Daily Challenge: Software Development Methodologies

1. Explain the following agile methodologies Scrum, Kanban, Extreme Programming.
2. Who are the members of an agile team and what are their roles?
3. List 5 Project Management Tools
4. List the Phases of Software Development Life Cycle.

ANSWERS

1. A. **Scrum**: a scrum is a software development process under the *agile methodology* that emphasizes periodical meetings of a developers' team of not more than ten members, and divides the development process of a product into little chunks called *sprints* that are executed within a certain timeframe. The scrum is also called **the daily standup meetings**.
   B. **Kanban**: "Kanban" is adopted from Japanese which implies *billboard* or *cards* or *Signboards*. They are a scheduling system that tracks the development process and progress of a project, within a timeframe.
   C. **Extreme Programming**: this is a dynamic development process that focuses on the improvement of a product by releasing improved and updated versions of a project to meet the ever-changing demands of the users.

2. A. Scrum Master: He manages the daily standups and acts as a coach and a major factor in integrating the efforts of

the team members. Through his work blockages in the development process are anticipated, identified when they appear and tackled.

B. Product Owner: He's the one with the idea of the project. He is responsible for backlogs and the user requirements that the team works with. He is responsible for the design of the user story.

C. Team Member or Development Team: this includes the developers, those that test the product, those that are reviewing and those that are deploying the project. They are the hands that do the main job. They determine whether a project is achievable or not.

D. Stakeholders: they are the ones that are in-charge of the funding of the project.

3. Five Project Management Tools:
   a. Trello
   b. Ganttpro
   c. Jira Software
   d. Basecamp
   e. Wrike

4. A. planning
   B. analysis
   C. Design & Implementation
   D. Testing
   E. Maintenace