

## **Unit 2 – Reflections**

### **CU vs US:**

If we want to know the differences between use case specifications and user stories, we must first know what each of these represents. To begin with, both are similar because they are two different ways of organizing the requirements, while the use case specifications organize in a narrative way how the user uses the system; on the other hand, user stories split the requirements into small sections for planning purposes.

User stories are usually summarized in a card where vague and not so detailed descriptions are made, so that the completion time is benefited, taking about one or two weeks. And, on the other hand, the use case specifications tend to be very precise and quite detailed descriptions, taking three to four weeks to complete.

When working with a traditional methodology, the use of a use case specification is recommended. But, if you'll be working with an agile methodology, such as scrum, the use of user stories is the one that is recommended.

### **Políglotas:**

In order to generate a polyglot culture, the strategy that I would follow would begin with learning the bases and fundamentals of the languages that I want to learn, since, if you want to learn something new, whatever it is, it is always important to start with the basics, so you can familiarize yourself with what you are learning. It's the same thing with programming languages, once you learn the basics of each language, you start to see the patterns between the different languages, and when you start getting used to them you can start to dig a little deeper into the more specific aspects of each language.

After learning the basics, I would concentrate on learning one language at a time, so as not to lose the thread of what I am learning, since if I start to alternate between one language and another, I could get confused.

By following this strategy, rapid transition between different languages may be possible.