**Day 4: Assignment 1 & 2**

**Assignment 1:**

Difference between Scrum vs Kanban

**Scrum**

**1. Structure and Roles:**

* Fixed Roles: Scrum defines specific roles such as Product Owner, Scrum Master, and Development Team.
* Time-boxed Iterations: Work is divided into fixed-length iterations called Sprints, usually lasting 2-4 weeks.
* Ceremonies: Includes predefined meetings like Sprint Planning, Daily Stand-ups, Sprint Review, and Sprint Retrospective.

**2. Planning and Process:**

* Sprint Planning: At the beginning of each Sprint, the team plans what work will be completed during the Sprint.
* Backlog Management: The Product Owner prioritizes a list of work (Product Backlog) that the team pulls from during Sprint Planning.
* Commitment: The team commits to completing a set amount of work during the Sprint.

**3. Metrics and Improvement:**

* Velocity: Measures the amount of work completed in a Sprint to help with future Sprint planning.
* Retrospectives: At the end of each Sprint, the team reflects on their process and makes improvements.

**Kanban**

**1. Structure and Roles:**

* Flexible Roles: Kanban does not prescribe specific roles. Teams can retain their existing roles and responsibilities.
* Continuous Flow: Work items are continuously pulled from a backlog as capacity allows, rather than in fixed-length iterations.

**2. Planning and Process:**

* + Visual Workflow: Uses a Kanban board to visualize the flow of work items through different stages (e.g., To Do, In Progress, Done).
  + Work-in-Progress (WIP) Limits: Sets limits on the number of work items in each stage to ensure focus and prevent bottlenecks.
  + Pull System: Team members pull work items into the next stage only when they have the capacity to do so.

**3. Metrics and Improvement:**

* + Lead Time and Cycle Time: Measures the time taken for a work item to move through the entire process (Lead Time) and through individual stages (Cycle Time).
  + Continuous Improvement: Emphasizes ongoing process improvements based on real-time feedback and metrics.

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**Assignment 2:**

write 3 user stories with acceptance criteria.

**User Story: Login**  
As a [user], I want to [login into my account] so that [I can check the Account details]

**Acceptance criteria:**  
->User should be able to access the login page.  
->User should be able to enter their username and password.  
->Upon successful login, the user should be redirected to dashboard.  
->If login credentials are incorrect, the user should see an error message.

**User Story: Flight Booking**  
As a user, I want to [book a flight] so that [I can explore the places]

**Acceptance Criteria:**  
->User should be able to select the flight.  
->User should be able to choose boarding and destination details.  
->User should be able to review the selected booking details before confirming.  
->Upon confirmation, email should be sent to the user.  
->The booking should be reflected in the user's account or profile.

**User Story: Payment Processing**

As a [customer] I want to [make a payment for my purchase] so that [I can complete my transaction and receive my order]

**Acceptance Criteria**

- >Display options for credit/debit card, PayPal, and Apple Pay on the checkout page.

-> Process payment with valid card details and show confirmation message.

- >Redirect to PayPal for login and authorization, then return with confirmation.

- >Process payment with Apple Pay authentication and show confirmation message.

- >Show error message for invalid card details and prompt for correction.

- >Show error message for insufficient funds and prompt for alternative payment.

- >Display payment amount, method, and confirmation number on confirmation page and send confirmation email.

- >Show detailed receipt in order history including payment method and amount.