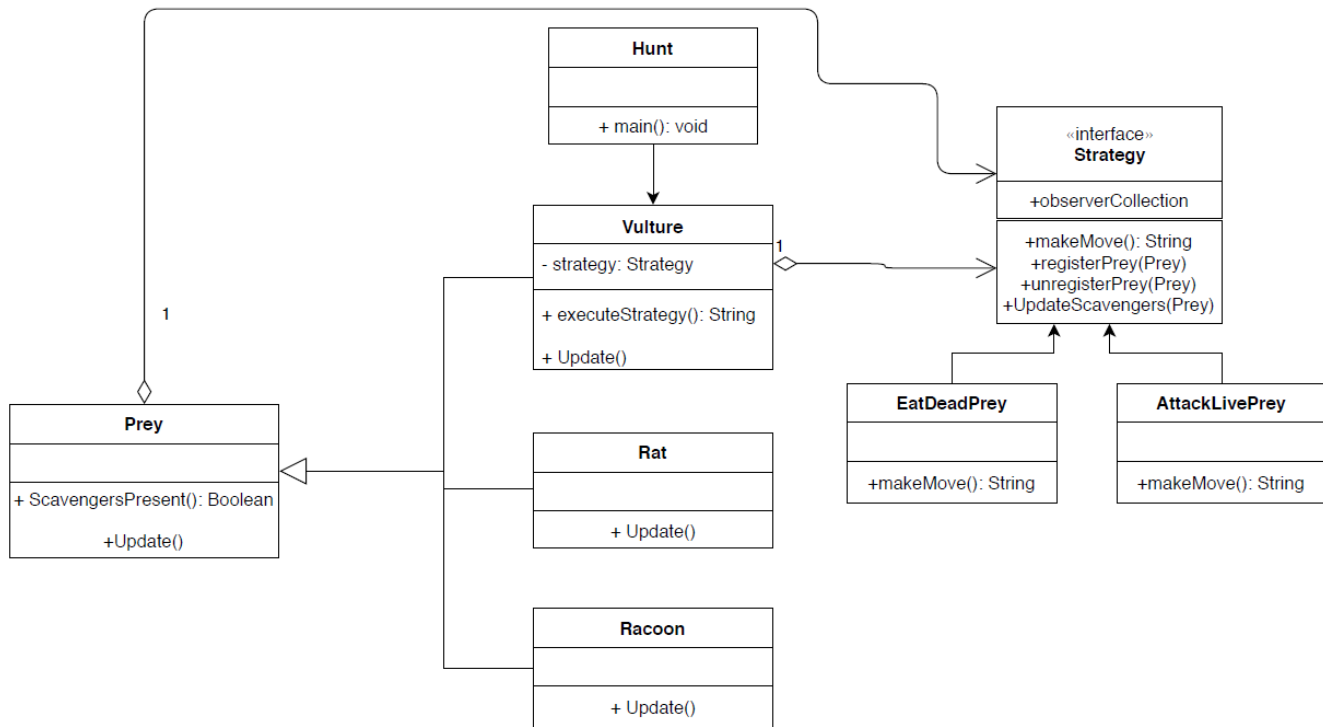
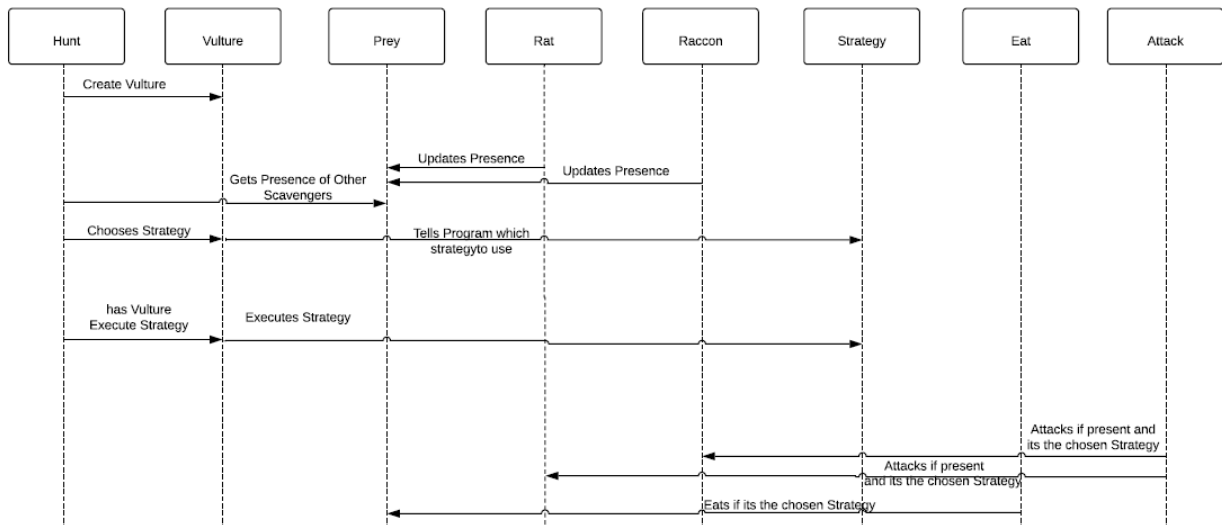


Exercise 1

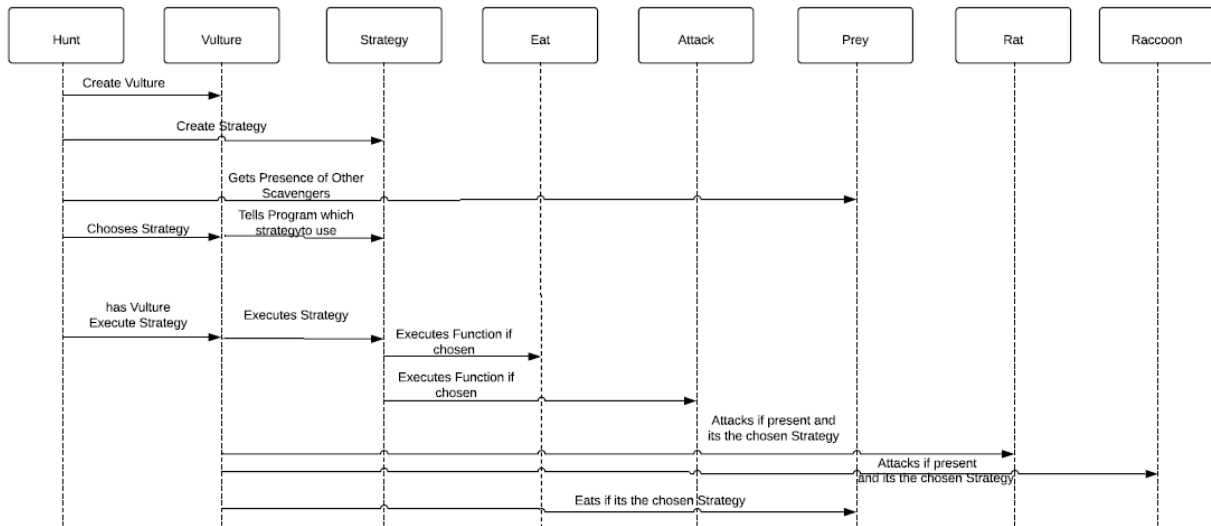
Alex Ekstrom
Ben Barnett
Homework 3



Observer POV



Strategy POV



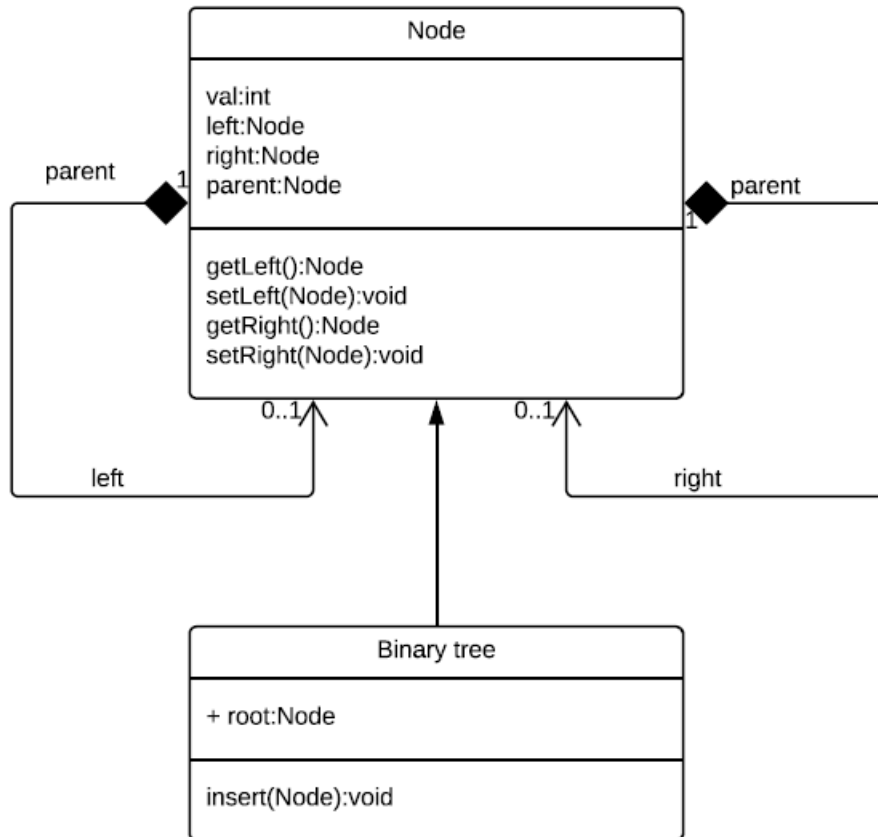
Exercise 2

A. The teams estimated velocity for the next sprint is 51

B. In order to estimate a focus factor for a brand new team, it is recommended to plan the initial velocity at one-third of available time for the team.

C. Another strategy that can be used to estimate story points is to assign the tasks based on priority number, for example if a task has a 2 then it will require twice as much work as the task labeled 1. The poker method is still a better way to estimate because before a task is given points, every person must agree on how many points it should receive.

D.



E. public class Node

```

{
    Int val;
    Node left;
    Node right;
    Node parent;

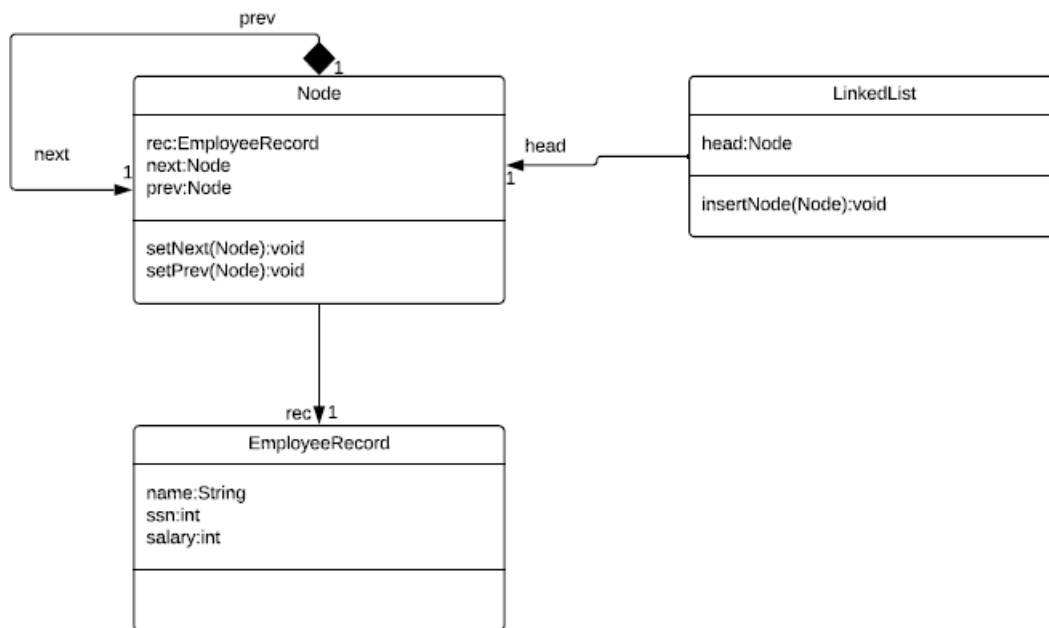
    Node(int val, Node parent)
    {
        this.val = val;
        right = null;
        left = null;
    }
    //sets right node
    public void setR(Node r)
    {
        right = r;
    }
    //sets left node
  
```

```

public void setL(Node l)
{
    left = l;
}
//return right node
public Node getR()
{
    return right;
}
//return left node
public Node getL()
{
    return left;
}
public Node getParent()
{
    return parent;
}
}
public class BinaryTree
{
    Node root;
    public void insert(Node n)
    {
        "insert algorithm here"
    }
}

```

F.



G.

```

public class Node
{
    Node next;
    Node prev;
    EmployeeRecord rec;

    Node(EmployeeRecord rec)
    {
        this.rec = rec;
    }

    public void setNext(Node n)
    {
        next = n;
    }

    public void setPrev(Node p)
    {
        prev = p;
    }
}

public class EmployeeRecord
{
    String name;
    Int ssn;
}
  
```

```
        Int salary;  
    }
```

```
public class LinkedList  
{  
    Node head;  
    public void insertNode(Node n)  
    {  
        "insert algorithm here"  
    }  
}
```