# ACS 567 Software Project Management

# Homework 04

# (Ashwini Kulkarni)

**(1) User Stories.**

**a. For user stories, what are 3 Cs?**

**Ans:-**

**For User stories following are the Three Cs:**

1. **Card :**

The Card or written text of the User Story is best understood as an invitation to conversation. Which include information about the *who*”, “*what*” and “*why*” of the story.

1. **Conversation**

The collaborative conversation facilitated by the Product Owner which involves all stakeholders and the team.

As much as possible, this is an in-person conversation.

The conversation is where the real value of the story lies and the written Card should be adjusted to reflect the current shared understanding of this conversation.

This conversation is mostly verbal but most often supported by documentation and ideally automated tests of various sorts

1. **Confirmation**

The Product Owner must confirm that the story is complete before it can be considered “done”

The team and the Product Owner check the “doneness” of each story in light of the Team’s current definition of “done”

Specific acceptance criteria that are different from the current definition of “done” can be established for individual stories, but the current criteria must be well understood and agreed to by the Team. All associated acceptance tests should be in a passing state.

**b. What are INVEST for good stories?**

**Ans:-**

**I – Independent**

The solution can be implemented by the team independently of other stories. The team should be expected to break technical dependencies as often as possible – this may take some creative thinking and problem solving as well as the agile technical practices such as refactoring.

**N – Negotiable**

The scope of work should have some flex and not be pinned down like a traditional requirements specification. As well, the solution for the story is not prescribed by the story and is open to discussion and collaboration, with the final decision for technical implementation being reserved for the Development Team.

**V – Valuable**

In User Story, the “why”, should be clearly understood by all. Note that the “why” does not necessarily need to be from the perspective of the user. “Why” can address a business need of the customer without necessarily providing a direct, valuable result to the end user. All stories should be connected to clear business goals. This does not mean that a single user story needs to be a marketable feature on its own.

**E – Estimable**

The team should understand the story well enough to be able estimate the complexity of the work and the effort required to deliver the story as a potentially shippable increment of functionality. This does not mean that the team needs to understand all the details of implementation in order to estimate the user story.

**S – Small**

The item should be small enough that the team can deliver a potentially shippable increment of functionality within a single Sprint. In fact, this should be considered as the maximum size allowable for any Product Backlog Item as it gets close to the top of the Product Backlog. This is part of the concept of Product Backlog refinement that is an ongoing aspect of the work of the Scrum Team.

**T – Testable**

Everyone should understand and agree on how the completion of the story will be verified. The definition of “done” is one way of establishing this. If everyone agrees that the story can be implemented in a way that satisfies the current definition of “done” in a single Sprint and this definition of “done” includes some kind of user acceptance test, then the story can be considered testable.

**(2) CSS (Personal Web Page).**

**Html File Name: Homepage.html**

**CSS File Name: homepage.css**