

## **What is Agile?**

Agile is a software development methodology that focuses on iterative development, collaboration, customer feedback, and flexibility.

- Work is divided into small, manageable increments (iterations or sprints).
- Teams adapt quickly to changing requirements.
- Emphasis is on delivering working software frequently rather than big-bang releases.
- Examples of Agile frameworks: Scrum, Kanban, XP (Extreme Programming).

In short: Agile = a mindset for flexible, customer-focused, iterative software delivery.

## **What is Scrum?**

Scrum is the most popular Agile framework used to manage complex projects.

- It organizes work into time-boxed sprints (usually 2–4 weeks).
- Teams work in small, cross-functional groups.
- Scrum emphasizes roles, ceremonies, and artifacts to ensure transparency and continuous improvement.

In short: Scrum = Agile in practice, with structure and defined roles (PO, SM, Developers).

## **1. Product Owner (PO)**

- Represents the voice of the customer.
- Defines what needs to be built (requirements, features, priorities).
- Manages the Product Backlog (ordered list of requirements).
- Ensures the product delivers maximum value to the business.

## **2. Scrum Master (SM)**

- A facilitator and coach for the Scrum Team.
- Ensures the team follows Scrum principles and practices.
- Removes impediments (roadblocks) that slow down the team.
- Shields the team from distractions and external pressures.
- Helps improve collaboration and productivity.

## **Quick Summary:**

- Agile = Methodology (mindset).
- Scrum = Agile framework with roles, sprints, and ceremonies.
- Product Owner = Defines what/why to build.
- Scrum Master = Ensures team follows Scrum, removes blockers.