**AGILE MODEL**

Agile model/ Agile methodology/ Agile process

These three means the same.

Agile is an iterative / incremental model (or) process(or) approach

1. Iterative -----> same kind of process we are repeating again and again like

Requirements -> Design -> Test

1. Incremental ---- > We will implemented few number of features then we are adding in that (which is said by customer)

**AGILE PRINCIPALS**

1. Customer no need to wait for long time.

We will delivery software with few features

Eg: Customer have 100 features of software. We didn’t give 100 features at a same or single time

1. We develop, text and Release a piece of software to the customer with few number of features

We will delivery the some some features to the customers

For example: 100 features/requirements in software

We will implement 10 to 15 features in software for 1st week

1. We will accept /accommodate requirements changes.

We are able to change the customer requirements.

We have completed 1st 15 requirements by develops team and QA team after that we released to the customer.

After releasing the software , if the customer have any additional requirement (or ) changes., we can sort out that or we can change that new requirements also.

Not like other models(ie) Waterfall model.

In Agile model developers, QA , Customer they are communicate with eachother easily. I think they have good communication.

There will be good communication with Develops, QA, customer.

They will work together towards achieve one Goal.

**ADVANTAGES OF AGILE**

Delivery is faster with two weeks or three weeks, we will delivery some features in software.

Requirement changes are allow In any stage of development

(or)

We can accommodate requirements changes in the middle of development

Release will be faster(Very fast) like Weekly.

Customer no need to wait for long time.

There is Good communication between team(develops, QA, customer)

It is easy model to adopt

DISADVANTAGE OF AGILE

Less focus on design and documentation since we delivery software very faster.

Sometimes there is no documentations also.

Why?

Because, In waterfall model and other model we have

* Design document
* Test plan doc
* High level doc
* Low level doc

The release are very fast, we have release weekly. If we start doing documents it will take time that’s why.

In Agile we have less documents but we have more no of meetings / connections.(In that meeting we will talk about requirement very well or very clearly ).

Only one disadvantage.

SCRUM IN AGILE

Scrum is a framework through which we build software product by following Agile principals.

* Framework which is able to develop and list the software to release the software.
* Agile is used by some principals to follow , those principals we can use scrum

In the scrum there are set of team or people are involved that is called scrum team.

1.Product owner

2.Scrum master

3.Development team

1. QA team

These are the four types of people comes under scrum team .

Normally scrum involved group of a people with 5 to 9 members .

Product Owner:

1.Define the features of the product

Product owner is the actually write the features of the APPLICATIONS.

Whose is the guy always contact to the customer.

Always contact with the customer.

2.Prioritize features according to market value

3. adjust features and priority every iteration, as needed

4. Accept or reject work results.

Scrum Master:

Scrum master is different role., he is not a developer , test or not belongs to any other manager. It is specific role

**The main role is facilitating and driving the agile process.**

Scrum master make sure that people will follow agile process or not.

He will solve the problems in team

Development team and QA :

Develops team development the software and QA will test the software(design the software, intregartion testing, bug reporting).

We will discuss about terminology:

Scrum Terminology

User story: A feature/module in a software (small feature)

EPIC : collection of user stories. ( big feature)

Product owner will prepare the user story and epic to interact with the customer.

Product Backlog : contains list of user stories. Prepared by product owner.

Sprint : Period of time to complete the user stories, decided by the product owner and team, usually 2-4 weeks of time.

Both should be complete – developing and testing .

Mini 2 weeks max 4 weeks .

Sprint planning meeting :

Meeting conducts with the team to define what can be delivered in the sprint and duration.

Sprint backlog :

Contains the list of committed stories by dev/ QA for specific sprints.

Scrum meeting :

In every day we have 15 mins meeting

Meeting conducted by scrum master. Everyday 15 mins call,Called as scrum call / standup call

Within 15 mins everybody should say their status,

What are the task they completed yesterday

If they face any issues.

Any blockers during their meeting , etc

Product owner

Devlopers

Testers all are involving the meeting

In that meeting everyone should say these questions

* What did you do Yesterday ?
* What will you do today?
* Are there any impediments(blockers) in your way ?

Sprint Retrospective meeting :

Conducts meeting after completion of sprint. The entire team , including both the scrum master and the product owner should participate.

During this meeting they will thing what went wrong and what went well.

What are the improvements we need.

Story point : Rough estimation of user stories, will be given by DEV & QA in the form of Fibonacci series.

Fibonacii serious :

0 1 1 2 3 5 8……

1 – 1 hour/ 1 day 1 story which is consider by 1 hour or 1 day.(6 to 8 hours)

Some companies considered 1 story point as 1 hour and other companies considered 1 story point as 8 hours that is whole day.

Burndown chat : shows how much work remining in the sprint. Maintained by the scrum master daily