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INGLÉS PARA DESARROLLO DE *Software*

polotic
misiones



Agile methodologies

Vocabulary and basic
concepts





What is agile methodology?

Agile is a process by which a **team** can manage a **project** by breaking it up into several stages and involving constant collaboration with stakeholders and continuous improvement and iteration at every stage.

The Agile methodology begins with clients describing how the end product will be used and what problem it will solve.

TYPES OF AGILE METHODOLOGIES

- Agile Scrum Methodology
- Lean Software Development
- Kanban
- Extreme Programming (XP)
- Crystal
- Dynamic Systems Development Method (DSDM)
- Feature Driven Development (FDD)

Scrum methodology

Scrum is a process framework used to manage product development and other knowledge work.

Principles

Transparency

The team must work in an environment where everyone is aware of what issues other team members are running into.

Inspection

Frequent inspection points built into the framework. These inspection points include the Daily Scrum meeting and the Sprint Review Meeting.

Adaptation

The team constantly investigates how things are going and revises those items that do not seem to make sense.



Values

Commitment

Courage

Focus

Openness

Respect

Vocabulary



Sprint

Un sprint es un período breve de tiempo fijo en el que un equipo de scrum trabaja para completar una cantidad de trabajo establecida.

Iteration

Una iteración es un período de tiempo fijo o temporal, generalmente de dos a cuatro semanas, durante el cual un equipo ágil desarrolla un producto que se puede entregar y potencialmente enviar

Backlog

Es una lista de todas las características deseadas para el producto.

Product Owner

Representa al cliente y transmite los requisitos y la visión del cliente al equipo.

Scrum Master

El Scrum Master a menudo se ve como el entrenador del equipo. Él o ella organiza reuniones, resuelve obstáculos y problemas, y trabaja con el propietario del producto para asegurarse de que la acumulación de productos esté actualizada.

Sprint Planning Meeting

(o planificación del Sprint) es uno de los cinco eventos de Scrum y es el primero que haremos al comenzar cada Sprint. En esta reunión vamos a planificar QUÉ es lo que vamos a hacer durante el Sprint y CÓMO lo vamos a hacer.



Lean software development

Principles

- Eliminating Waste
- Building Quality
- Amplifying Knowledge
- Delivering Fast
- Respecting people
- Optimizing the whole thing



Idea



To do



Doing



Done

Lean Software Development (LSD) is an agile framework based on optimizing development time and resources, eliminating waste, and ultimately delivering only what the product needs

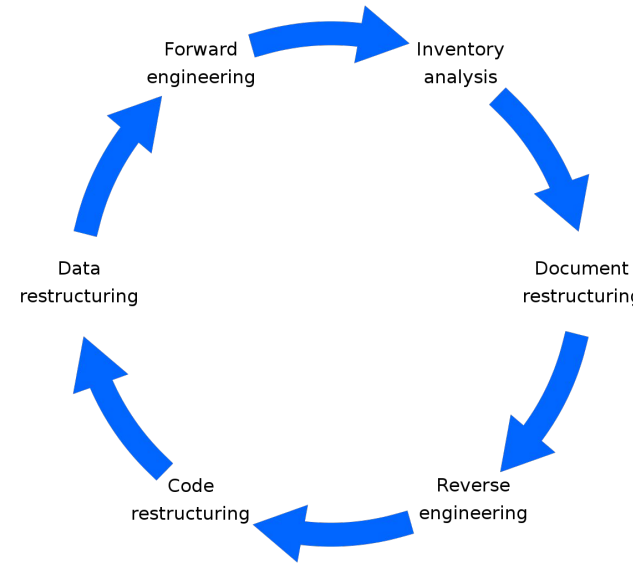
Extreme programming (XP)

Is an agile software development framework that aims to **produce higher quality software**, and higher quality of life for the development team.

XP is the most specific of the agile frameworks regarding **appropriate engineering practices** for software development.

Values

- communication
- simplicity
- feedback
- courage
- respect



Crystal

Principles

- Frequent delivery
- Reflective improvement
- Osmotic communication
- Personal safety
- Focus on work
- Access to Subject Matter Experts and Users (*acceso a usuarios expertos en la materia*)
- Technical tooling (*herramientas técnicas*)

Crystal is an agile methodology for software development. It places focus on people over processes, to empower teams to find their own solutions for each project rather than being constricted with rigid methodologies.



EMPOWER

A hand holding a blue marker, pointing to the word "EMPOWER" which is written in blue capital letters and underlined.

The Dynamic Systems Development Method (DSDM)

Dynamic Systems Development Method (DSDM) is an organized, common-sense process focused on delivering business solutions quickly and efficiently. It is similar in many ways to SCRUM and XP, but it has its best uses where the time requirement is fixed.



1. Focus on the business need
2. Deliver on time
3. Collaborate
4. Never compromise quality
5. Build incrementally from firm foundations
6. Develop iteratively (*desarrollar iterativamente*)
7. Communicate continuously and clearly
8. Demonstrate control





Present continuous

PRESENT CONTINUOUS

EL PRESENT CONTINUOUS
SE USA PARA HABLAR DE
ACCIONES QUE ESTÁN PASANDO
EN EL MOMENTO
EN EL QUE HABLAMOS.

right now, at this moment, now, as we speak, today this year, this month, this week.

1. I'm studying now.
2. He's eating at the moment.
3. Is it raining?

PRESENT CONTINUOUS TENSE



+

S + am/is/are + V-ing +....

He is playing.

-

S + am/is/are (not) + V-ing +....

He isn't playing.

?

Am/is/are + S + V-ing +...?

Is he playing?



Usage

Example

Describe something which is happening at the exact moment of speech.

Jim is watching television at the moment.

Describe an action that is taking place now but not at the exact moment of speech.

John is working in London.

Describe an event planned in the future. (informal)

I'm taking my French class on Tuesday.

To describe a temporary situation.

I'm staying with a friend for a few days.

To emphasize the frequency of an action.

That child is always crying for no good reason.

To describe changing situations.

Her health is improving by leaps and bounds.

PAY ATTENTION TO:

- ★ With **I** we use the Verb to be AM + V-ing form.
- ★ With **SHE, HE** and **IT** we use the Verb to be IS + V-ing form.
- ★ With **WE, YOU** and **THEY** we use the Verb to be ARE + V-ing form.

Spelling rules

- Cuando un verbo terminal en -e.
Omitimos la -e y agregamos -ing

For example: **Make**= making
Dance= dancing

- Cuando un verbo termina en -ie.
Omitimos la -ie y agregamos -ying.

For example: **Die**= dying **Tie**= tying **Lie**= lying

- Cuando un verbo de una sílaba sigue la estructura de V+C duplicamos la última consonante y agregamos -ing.

For example: **Run**= running **Swim**= swimming
Stop= stopping

- Cuando el verbo termina en 2 consonantes solamente agregamos -ing.

For example: **Work**= working **Help**= helping
Wash= washing

- Cuando el verbo termina en 2 vocales y una consonante.
Solamente agregamos -ing.

For example: **Need**= needing **Wait**= waiting
Speak= speaking.

- Si el verbo termina en -y o -w solo agregamos -ing.

For example: **enjoy**= enjoying **Blow**= blowing
Study= studying **Snow**= snowing



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