AGILE training

* Software: anything that is intangible; lacks physical existence.
* Model is scalable and flexible while framework is rigid.
* Project management stages:
  + Initiation
  + Planning
  + Execution:
    - Traditional approach- V model
    - Modern approach- Agile
  + Closure
* V model:

Requirement User acceptance Testing

Design System testing

Development Integration testing

Unit testing

* V model is also called water fall model.
* Along with the requirement specification, acceptance criteria are created.
* Unit Testing is done along with development.
* System and integration testing are done together and they correspond to design aspect.

Agile:

* It is a mindset that lets you open to changes.
* Introduced in 1995.
* Popularized in 2001 with the introduction of agile manifesto.
* AGILE MANIFESTO:
  + Individuals and interactions over process and tools.
  + Working software over compressive documentation.
  + Consumer collaboration over contract negotiation.
  + Responding to change than following a plan.
* AGILE PRINCIPLES:
  + Satisfy customer.
  + Welcome change.
  + Deliver frequently: each delivery should be incremental in terms of value.
  + Work together
  + Trust and support
  + Sustainable development.
  + Working software.
  + Face to face communication.
  + Continuous attemtion.
  + Maintain simplicity
  + Self organizing teams
  + Reflect and adjust.
* Customer values:
  + Visibility
  + Adaptability
  + Business value: concerned with the end users.
  + Risk factor
* Using agile, Visibility to product is increased from the very early stages of development.
* Adaptability to changes is more as compared to the traditional methodology because agile lets you welcome changes.
* Business value is increased because product may be made available to the end user in modules.
* Risk factor is decreased because the owner gets the visibility to product from early stages.

SCRUM:

* It is a framework for agile software development.
* It helps in managing process in an agile manner.
* SCRUM VALUES:
  + Courage
  + Focus
  + Commitment
  + Respect
  + Openness
* SCRUM FRAMEWORK:

PRODUCT OWNER Daily Standups

(Receives inputs/requirements) ||

|| ||

Prioritized Req list == Sprint planning == Sprint == Sprint == 24 hr

(Product backlog) Backlog Week Sprint

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Sprint review & Retrospect

DISADVANTAGES OF AGILE:

* Risk of scope creep
* Irresponsible teams
* Wrong scrum master/ product owner
* Poorly defined tasks.

FEATURES OF SPRINT:

* Incremental in value
* Iterative in process
* Protected but not rigid
* Time boxed

MINIMUM VIABLE PRODUCT (MVP):

* The minimum value that should be delivered at the end of each release is called MVP.