**PROJECT PLANNING User Story**

Storiy points

Charts = projecting ahead of time

Agile and HTML

HTML USED N ABOUT ALL ASPECTS OF internet

Waterfall method

Waterfall and AGILE - 2 methods

Waterfall takes 6 months to 2 years

1. Research and develop
2. Design with flow charts
3. Code
4. Test
5. Fixing would be by re-design
6. Documentation plan
7. Time consuming -- waiting for features to be done

There were specifications and design --Long process..

AGILE

Popular

Time about three weeks

One week units

Release only when unit is done – stable for other to test; rather than the entire project

AGILE – does not have documentation.

Less internal paperwork –

Over a dozen ways to run AGILE

Fluid - do as best for your team

SPRINT (unit of time)

User STORIES WHAT COSTOMER wants

* EPICS group work - grooming (scrum)

Research spicks

Sttories

Story points

Add to > Backlog

SCRUM (small group 6-8)

What was done – what is and will do now= from day to day.

Keeping communication open

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AGILE - elated KABAN SIMPLER

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AGILE AND DOCUMENTATION

One person may be in five SCRUM MEETINGS

Documentation is normally a week behind the SCRUM team

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HTML 5 (PRESENTLY)

HTML 4 (Not strick) Starts with DOCTtipe

XHTML (strick)

HTML 5 (ABOUT 10 YEARS OLD COMOM) (FROM 2014)

* TALKS T OTHER LANGUAGES – java script

Notepad ++ best to use

CSS converts HTML to

W3schools.com > HTML COLOR and

CC

DIV = generic block

<div>

<span> = lin elements

Omeworkk

Make HTML file

Heading

List ordered andunordere

An image

Pararaphs various