

Review V



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In this lesson you will read and remember the definitions of the Concepts we have studied so far.



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1. Add more User Stories to fix your Bugs (Always be adjusting)
2. Reprioritize your User Stories
3. Estimate again and learn from your data (VELOCITY)
4. The Lifecycle of a Bug
5. Continuous Delivery--fix functional Bugs
6. Continuous Delivery as a Method for functionality

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- 1.-Add more User Stories to fix your Bugs (Always be adjusting). The time you need to fix your Bugs needs to be taken into consideration when estimating the length of your iterations.
- 2.-Reprioritize your User Stories Reprioritization is critical because you want to make sure you are doing the right thing on the project at all times.
- 3.-Estimate again and learn from your data (VELOCITY) Calculate your metrics and make sure you are readjusting after the iteration, your team may be working faster than you thought or more slowly.

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4.-The Lifecycle of a Bug A tester finds the bug, the tester files a bug report, you create a story to fix the bug, fix the bug, check the fix and verify that the fix works, update your bug report.

5.-Continuous Delivery--fix functional Bugs Everything revolves about Customer-oriented functionality. Only fix what is broken, and you know what is broken because you have tests that fail.

6.-Continuous Delivery as a Method for functionality If it hurts do it often and it won't hurt as much.

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We hope you liked the information. Remember you can always post your questions, should you have any.

Thank you

