Agile

Cooking

1. Vegetable
2. Vessels
3. Gas & Stove
4. Oil, Rice…

Agile – Incremental Iteration

Water Fall Model

Spiral Model

Software Development Life Cycle

1. Planning
2. Designing
3. Coding
4. Testing
5. Deploying
6. Maintaining

Reimbursement – Porject1 ( 14 days) –

Backend (javalin)

Frontend (html,css,js/jsp)

DB (AWS RDS – Maria DB, Postgres)

Creating login screen

Authenticating & authorizing user

Showing relevant screens & options

Agile Team

1. Product Owner (Client) – Requirement
2. Scrum Master – Epics & User Stories
3. Scrum Team (Developers, Testers,DBA…)

Documentation

1. UserStories Document (Product Backlog)
2. BurnDown Chart (Effort Estimation Chart)
3. SprintBacklog

Epic – I need a application similar to twitter

User Stories

1. As a \_\_\_\_\_\_, I like to do\_\_\_\_\_\_, so that I can perform \_\_\_\_\_\_\_

As a customer, I like to Login to this app, so I can buy products

Ceremonies : (sprint planning, sprint-review, sprint-retro,stand-up)

Daily Stand-up (10 mins) Every one needs to stand

1. What is done
2. What is yet to done
3. Any roadblocks/challenges

Sprint-review & Sprint Retro

Once after completing a sprint – 1 week/2 week

Jira, Task (poker coins, t-shirt sizing)

Task Estimation (story points)

1. S
2. M
3. L
4. XL
5. XXL

Login Screen

Username : textbox, password: password box, clear, login button, forgot password, Register

4 Manifesto & 12 principle

Individuals and interactions over processes and tools  
Working software over comprehensive documentation  
Customer collaboration over contract negotiation  
Responding to change over following a plan

Our highest priority is to satisfy the customer  
through early and continuous delivery  
of valuable software.

Welcome changing requirements, even late in  
development. Agile processes harness change for  
the customer's competitive advantage.

Deliver working software frequently, from a  
couple of weeks to a couple of months, with a  
preference to the shorter timescale.

Business people and developers must work  
together daily throughout the project.

Build projects around motivated individuals.  
Give them the environment and support they need,  
and trust them to get the job done.

The most efficient and effective method of  
conveying information to and within a development  
team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development.  
The sponsors, developers, and users should be able  
to maintain a constant pace indefinitely.

Continuous attention to technical excellence  
and good design enhances agility.

Simplicity--the art of maximizing the amount  
of work not done--is essential.

The best architectures, requirements, and designs  
emerge from self-organizing teams.

At regular intervals, the team reflects on how  
to become more effective, then tunes and adjusts  
its behavior accordingly.

MVP – Minimum Viable Product

User stories

As a\_\_\_\_,

I need \_\_\_\_\_,

So that \_\_\_\_\_

Epic🡪features-> user stories

Sprint 1-4 weeks

Ideal team size (4 to 6 members)

Acceptance Criteria

IPCAF – Initiated, Progress, Completed, Accepted, Finished

DevOps – Development Operations

1. Development Environment
2. Testing Environment
3. Production Environment (Operations)

<https://www.docker.com/products/docker-desktop>

<https://www.jenkins.io/download/>

DevOps (Tools)

CI/CD Tools

CI – Continuous Integration

CD – Continuous Delivery

Github (SCM Tool) – Jenkins (Build Pipeline)

Chef, puppet, Docker (Containerize), K8S [Kubernetes]

<https://www.cloudsavvyit.com/10703/how-to-run-mysql-in-a-docker-container/>

<https://www.softwaretestinghelp.com/mysql-docker/>