

PLACEMENT TEST – INTERN BA

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| **Full Name** | Wasla Mudiyanselage Sampath Harsha Bandara Abeyaratne |
| **National ID Number** | 972733792v |
| **Contact Number** | 0771853257 |
| **Candidate Number** |  |

1

Agile framework Scrum adheres to the empirical premise. An estimation of time is done for a specific user narrative using experience-based judgment. When completing sprint time estimation during Sprint Planning, lessons from previous sprint work are helpful. Every sprint's work includes improvised estimation activities, which is a significant factor determining a Scrum team's productivity or speed.

In the Scrum framework, time estimation is a comparative process rather than an absolute one. Sprint backlog user stories are given complexity codes or numbers. These codes are assigned based on the degree of story complexity taking into account previous sprint efforts. In Agile, these codes or unit-less figures are referred to as story points.

2

* Appointment Types (Name)
* Add/edit appointment
* Information should be presented in a manner to the Balsamiq mockup.
* The functionality of the add/edit/delete buttons is as follows
* Add button

Popup

* Edit button

Same with the values pre-defined

Resource Scheduling

3

Agile Methodology is the fusion of incremental and iterative process approaches. It emphasizes process adaptability and customer satisfaction through quick delivery of functional software. Small incremental builds are used in the Agile SDLC to create the product. Iterations of these builds are supplied.

When implementing new features, teams employ the agile development technique to reduce risk (such as errors, budget overruns, and changing needs). Teams create software in iterations that include tiny increments of new functionality according to all agile development methodologies. The agile development methodology comes in a variety of forms, including as scrum, crystal, extreme programming (XP), and feature-driven development (FDD).

4

* Logo
* Search field
* Breadcrumb
* Headers, including page title as the H1 and subheads H2-Hx
* Navigation systems, including global navigation and local navigation
* Body content
* Share buttons
* Contact information
* Footer

