## Agile and Scrum: An Overview Jothiswaran

## What's Agile?

## Agile is a way of doing software development that focuses on keeping customers happy, working together, and being flexible.

## Instead of sticking to a strict plan like the Waterfall method, Agile aims to deliver small, useful parts of the software regularly. This helps the team stay flexible when requirements change.

## The main ideas of Agile are:

## - People and communication are more important than processes and tools.

## - Functional software is more important than lots of written documentation.

## - Working with customers and negotiating contracts is better than following a fixed plan

## - Being ready to change is better than sticking to a plan.

## Agile is not one specific method.

## It’s a set of ideas and a way of thinking. Some examples of Agile methods are Scrum, Kanban, Extreme Programming (XP), and Lean. Scrum is one of the most popular ones.

## 2.**What is Scrum**?

## Scrum is a way of managing and completing complex projects using the Agile method.

## It focuses on keeping things simple.

## Scrum uses short time periods called Sprints. Usually, Sprints would typically last between 2 and 4 weeks.

## In Scrum:

## - Work is divided into small pieces of work, called user stories.

## - Teams meet every day in a short meeting known as a Daily Stand-up.

## - They plan what to do during a Sprint during a Sprint Planning meeting.

## - They review the work completed during the Sprint Review.

## - They think about how the Sprint went during the Retrospective.

## Tools such as the Product Backlog, Sprint Backlog are used to keep track of progress.

## Scrum is commonly used in IT and software development, but it's also applied in other fields such as finance, marketing, healthcare, and manufacturing because it's effective for handling complicated tasks.

## 3**.Key Roles in Scrum.**

## **Product Owner**

## The Product Owner is the person who ensures the product delivers the most value.They act as the connection between the customer and the development team.

## Responsibilities of the Product Owner:

## How do they organize and manage the requirements in the Product Backlog?

## They prioritize tasks based on the most value.

## They talk to everyone involved and hear their opinions.

## They decide what makes a user story acceptable.

## They ensure that the business goals and the product vision are in agreement. In an e-commerce project, the Product Owner might decide to add features like "Add to Cart" or a unique payment service depending on what customers and the market require.

## **Scrum Master**

## The Scrum Master is a leader and he helps the team. They are not a traditional project manager and do not assign tasks or manage the team directly. Instead, they teach the team about Agile methods, help them solve problems, and make sure they follow Scrum rules.

## Responsibilities of the Scrum Master:

## Each the team about Scrum practices like Daily Stand-up, Sprint Planning, and Retrospective.

## Help the team stay focused on the Sprint goals.

## Remove things that block progress, like technical, organizational, or communication problems.

## Encourage teamwork and self-organization.

## Promote continuous improvement through meetings called Retrospectives.