Workspace Story

Test to see if we can create more than one workspace

1. AC: new workspace should be crated

Example

* Negative
* Positive
* Find bugs
* Test with random values
* Test with no values
* Test with number
* Test with symbol and space

1. AC: user should be able to delete workspace.

3 story point

Defect: A flaw or an error in an application. The defect occurs when any mistake is made by a developer during the designing or building of an application and when this flaw is found by a tester, it is termed as a defect.

Bug: are issues found during the testing lifecycle. Issues in code can cause bugs. Defects are issues found in the production environment, and may be a deviation from the requirement.

SDLC Phase

1. Requirement gathering and Analysis

Requirements can be either known or unknown. The purpose of requirements gathering is to collect as many known requirements as possible

1. Design

In this phase, the requirement gathered are used as input an architecture of the application to be developed.

1. Implementation or coding

In this phase, code is implemented based on the design. The software design is translated into source code.

All components of the software developed are implemented in this phase.

1. Testing

* Testing starts once the coding is complete and the modules are released for testing
* Defects are found in this sate and assigned to developers.
* Retesting, regression testing is done.

1. Deployment

* Once the user product is tested. It is then deployed to the production environment or first UAT (User Acceptance Testing)
* In the case of UAT, a replica of the production environment is created and the customer along with the developer

1. Maintenance

Estimating point and capacity for an employee

10 days of work = 2 weeks

**Ex.**

Alex has 60 hours to work on 2 weeks

Story number 1 = 3 story points = 3 days of work

Story number 2 = 2 story points = 2 days of work

Story number 3 = 5 story points = 5 days of work

During planning meeting Product owner says:

Story 3 = High Priority

Story 1 = Medium

Story 2 = Low

Alex Capacity for 2 weeks sprint = 6-8 Story Points

Sprint Planning = We discuss about the stories that we will be working on the next 2 weeks = (1 sprint).

- During the Sprint planning we discuss who will work on the Story from development Team and also estimate Story Points.