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1. In Agile projects, defining "done" means making sure the project meets its commitments and is ready for release. For example, it could be when the team finishes their work, the product is problem-free, and the product owner approves it in Agile development. It involves agreements like having all code checked in, passing tests, and complete documentation. Working agreements, such as having all code checked in, automated tests at various levels, passing tests, and complete documentation, contribute to the definition of "done." "Done" can vary in Agile, considering criteria like story acceptance, unit testing, code reviews, and user testing.

2. The purpose of a burndown chart in Agile projects is to measure progress against time and provide a visual representation of work completed over time. A burndown chart in Agile projects helps teams see how much work is getting done over time. It includes an "Ideal" line for planned progress and shows the remaining work at each time increment. This visual tool helps teams track progress, compare it with the plan, and make decisions to keep the project on track.

3. The difference between cycle time and lead time lies in their definitions and the phases of work they represent in the context of Agile projects. Cycle time is how long a team actively works on a task, from start to finish. It specifically measures the time the team actively works on completing a story. Lead time is the total time from adding a task to the to-do list until it's delivered to the customer. Lead time encompasses the entire lifecycle of a feature, including planning, development, testing, and release. Both cycle time and lead time help measure the efficiency of a development process, showing how quickly work gets done and delivered.