## Final deliverables

### Agile / Scrum

1. What did you learn about how the Agile and Scrum methodologies operate?

-> High quality product, good code implementation, easy to maintain.

1. In practice how effective did you find this methodology?

-> I find it as an effective method in every term of software development for business or user needs.

1. What did you find was the strength of it?

-> This method overcomes the limitation of waterfall software development model, I think this is its biggest strength.

1. What were its weaknesses?

-> Too much documentation needed on every module.

1. What were the best features of the process?

-> Teams can do any changes in the project at any stage without any hussle.

1. How did they appeal to you?

-> Flexible and easy approach.

1. What was the worst feature of the process

-> Sometime we don’t know how to start the workflow.

1. How would you change them?

-> By setting the beginig and ending to the project.

### Group work

1. What did you enjoy about this style of programming?

-> Designing and developing a completely unknow project with ingenious ideas.

1. What are the downsides for you of group work?

-> Be coperative to your team mates.

1. How did this session change your opinion of working in industry?

-> This is very challenging situtation for an industry to provide a cost effective and inventive solution to client.

### Source Control

1. What form of Source Control did you use?

-> Meet the desired goal.

1. What were its strengths?

-> Efficient and effective code with futuristic scope.

1. What were its weaknesses?

-> Need to do something inventive on every project

1. How effective as a source control did you find it?

-> Much effective it is

1. If you had to use it again what would you change?

-> I would rather find more easy approach than this.

### Other

1. Do you feel that this has been a worthwhile experiment?

-> This experient is also worthwile but we should not limit ourselves to this only.

1. Why? Why not?

-> we should not limit ourselves to this only. As invention is the key to success, I would like to introduce more effetive techinques as well.

1. **If you had to give yourself a percent grade for your contribution to the project, and the process, what would it be?** Bearing in mind that you might have produced little, yet done the hard yards. Or you made heaps, but it was really easy.

-> 20%