Assignment No 3.

to face :-

of What are the 12 Agile principles?

Through farty & continuous Pelivery:Our highest priority is to satisfy the customer through early and continuous delivery of valuable 2) Welcome Changing Requirements Even Late in the Project in development. Agile processes hamess change for the customer's competitive advantage? 3. Welcome of Deliver Value forequently: - deliver working software frequently, from a couple of months, with a preference to the shorter Amescale. 4. Break the Silos of your project is tigile relies on cross-functional teams to make communication easier between the different stakeholder in the project. As the original text states, "beisiness pepople and developers: must work together daily throughout the project. 5. Build project Around motivated Individuals !-Build projects around motivated Individuals. Give them the envisonment and support they med. and struct them to get the Job done. 6. The most effective way of communication is face-

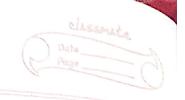
7	The efficient and effective method of conveying face-to-face. Northing software is the primary pass measure of progress: The 57th of agile core principles is pretty straight forward. It closs't matter how may working hours you've invested in your project, how many bugs you manage to him your project, how many
	bugs you manage to fix, or now many, line of
8.	Maintain a Sustainable working pare: Agile processes promote sustainable development. The sponsors developers, and user should be able to maintain a constant pare indefinitely.
2	Continuous Excellence Enhances Agille
1810	Simplicity is Essential in Simplicity - the anount of
	Simplicity - the art of maximizing the amount of work not Jone is essential.
P1/2	Self r organizing Teams Generate most value. The best architectures, requirements, and designs emerge from self organizing teams.
-	Regularly Reflect and Adjust your way of work to Boost Effectiveness:

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	At regular Intervals, the Hear reflects on now
	At regular intervals, the team reflects on now to become effective, then tunes and adjusts its
مان	behaviour; accordingly.
10	complete griderer world har suredo de sydes
22.	What are the henefits of the faile development
911	methodology?
7	Benefit for Agile development methodology:
-3	The simple and consistent format usaves times
المناسب	when capturing and prioritizing requirements while
	remaining reosatile enough to be used on large and
-	small. Features alike.
20:00	of bailibali mo produce a sport i sally and
•	Keep yourself expressing business value by delivering
	a product that the client really meets.
Shorel 1	- S. Hendian Condoudis to The Levelsprind de
s ti	Avoid introducing detail too early that would prevent
	design options and inappropriately dock developers
	Into one Solution.
Lavein	e. belease: Is (Ovalid) Accuso of deding in
	Avoid the appreamance of false completethess and
al di	dantypeli alle in appalar milion long tion
	with the contraction of the cont
•	Get to small emough chunks that invite negotiation
	and in movement in the backlog !
	The state of the s
•	Leave the technical functions to the circhitect,
	developers, testers, and solon.
	engligensums simple after soil 200 1 the encioning
	ing the polytopy bulling of the or hard miles of the
	dation replaced and elektrophen elections

0.7	The state of the s
، کی	What is a life cycle in Agile?
)	Agile project Life Cycle:
	The overall goal of each agile method is to
	adapt to change and deliver working software as
	quelly as possible. However, each methodolog has
	quickly as possible. However, each methodolog has slight variations in the way it defines the phase
	of software development.
211	Agile software development difecticle includes the concept. Inception, Construction, Retease, Brodetion.
Luc	concept inception, construction, kerease, prodution.
	Concept: Projects are envisioned and prioritized
2	Inception: leain members are Identified funding
The Column	Digg in place, and imperate enviorments and
	requirements, are discussed.
	Internation/ Construction: The development team works
1	To deliver working software based on 1 teration
	requirements and feedback.
A .	DI GOCO III O III II II
9.	Release: OA (Quality Assurance) testing, internal and external training, documentation development, and final recitor release of the iteration into
	and external training, documentation development,
·	moduction.
57	Broduction: Ongoing support of the software. Refrement: End-of-life activities, including customs
6.	profisement: End-of-life activities, including cuttoms
1	notification and migration.
	Theredian brocess Howing
•	Requirement: Define the requirements for the
	Heration bared on the product backlog, sprint backlog, customer and ctakeholder featback.
	marking, customer and stakeholder teathack.
And the state of t	
Action,	

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. Development: Design and Jevelop based on defined requirements	
based on defined requirements. Testing OA testing internal of documentation development.	mont software
Testing OA testing internal of	ind Brainly
documentation development. Delivery: Integrate and deliver	training training
Velivery, Internate -	
into production Accept customer a	ne working Interation
, feadback, Account and	NOON DAIL
feadback and work it into the	l Eta Ketiolder
the next iteration.	requirements of
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colculor chind velocity with a little	
x: Advantages and Disadvantages ,	
Advantages it and loting	id tours! red.
1) Adapt change more effecitively	12 004
3) End-goal can be unknown 3) faster, high-quality	13/2005
B) faster, high quality	mais reop (1
y) Strong team interaction	21 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
5) Customer satisfaction.	· Made blust
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	Disadvantages of Agile:
) Planning con he less concrete
2 1 1 1 2	Rlanning can be less concrete. Team must be knowledgeable
) 3	I Time commitment from developers
·······································	Descumentation can be meglected
5.	final product can be very different.
	problement by the continue of the state of
1	the received a strategy is said to see showing
94.	Write Short notes on
	1) Sprint Velocity
which were a work to be found	1) Sprint Velocity 2) Minimum viable froduct (MVP).
J)	Spant Velocity in agile Velocity:
_	Velocity:
Note that year and the second of the	Velocity in cigile development marcurer that
	velocity in agile development measures the quantity of work a team can accomplish in a sprint.
	Spaint.
	Confleted by a team in one sprint. Some teams
	Confleted by a team in one sprint. Some teams
	use different measurements, like hours or
	stories completed, to calculate their velocity.
4	Calculate spaint velocity:
	You can calculate sprint velocity with a simple
	math equation: divide the number of hacklog
	in day
	Example:
	if your team has Go backloy Herry, and you
	average sprint duration dasts 2 weeks, the equation
	would look like this.

60 hocklog items 1 10 days ... Sprint velocity of 6. Makes sprint planning easy:

for product owners and Sorum masters, make sprint planning easier. Manage stakeholder expectations:
If your stakeholders are asking for a timeline
on a specific user story, or if they're trying you as a product owner understand how that Charge may affect your team's output based on sprint velocity. 2) Minimum viable product (MVP). > Minimum viable froduct (MVP):-The term minimum vioble product or myp comes from Lean startup, a methodology that focuses on establishing business and products within a short

MVP, is product with enough features to attract early-adopter cutomens and validate a product idea early in the product development cycle * Purpose of a minimum viable broduct. · Erc Rier, who introduced the concept of the minimum viable product · Release a product to the market as quickly a possible.

development lifectfule.

large budget to the product's full development.

learn what resonate with the company's target market and what doesn't. Colones refinedar anno sinost more primons -, another over making to a approprie Tripolitica of the state of the record beneficially regular bottom on an they ture of ment population points . (7. 1) Adbord - siden' coerried (2 - i sure frater also a neurosiain a year in trobang also it menyering and and 230/101 1/01/2 probable o algorithms 4001 mit of mulas square the better a file of the and proposition by more than the books offerio boomsquirate trabers sit al ason usel in bubble aldon semina o to consult afte forty more whe besuborial out tours in