product

→ customer involvement ↑

after mid 02



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Agile Project Management-

↳ example → pony falls in a well ...

→ jo sahi karaha nota → usko ghalat samajhtay.

About Agile

↳ 17 developers based on empiricism and past experiences

↳ they developed a manifesto (publication, etc)

↳ kuch baatun likhein and public kia and un baaton mei agile hai.

↳ by following agile → you make better decisions and you get to improve the process.

↳ Scrum Framework → part of Agile

→ Framework VS Manifesto. (a document) ←

↳ a set of process that explains how you develop a software

↳ a platform -

↳ anyone can write it & can be written for anything.

↳ a generic term

↳ an outline that you use to establish a software (anything) -

→ Value has to delivered early

→ MVP → minimum viable product → has the core functionality.
↳ give demo of the basic features. ↳ eg ride booking for carcarn.

to get an idea of your product.

(1) Individual & Interactions Over Process & Tools.

4 Values of Agile - e.g. employee → bonus
manager → not communicates the things to do.

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- human interaction

- communication.

- brainstorming etc. for action

- req. change - action

(1) Individual & Interaction over Process & Tools.

(2) Working Software over Comprehensive Documentation

(3) Customer Collaboration over Contract Negotiation.

(4) Responding to Change over following a plan.

(2) protacted → takes longer than usual

laborious → more efforts than anticipated.

Video

⇒ Introvert → gain mental energy through taking in
shields against people.

⇒ Extrovert → social stimuli ← gain energy (centre of attention)
peace + quiet (me time).

different brain areas.

I → long term (thinks first → speak)

E → short term (speak first)

50/50% → Ambivert -

Subjective → biasness + opinion of a person. (differs)

Objective → kisi bhi cheez kay baray mei 'fact' bayaan
karain kay its quantifiable.

e.g. water boils at 100°C.

example → doctor ↔ medicine

qualitative analysis

quantitative analysis

1st Biases

6 Availability Heuristic → (importance to collective wisdom)

↳ info from close source → matters alot - (more importance)

e.g. job scenario
catering scenario

more than general audience.

fragnances → subjective

↳ you gotta cross-verify and evaluate on the basis of facts.

2nd Biases

↳ Survivorship Bias -

→ kisi insaan or org ko apna ^{Image} ^{idea} ^{idea} banain to it they can do it to can we!

→ see success only and ignore the failures

→ also analyze the failures along with success too.

→ we only see the top few successful people ^{0.1%} and ignores the 99.9% failures.

3rd Biases

Confirmation Bias

Kaali
(Billi)

↳ pre-existing ~~beliefs~~ beliefs → makes your decision biased.

example (left handed people → intelligent)

pak-passport example -

4th Biases

Halo effect

→ one attribute kay basis pay they'll have other attributes too.

eg. Hafiz-e-Quran.

e.g. → speaks well → well in everything.
 → Teacher hiring → PHDIMS → good in speaking
 → a nice restaurant → quantity & food

→ aha perception kay sath negative bhi jasalata hai

→ Last class → important class.

CIA Triad

- Confidentiality - not accessible to any other person.
- Integrity - state maintained throughout the process. (encrypt → decrypt → same data)
- Availability - down time should be less.

↳ User Stories

requirements in terms of stories as early as possible

As a user . . . role

I want to . . . // action

so that I can . . . // outcome

↳ Invest (Independent → one should be independent of another

Negotiable → subject to change. (context time etc) Story.

Valuable → delivers value at the end.

Estimable → estimated time

Small → each story → each small module | bigger modules Epic ✓

Testable → should be testable by testers.

priority
technique

→ Moscow → Must Have → Priority or

Should Have

Could Have → agar hon tou aisey baat hai main nahi

Won't Have. → after everything - time hua tou you do it -

↳ Introduction to Scrum ↵

Relay Race → Waterfall-

Rugby → Agile / Scrum (whole team retreats together)

Constraints / Impediments → limits your process.

↳ Time -

↳ Budget -

↳ Resources -

5 Phases

19 Processes

Scrum Values → (5)

(1) Focus → (goal oriented) / take measures to achieve your goal

↳ Sprint target + goal + product → Focus.

(2) Openness → imphicium say aji hai → Transparency.

(3) Respect → respectful manner (professionalism)

(4) Commitment → committed towards your goal.

(5) Courage → hausla / each ko each / ~~jit~~ ghalat ko ghalat

Final Exam

→ full content -

→ class discussions -

↳ Risk Attitude
 Risk Appetite → willingness to take a risk
 Risk Threshold → max amount that an organization or a person can take.

↳ Risk Takers → takes risk

↳ Risk Averses. → avoids risk

↳ Risk Neutral → no risk at all -

Scrum Team → Roles → Core → jinki wajasay / proj dev not a.
 Team → NonCore → no actual development in a project.
 e.g vendors, sponsors, settle by do.

Scrum Guidance → that makes
 Body rules, regulations - compliance
 ↓
 HEPA etc

Ya
 HOOO

CORE → proj development mei

↳ Scrum Master

↳ Product Owner →

↳ Scrum Team.

last class
 HOOO

①

Product Owner

for requirements

- Laborious → more effort than expected
- Protected → Date: more time
- Articulation → explain them as expected
- Anticipation → ussi kay

- requirements say le kay product tak
- Voice of the customer - acts as a bridge.
- Primus Inter De Paras. → first among the peers.

bayaan karay
say prelo
samifjawa

② Scrum Master

- servant leadership style
- replace self interest with service to others
- focus on positives.
-