



### UNIVERSITY INSTITUTE OF COMPUTING

Agile Methodology (24CAT-656)









#### **Unit-2- Syllabus**

Unit-2	Agile	Lecture Hours:10
Agile Project Management	Project Management introduction, Agile methodology, Selection of right project Continuous integration and continuous development.	ect management methodology,
Scrum	Scrum framework, Scrum Roles, Agile Kanban, Agile Vs. Scrum. Product Backlog, Scrum Practices, Process flow of Scrum Methodologies,\	
Agile Design	Agile Daily Stand-up, Sprint Review meeting vs Daily Stand-up meeting in Agile, Definition of Done, Agile Design, Retrospective in Agile development.	





## **CONTENT OF THE SYLLABUS**



#### • TEXT BOOKS

**T1** David J. Anderson and Eli Schragenheim, Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results, Prentice Hall, 2003.

**T2** Hazza and Dubinsky, Agile Software Engineering, Series: Undergraduate Topics in Computer Science, Springer, 2009.

T3 Agile Software Development Ecosystems by Jim Highsmith, Addison-Wesley 2002, ISBN 0201760436.

#### REFERENCES

R1 Craig Larman, Agile and Iterative Development: A Managers Guide, Addison-Wesley, 2004.

**R2** Kevin C. Desouza, Agile Information Systems: Conceptualization, Construction, and Management, Butterworth-Heinemann, 2007.







## **Daily Stand-up**



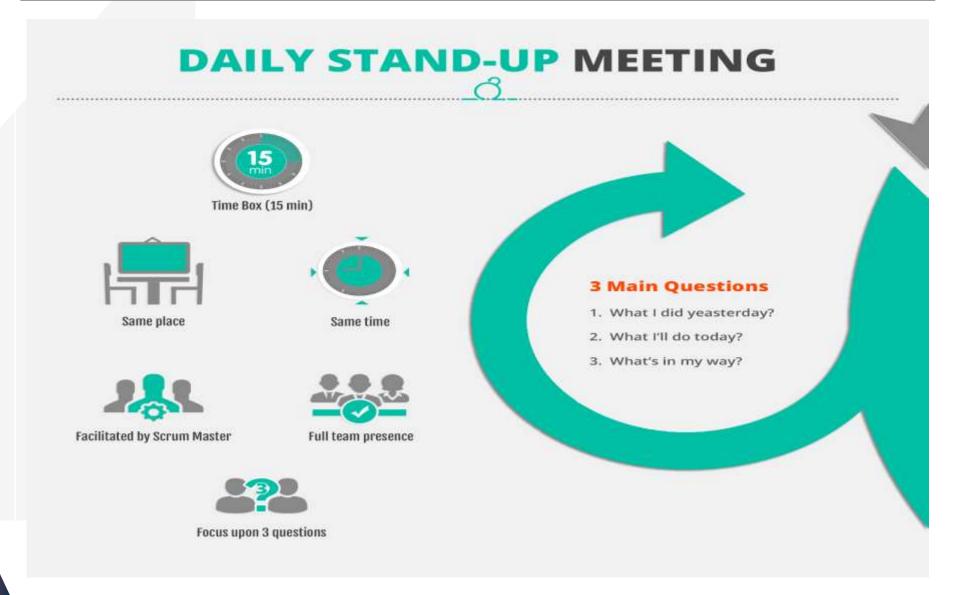
- A daily stand-up is a daily status meeting among all team members and it is held roughly for 15 minutes.
- Every member has to answer three important questions
  - What I did yesterday?
  - What I'll do today?
  - Any impediment I am facing.../ I am blocked due to...
- Daily stand-up is for status update, not for any discussion. For discussion, team members should schedule another meeting at a different time.
- Participants usually stand instead of sitting so that the meeting gets over quickly.





# **Daily Stand-up**









# Why Stand-up is Important?



- The benefits of having a daily stand-up in agile are as follows –
- The team can evaluate the progress on a daily basis and see if they can deliver as per the iteration plan.
- Each team member informs all about his/ her commitments for the day.
- It provides visibility to the team on any delay or obstacles.







# Who Attends a Stand-up?



- The scrum master, the product owner, and the delivery team should attend the stand-up on a daily basis.
- Stakeholders and Customers are encouraged to attend the meeting and they can act as an observer, but they are not supposed to participate in stand-ups.
- It is the scrum master's responsibility to take note of each team member's queries and the problems they are facing.





# Geographically Dispersed Teams



- Stand-ups can be done in multiple ways, in case the agile team members are operating from different time zones —
- Select a member on a rotational basis, who can attend the stand-up meeting of teams located in different time zones.
- Have a separate stand-up per team, update the status of the stand-up in a tool such as Rally, SharePoint, Wikis, etc.
- Have a wide variety of communication tools ready like conference call, video conferencing, instant messengers, or any other third-party knowledge sharing tools.







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## **Definition of Done**



#### • User Story

- A user story is a requirement which is formulated in a few sentences in everyday language of an user and it should be completed within an iteration. A user story is done when
- All the related code have been checked-in.
- All the unit test cases have been passed.
- All the acceptance test cases have been passed.
- Help text is written.
- Product Owner has accepted the story.





## **Definition of Done**



#### Iteration

- An iteration is a time boxed collection of user stories / defects to be worked upon and accepted within the release of a product. Iterations are defined during iteration planning meeting and completed with an iteration demo and review meeting. An iteration is also termed as a **sprint**. An iteration is done when
- Product backup is complete.
- Performance has been tested.
- User stories have been accepted or moved to the next iteration.
- Defects have been fixed or postponed to the next iteration.





### **Definition of Done**



#### Release

- A release is a major milestone that represents an internal or external delivery of working, tested version of the product/system. A release is done when
- System is stress tested.
- Performance is tuned.
- Security validations are carried out.
- Disaster recovery plan is tested.











