

BLG 411E – Software Engineering

Recitation Session 1

Agile Methodology

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BLG 411E
Software
Engineering

Recitation 1

Terminology

User story

Epic

Sprint

JIRA

Demo

References

1 Terminology

- User story
- Epic
- Sprint

2 JIRA

- Demo

3 References

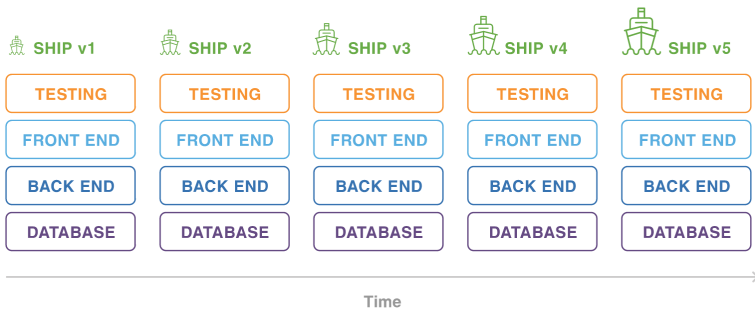
■ Waterfall

- Built in phases
- One "big bang" release (high risk)
- Hard to revisit previous phases
- Critical paths and blocking issues



■ Agile

- Iterative approach with feedbacks
- Multiple releases
- Quickly adapt new requirements
- Can be productive in other areas in case of blocks



- Most granular (smallest) unit of work
- Delivers a particular value back to the customer
- As a <type of user>, I want <goal> so that I <receive benefit>
- Similar to feature but from the perspective of the **user** not the **software**

Feature It is possible to create account and list previous purchases of the account owner.

User story As a customer, I want to be able to create an account so that I can see the purchases I made in the last year to help me budget for next year.

- A larger body of work
- Very global and not very well defined functionality
- Includes many user stories
- Stories may be added or removed during development
- Delivered over multiple sprints
 - A sprint may contain several user stories

Epic Account management

- A fixed time period (few weeks) in which several user stories will be completed
- Stories do not change during a sprint
- At the end, a working software is delivered (potentially shippable increment)

Plan Create user stories and issues, plan sprints,
and distribute tasks across software team

Track Prioritize and discuss work

Release Ship work

Report Real-time, visual data

DEMO

- <https://www.atlassian.com/agile/>
- <https://www.scrumalliance.org/>
- <https://www.atlassian.com/software/jira/>