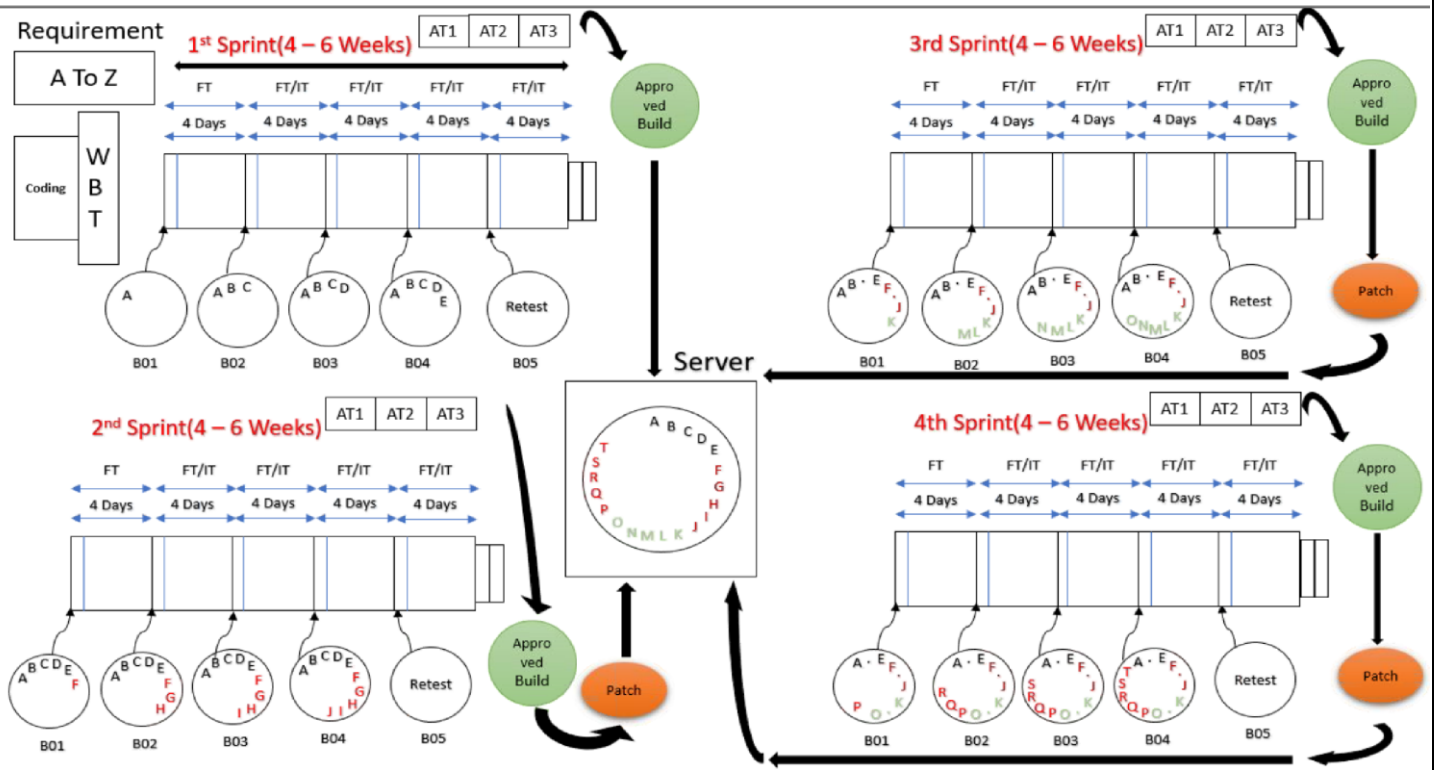


AGILE MODEL

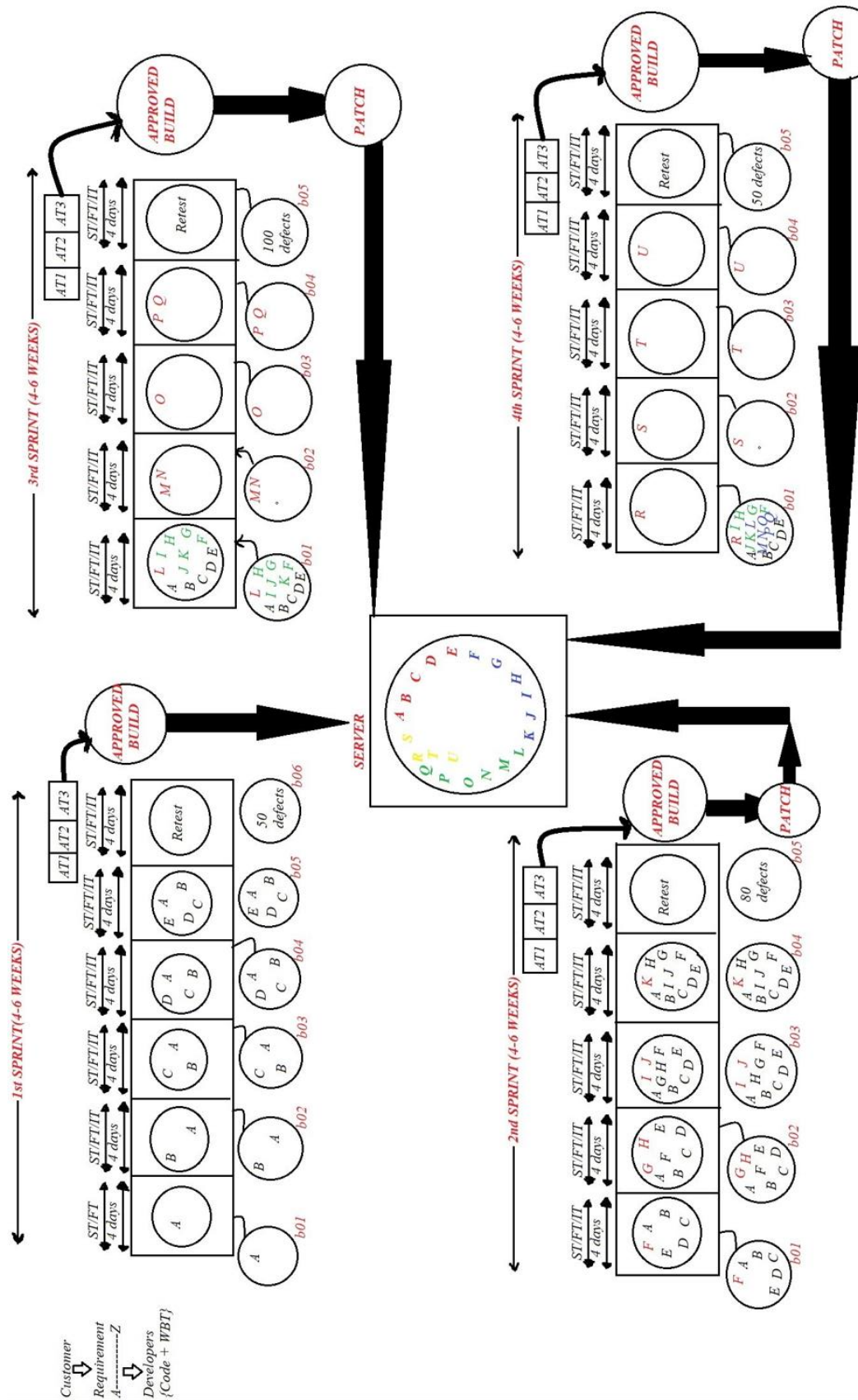
RELEASE PROCESS IN TRADITIONAL MODEL



DRAWBACKS OF TRADITIONAL MODEL:

1. Return on investment time taken is more.
2. One release might take anywhere between 12 months to 24 months. In this time period customer business might change.
3. Customer cannot change the requirement.
4. It won't make engineers responsible and productive.
5. Customer will invest money on day one but should wait for the returns for a very long time.
6. No proper interaction between customer and the company.

AGILE MODEL



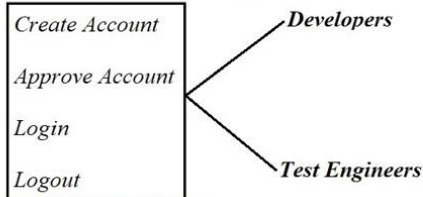
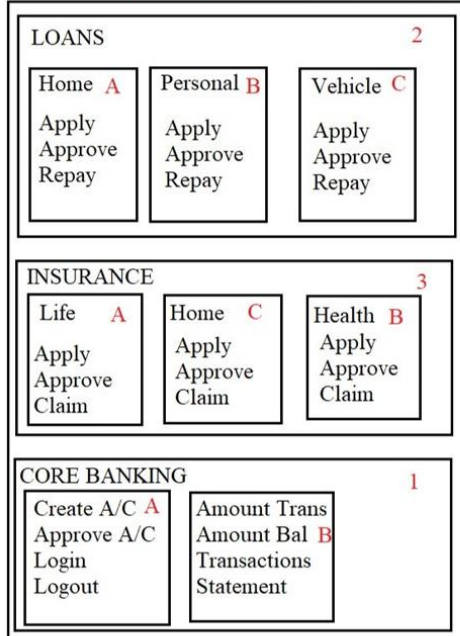
PRODUCT BACKLOG

STORIES / TASK

2 hours/week

SPRINT PLANNING MEETING 8 hours-4 weeks

Derive the tasks



Developers

1. CREATE ACCOUNT

Estimation

- a) LLD----->4 hours
- b) DB Design----->2 hours
- c) UI/UX Design----->3 hours
- d) Coding----->8 hours
- e) WBT----->2 hours

19 hours

2. APPROVE ACCOUNT

- a) LLD----->3 hours
- b) DB Design----->2 hours
- c) UI/UX Design----->2 hours
- d) Coding----->6 hours
- e) WBT----->2 hours

15 hours

3. LOGIN

4. LOGOUT

Test Engineers

1. CREATE ACCOUNT

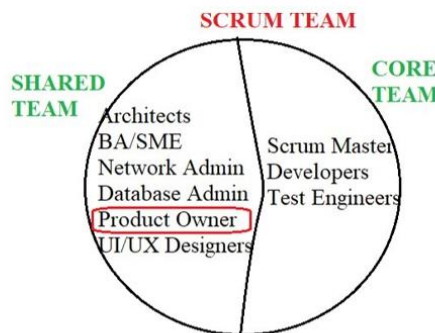
- a) Write Test case----->6 hours
- b) Review Test case----->1 hour
- c) Prepare Traceability Matrix-->1 hour
- d) Execute the test cases----->4 hours
- e) Defect Tracking----->2 hours

14 hours

2. APPROVE ACCOUNT

3. LOGIN

4. LOGOUT



Features	Developers	Test Engineers	Total
Cr A/C	19	14	33 hrs
Ap A/C	15	12	27 hrs
Login	12	10	22 hrs
Logout	14	13	27 hrs

"STORY POINT"

Acceptance Criteria

Blocker - 0

Critical - not more than 3

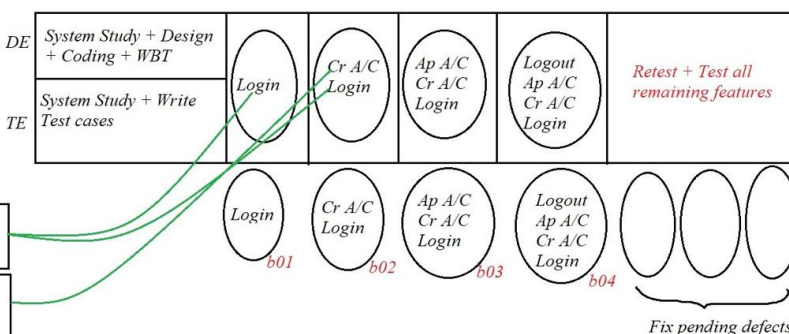
Major - not more than 10

Minor - not more than 20

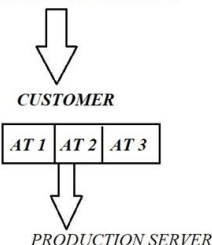
STAND UP MEETING / DAILY SCRUM MEETING

SPRINT BACKLOG

Create Account
Approve Account
Login
Logout



SPRINT REVIEW MEETING



SPRINT RETROSPECTIVE MEETING

AGILE MODEL

Agile is a model wherein we develop the software in an incremental and iterative process.

- * To overcome the drawbacks of traditional model, we go for Agile model.
- * Here we build large product in short cycles called SPRINT.

What is Scrum?

It is the process used to build the application in Agile Model.

What is scrum team?

It is a group of engineers working towards completing committed features / stories.

- * Generally, scrum team will have 5-12 members.
- * Here there are 2 teams i.e., Shared team and core team.
- * Shared teams include product owner, architect, BA, UI/UX Designers [User interface / user experience], network admin, database admin.
- * Core team includes scrum master, development engineers and test engineers.
- * Scrum master leads the entire scrum team and he facilitates everyone to complete their task.

What is product backlog?

It is a prioritized list of stories that must be developed in complete project.

- * Generally, product owner, customer, BA, architect, scrum master will be involved while building it.
- * Generally, stories in product backlog need not be in detail.

What is sprint backlog?

It is the list of stories and associated tasks committed by the scrum team that must be delivered within one sprint.

What is a story point?

It is the estimation of how long task would take to complete.

What is acceptance criteria?

It is a list of criteria which should be met in order to move the product to the production

- * Generally, this acceptance criteria will be given either by customer or product owner.
- * Generally, they set this in the beginning of the sprint, that is in the sprint planning meeting.

Ex: There should be 0 blocker defects and maximum of 25 minor defects.

In AGILE, there are 4 important meetings:

SPRINT PLANNING MEETING

- * Here entire scrum team sit together and pull the stories from product backlog.
- * Scrum master assigns each story to each developers and test engineers.
- * Now each engineer will derive the task to be completed to build each story.
- * Each engineer estimates the time taken to complete each task i.e., they derive the story point.
- * Generally, sprint planning meeting should be completed within 8 hours if the sprint is planned for 4 weeks. [2hrs/week]

STAND UP MEETING/SCRUM MEETING/DAILY SCRUM MEETING/ROLL CALL MEETING

- * Here entire scrum team meets.
- * This meeting is completely done by scrum master.
- * Here every engineer should explain
 - a) What they have done yesterday?
 - b) What are the impediments / hurdles faced yesterday?
 - c) What are the activities that they are planning to do today?
 - d) What are the impediments / hurdles they are expecting in order to complete today's tasks.
- * Scrum master will try to solve certain impediments in the meeting itself. If it takes too much of time, then scrum master will note it down in Impediment backlog and solves it later.
- * Generally, this meeting should be completed within 10-15 minutes.

- * This meeting should be done in the beginning of the day.
- * Here everybody should stand up in the meeting, so that people only talk to the point.

SPRINT REVIEW MEETING

- * Here entire scrum team meets at the end of the project.
- * The engineers will give a demo to the product owner of whatever they have built.
- * Product owner will tell what is done and what is not done.
- * Also, they discuss about how to plan for next sprint.

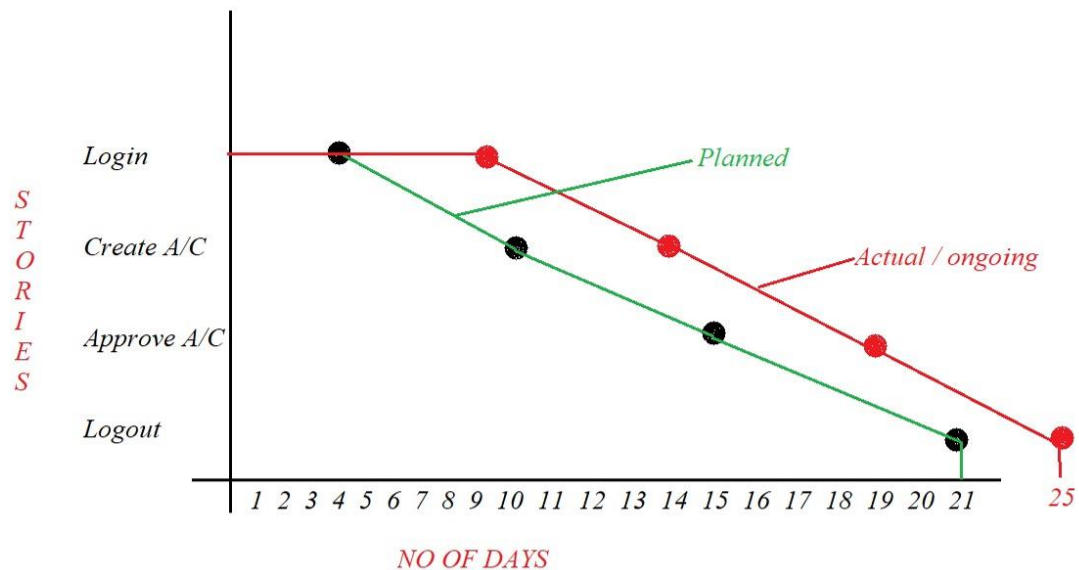
SPRINT RETROSPECTIVE MEETING/PROJECT CLOSURE MEETING/POSTMORTAM MEETING

- * Here entire scrum team meet, sometimes customer also joins and discuss about all achievements (good process followed) and mistakes (wrong activities performed) and document it and that document is called as Retrospect document.
- * When the next sprint starts, while doing sprint planning meeting, we refer this document and we plan it in such a way that old mistakes are not repeated and good activities are adopted once again.

NOTE: In agile we call these 4 meetings (Sprint planning meeting, daily scrum meeting, sprint review meeting and sprint retrospective meeting) as SCRUM CEREMONIES.

BURN DOWN CHART

It is a graphical representation of work left vs time taken.



SPILL OVER

There are certain stories / features which you are not able to build in current sprint and planning to postpone it for next sprint. This is called Spill Over.

STORY BOARD

It contains list of stories / tasks which is in progress, which is pending and which is completed.

CHICKEN

Chicken is the one who observes and try to understand how sprint is going on and he will not be involved in any of the tasks.

Ex: Customer, Investors, Shareholders, Management Team (Director, CEO etc), Vice President

PRINCIPLES OF AGILE:

1. Our highest priority is customer satisfaction through quick delivery of working piece of software.
2. Customer can change the requirement at any stage of development process.
3. Releases should be very short.
4. It is a flexible model.
5. There will be very good communication between the customer, development team and testing team.
6. There will be lot of meetings between Development Team and Testing Team in order to improve the process.