Comp - 120001

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[Lab Assignment-2]

[Agility]

**1. If your first name starts with any letter between ‘a’ and ‘m’, write a user story that describes the "Favourite places" or "Favourites" feature available on most web browsers. Else write a user story that describes the need as a student at the college.**

As a student, I want a software that works as a web platform for discussions between students and teachers. The discussion topics will be set of programming challenge questions. I want a conversation platform compatible for uploading and downloading content so that every students can grow up in programming field by discussing several type of challenge questions.

**2. Describe "Agility" for software projects in your own words. Provide the references.**

Agility is a technique that uses repetitive processes to speed up and improve software engineering projects. As an illustration of agile development, when software is in the development stage, various versions of the specific software are released for user testing (focusing to collect additional resources from user experience to make software better), and accordingly, the software is improved. This method makes the development process evident and efficient.

According to Wikipedia, “Agile practices (occasionally spelled "Agile") in software development include requirement discovery and solution improvement through cooperative work of self-organizing and cross-functional teams with their customer(s)/end user(s), adaptive planning, evolutionary development, early delivery, continual improvement, and flexible responses to changes in requirements, capacity, and understanding of the problems to be solved.”

**References:**

Page 1 (Question 2, para-2): https://en.wikipedia.org/wiki/Agile\_software\_development