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Assignment 06: Review Questions

1. Explain CI/CD.

Continuous integration (CI) can be explained as the practice of frequently integrating changes and updates. When developers and testers adopt this approach, they focus their efforts on small, incremental units of functionality. They commit these units to the version-control system, create a build, and verify that everything works as expected. If everything functions as expected, they consider that portion complete. The practice of continuous integration helps a development team move fast and makes it easier for them to adhere to a continuous delivery (CD) culture. Continuous delivery refers to the practice of delivering these updates and features on a regular basis or cadence. This could mean delivering multiple times a day, daily, or every other day.

2. Explain the difference between pairing, swarming, and mobbing.

Pairing is when two team members work on one story using one computer and one keyboard. In pairing, the pair of team members are responsible for checking each other's work. Swarming is when the entire team works together on one story. In swarming, team members work on story units according to their expertise. They can work alone or in pairs. When a team member completes their work, they pair with another team member to help them complete their portion of work. The mobbing approach combines ideas from both swarming and pairing. In mobbing, the entire team works together on one computer using one keyboard.

3. What is technical debt?

Technical debt refers to the accumulation of extra work that results from not thoroughly fixing or correcting issues initially. When issues are not comprehensively fixed initially, it leads to additional work being created for the future. The accumulation of this additional work is what we call technical debt.