



Министерство науки и высшего образования Российской Федерации  
Калужский филиал  
федерального государственного бюджетного  
образовательного учреждения высшего образования  
«Московский государственный технический университет имени Н.Э. Баумана  
(национальный исследовательский университет)»  
(КФ МГТУ им. Н.Э. Баумана)

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## **Домашнее чтение «Scrum»**

<https://www.techtarget.com/searchsoftwarequality/definition/Scrum>

без иллюстраций

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Выполнил: студент гр. ИУК4-62Б \_\_\_\_\_ (Карельский М.К.)  
(Подпись) (Ф.И.О.)

Проверил: \_\_\_\_\_ (Журавлева И.В.)  
(Подпись) (Ф.И.О.)

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Scrum is a framework for project management that **emphasizes** teamwork, **accountability** and iterative progress toward a well-defined goal. The framework begins with a simple **premise**: Start with what can be seen or known. After that, track the progress and **tweak**, as necessary.

Scrum is often part of Agile software development. It is named for a rugby formation in which everyone plays a role. Software development Scrum roles include the following:

- **Product owner**. This person **serves as the liaison** between the development team and its customers. The product owner is responsible for ensuring that expectations for the completed product are **communicated and agreed** upon.
- **Scrum Master**. The Scrum Master is referred to as the project **facilitator**. They ensure Scrum best practices are followed. They must be good leaders and project managers, skilled at collaboration, conflict resolution and process improvement.
- **Development team**. Members of the Scrum development team work together to create and test **incremental** releases of the final product. Developers must know Scrum and Agile development practices.

The Scrum process **encourages** practitioners to work with what they have and continually **evaluate** what is or is not working. Good communication is essential and **is carried out** through meetings, called "events".

Scrum events include the following:

- **Daily Scrum**. This event is a short, daily meeting that takes place in the same place and time each day. In these meetings, the team reviews work accomplished the previous day and plans what will be done in the next 24 hours. This is the time when team members discuss problems that might **prevent** project completion.
- **Sprint**. A Sprint is the time frame in which work must be completed – often 30 days. New Sprints start right after the end of the previous one.
- **Sprint Planning Meeting**. In these meetings, everyone participates in setting goals. At the end, at least one **increment** – a usable piece of software – should be produced.
- **Sprint Review**. This is the time to show off the increment.
- **Sprint Retrospective**. A Sprint Retrospective is a meeting held after a Sprint ends. During this meeting, everyone **reflects** on the process. A **team-building** exercise may also be offered. An important goal of this event is continuous improvement.

An artifact is something of historical interest that **warrants** being **reexamined**. In Scrum product development, artifacts are used to see what has been done and what is still in the queue.

It is useful to look at Scrum artifacts in Sprint Planning Meetings. Scrum artifacts include the following:

- **Product backlog**. This refers to what remains to be done. During a product backlog **grooming** session, the development team works with the business owner to prioritize work that has been backlogged. The product backlog may be **fine-tuned** during a process called backlog **refinement**.

**emphasizes** – подчеркивает  
**accountability** – отслеживаемость  
**premise** – предпосылка  
**tweak** – подстраивайтесь

**serves as the liaison** – служит связующим звеном

**communicated and agreed** – доведены до сведения и согласованы  
**facilitator** – координатор

**incremental** – постепенные

**encourage** – способствует  
**evaluate** – оценивать  
**is carried out** – осуществляется

**prevent** – помешать

**increment** – улучшение

**reflects** – размышляет  
**team-building** – сплочение команды  
**warrants** – заслуживает  
**reexamined** – пересмотрен

**backlog** – невыполненные задачи  
**grooming** – обработка

**fine-tuned** – точно настроено  
**refinement** – уточнение

<ul style="list-style-type: none"> <li>• <u>Sprint backlog</u>. This is a list of tasks that must be completed before selected product backlog items can be delivered.</li> <li>• <u>Product increment</u>. This refers to what has been accomplished during a Sprint – all the product backlog items – as well as what's been created during all previous Sprints. The product increment reflects how much progress has been made.</li> <li>• <u>Burn down</u>. A burn down chart is a visual representation of the amount of work that still needs to be completed. A burn down chart has a Y axis that shows work and an X axis that shows time. Ideally, the chart illustrates a downward trend, as the amount of work still left to do over time burns down to zero.</li> </ul> <p>The core benefits of Scrum include the following:</p> <ul style="list-style-type: none"> <li>• <u>Quality products</u>. The Sprint retrospective part of the Scrum process <b>builds</b> in feedback and continuous improvement. As a result, development teams using the methodology deliver high-quality products.</li> <li>• <u>Teamwork</u>. Scrum creates <b>cohesive</b> software development teams that communicate effectively, meet deadlines and solve problems together. Members trust and respect one another and understand that their time is valuable.</li> <li>• <u>Flexibility</u>. With Scrum, teams have to adapt their tools and processes to new circumstances as they happen. Product definitions may change as development progresses, and effective teams deliver those changes within a few iterations. Regular product backlog meetings enable a team to rearrange priorities before products are moved into the sprint.</li> <li>• <u>Reduced risk</u>. Scrum focuses on a predictable, sustainable delivery <b>pace</b> and <b>consistent</b> feedback that gives teams a chance to <b>mitigate</b> risk early and often. Short sprints let teams fail fast if an idea doesn't work, keeping the risk of failure manageable.</li> <li>• <u>Decreased time to market</u>. Scrum aims to release products and their features in predictable increments using well-defined sprints. The entire product does not need to be done for features to be released. Sprints are designed to add <b>shippable</b> features at every increment. Complete products made up of those shipped features are known as complex products.</li> <li>• <u>Higher return on investment (ROI)</u>. Scrum's <b>combined</b> benefits lead to a higher ROI. Constant feedback leads to less costly mistakes late in the process and a better product with fewer defects. Decreased time to market and incremental releases <b>bring in revenue</b> faster.</li> </ul>	<p><b>builds</b> – основывается</p> <p><b>cohesive</b> – сплоченные</p> <p><b>pace</b> – темп <b>consistent</b> – постоянная <b>mitigate</b> – снижать</p> <p><b>shippable</b> – подлежащих показу</p> <p><b>return</b> – отдача <b>combined</b> – совокупные</p> <p><b>bring in revenue</b> – приносят доход</p>
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## Реферат

Эта статья посвящена методологии Scrum.

Scrum – это фреймворк для организации проектов, подчеркивающий работу в команде и постепенный управляемый отслеживаемый прогресс на пути к четко описанной цели.

Методология включает такие роли, как:

- Владелец продукта, служащий связующим звеном между заказчиками и разработчиками,
- Scrum-мастер, следящий за выполнением принципов,
- Команда разработчиков.

Хорошая коммуникация лежит в основе Scrum и осуществляется через встречи, называемые событиями, которые бывают следующих типов:

- Ежедневный Scrum – на нем сотрудники ежедневно рассматривают, что было сделано вчера и что будет сделано сегодня.
- Спринт – временной промежуток для выполнения работы.
- Планирование спринта – на нем решается, какой функционал следует реализовать в следующем спринте.
- Обзор спринта – показ улучшений.
- Ретроспектива спринта – проводится в конце спринта, на нем обсуждается, как прошла работа.

Артефакты предназначены для того, чтобы рассмотреть решенные и предстоящие задачи. В них включают:

- Невыполненные задачи продукта – среди них выбираются те, которые стоит решить раньше остальных.
- Невыполненные задачи спринта – те, которые нужно выполнить перед рассмотрением артефактов предыдущего типа.
- Улучшение продукта – что было сделано за прошлые спринты.
- Burn down – график, отображающий зависимость числа оставшихся задач от прошедшего времени.

Основными достоинствами Scrum являются:

- Качественная продукция – гарантируется обратной связью и постоянными улучшениями.
- Командная работа – вырабатывается сплоченной и эффективной командой.
- Гибкость – команда может быстро подстраивать разработку под изменяющиеся приоритеты.
- Уменьшенный риск – достигается поэтапной работой и обратной связью, что позволяет выявлять ошибки на ранних стадиях.
- Быстрый выход на рынок – новые функции постепенно вводятся с каждым спринтом, поэтому нет необходимости ждать выхода продукта целиком.
- Большая отдача от инвестиций – обеспечивается малым количеством ошибок, допускаемых в работе над продуктом и оказавшихся в его готовой версии.

Данная статья может быть полезна тем, кто хочет организовать работу над своим проектом.

### **Abstract**

This article is about Scrum.

Scrum is a framework for project management. It includes such roles as product owner, Scrum master and development team.

Good communication is carried out through events:

- Daily Scrum,
- Sprint,
- Sprint planning meeting,
- Sprint review,
- Sprint retrospective.

Artifacts are used to see what has been done and what is still in the queue:

- Product backlog,
- Sprint backlog,
- Product increment,
- Burn down.

The core benefits of Scrum:

- Quality products,
- Teamwork,
- Flexibility,
- Reduced risk,
- Decreased time to market,
- Higher ROI.

This article may be useful for those, who want to manage their projects.

### **Questions**

1. What is Scrum?
2. What is it named for?
3. What roles are included in Scrum?
4. Who is a product owner?
5. Who is a Scrum master?
6. What is events?
7. What is included in events?
8. What is a daily Scrum?
9. What is a sprint?
10. What is an artifact?
11. What is included in artifacts?
12. What is a product backlog?
13. What is a sprint backlog?
14. What is a burn down?
15. What is core benefits of Scrum?