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1. Story points are units of measurement used to determine how much effort is required to complete a product backlog item or any other piece of work. The team assigns story points based on the work's complexity, amount, and uncertainty.

2. **As a** patient
   I want to schedule a medical appointment using the online channeling app
   So that I can meet the doctor and have medicine.

   Acceptance Criteria :
   I download the e channeling app and signup. After that I login to the account and select the hospital and the name of the relevant doctor. Then I confirm my booking. After I confirm my booking it redirect to select the payment method. Then I add one of the online payment methods and pay the amount. But there is also another option call cash.

3. "The teams following the Agile Methodology can always perform better than the teams following other Software Development Methodologies."

   Yes I accept this statement because in agile methodology main advantage is it may welcome the changing of any requirement related to the project on any phase, even in late development. Also this process harness change for the customer's competitive advantage. On the other hand through this methodology business people and the developers can work together as one team without having any concerns while they are in the implementing stage. From this methodology it builds projects around motivated individuals and give them the environment with the support they need, and trust them to get the job done.

   When compares with the other software development methodologies this methodology is most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

4. **UML diagrams are widely used ,**

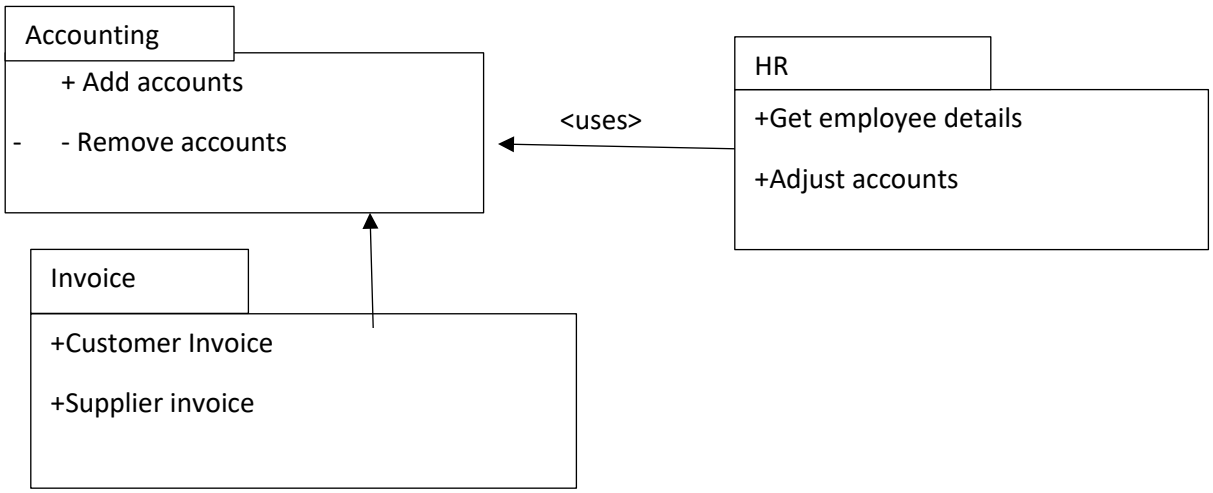
- **T**o reason about system behavior.
- To detect errors and omissions early in the life cycle.
- To present the proposed designs and communicate with stakeholders.
- To understand the requirements.
- To drive implementation

Types of UML diagrams

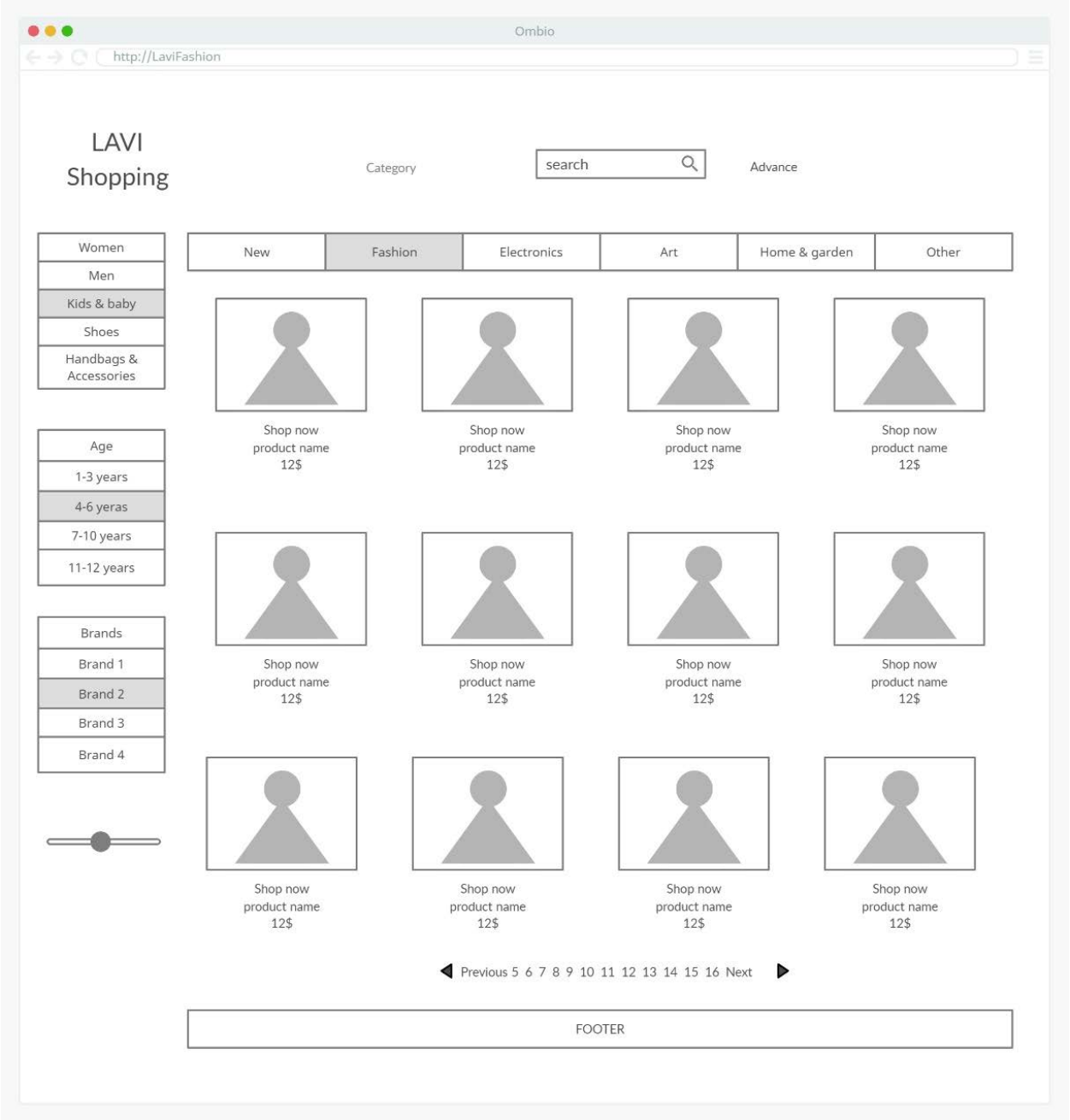
- Structure Diagrams
    - Class Diagram - Class diagrams are the main building block of any object-oriented solution. It shows the classes in a system, attributes, and operations of each class and the relationship between each class
    - Component Diagram - A component diagram displays the structural relationship of components of a software system
    - Deployment Diagram - A deployment diagram shows the hardware of your system and the software in that hardware.
    - Object Diagram - Object Diagrams, sometimes referred to as Instance diagrams are very similar to class diagrams
    - Composite Structure Diagram - Composite structure diagrams are used to show the internal structure of a class. Some of the common composite structure diagrams.

- Behavioral Diagrams
    - Use Case Diagram - Use case diagrams give a graphic overview of the actors involved in a system, different functions needed by those actors and how these different functions interact.
    - Activity Diagram – This is used to describe the business workflow or the operational workflow of any component in a system.
    - State Machine Diagram - State machine diagrams are similar to activity diagrams, although notations and usage change a bit.
    - Sequence Diagram -Sequence diagrams in UML show how objects interact with each other and the order those interactions occur. It's important to note that they show the interactions for a particular scenario.
    - Communication Diagram - Communication diagrams are similar to sequence diagrams, but the focus is on messages passed between objects.
    - Timing Diagram - Timing diagrams are very similar to sequence diagrams. They represent the behavior of objects in a given time frame. If it's only one object, the diagram is straightforward.

Example for Package Diagram



5.



6. Mr Groory can add functions such as online product selling, contact vehicle owners details, nearby stores etc. They can generate revenue from publishing advertisements in the mobile app.