SECOND SPRINT REVIEW

For this second sprint we have defined 10 user stories:

- Stack manipulation operation: CLEAR (2 S.P)
  This operation clears all items from the stack
- Stack manipulation operation: OVER (2 S.P)
  Makes a copy of the penultimate item placed on the stack and inserts it at the top of the stack.
- Stack manipulation operation: SWAP (2 S.P)
  Exchanges the last two elements of the stack opeation
- Stack manipulation operation: DROP (2 S.P)
  Removes the last element entered from the stack, that is, the top
- Stack manipulation operation: DUP (2 S.P)
  Pushes a copy of the last element of the stack opeation
- Operations with variables. < (3 S.P)
  The user can use this operation with the variables already defined. Once used the stack will be modified. This operation pushes the value of the variable onto the stack.
- Operations with variables. > (3 S.P)
  The user can use this operation with the variables. Once used the stack will be modified. This operation takes the top element from the stack and saves at the variable.
- Operations with variables. + (3 S.P)
  The user can use this operation with the variables already defined. Once used the stack will be modified. This operation takes the top element from the stack and adds it to the value of the variable
- Operations with variables. – (3 S.P)
  The user can use this operation with the variables already defined. Once used the stack will be modified. This operation takes the top element from the stack and subtract it from the value of the variable.
- Graphical interface for variables (8 S.P)
  The calculator must have a table in which all the variables appear, this table must have two columns, one containing the name of the variable and the other column the value.At the beginning of the execution, they must all be initialized to zero since none it has added values. Every time a value is put into a variable or it is modified, the value in the table will have to be updated.

Initial project speed estimate: 30

We planned user stories for a total of 30 story points and were able to complete them.

Considerations on the execution of the different User Stories:

Variables interface. In the table where all the variables are shown at the beginning we had a refresh problem and it was not updated as we had planned. The bug was fixed by fixing a conversion of string and chart types.

Operations with variables. In the operations of variables + and -, at first we printed the result on the stack, but then we stopped doing it so that it corresponded to the stories described.

Stack manipulation. Problems related to the CLEAR stack operation, which cleared all items on the stack except the last one. After a change in the form of iteration we solved the problem.

Product backlog consistency considerations:

• After an initial discussion among all the members of the group, it was decided to reorganize some User Stories to make them more independent from each other and thus facilitate the division of tasks.

SECOND SPRINT RETROSPECTIVE

STOP (Things to stop doing):

- Stop doing just one or two commits per sprint

LESS OF (Things to do less):

- Low-detail commits, for more efficient monitoring of project status

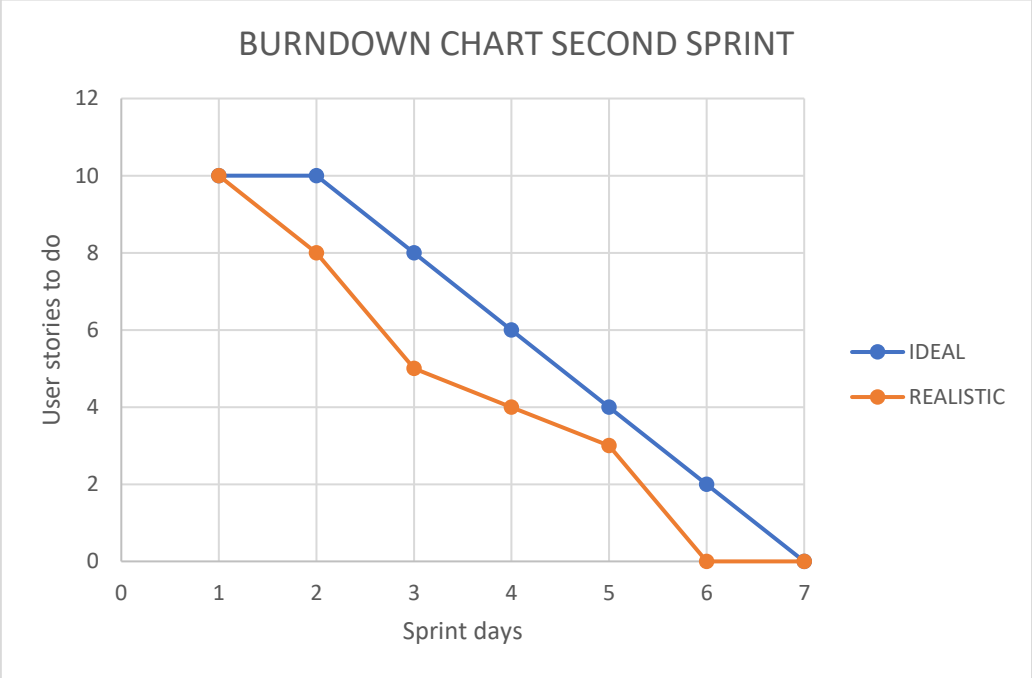
KEEP DOING (Things to keep doing):

- Daily meetings to report on how the project is going.
- Reach agreements easily
- Good integration of the different parts of the project
- Further comment on the code so that all members clearly understand the purpose of each code snippet
- Evaluate the effort of the user stories

MORE OF (More things to do):

- Agree on the layout of the assigned components before writing the code.
- Describe user stories in more detail

SECOND SPRINT BURNDOWN CHART



THIRD SPRINT PLANNING

Initial Project Velocity estimate: 30

Distribution user stories:

- Complex operations. – Pedro
- Define a new operation - Javier
- Delete user-defined operation - María