Department of Computer Engineering

Academic Term: First Term 2023-24

$Class: T.E \ / Computer \ Sem - V \ / \ Software \ Engineering$

Practical No:	3
Title:	Software Requirement Specification
Date of Performance:	17/09/2023
Roll No:	9593
Team Members:	Lisa Gonsalves (9607)

Rubrics for Evaluation:

Sr. No	Performance Indicator	Excellent	Good	Below Average	Total Score
1	On time Completion & Submission (01)	01 (On Time)	NA	00 (Not on Time)	
2	Theory Understanding(02)	02(Correct	NA	01 (Tried)	
3	Content Quality (03)	03(All used)	02 (Partial)	01 (rarely followed)	
4	Post Lab Questions (04)	04(done well)	3 (Partially Correct)	2(submitted)	

Signature of the Teacher:

Department of Computer Engineering

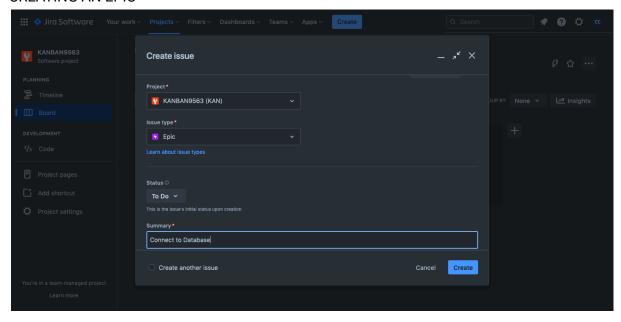
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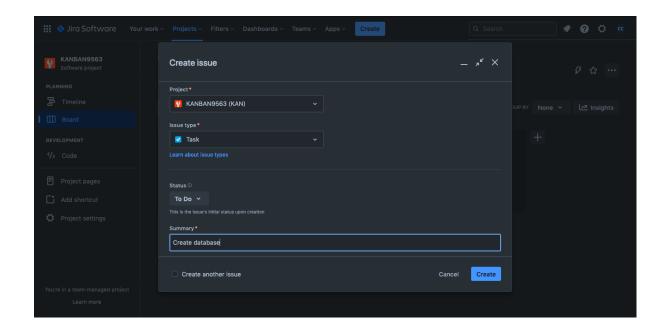
Signature of the Teacher:

SE EXP 3: KANBAN METHOD IN JIRA

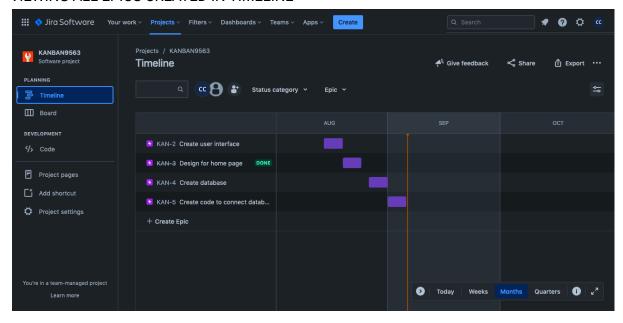
CREATING AN EPIC



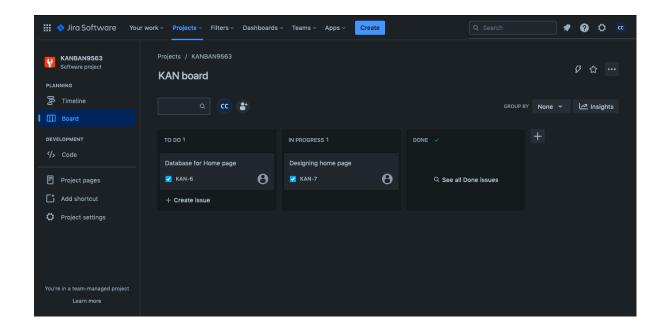
CREATING AN TASK



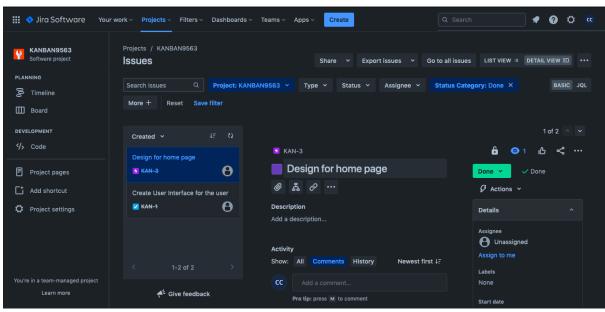
VIEWING ALL EPICS CREATED IN TIMELINE



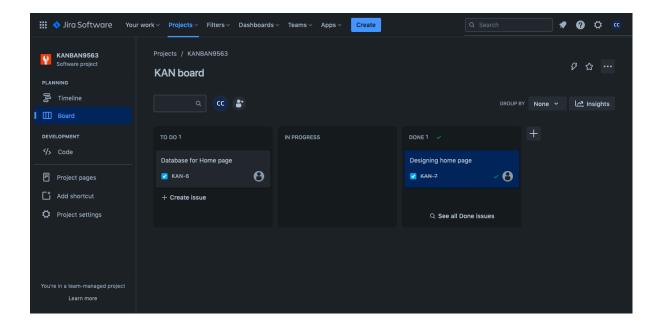
VIEWING ALL TASKS/EPICS IN BOARD



ISSUES



COMPLETED TASKS



POSTLABS

a) Compare and contrast the Kanban and Scrum methodologies in terms of flexibility, adaptability, and workflow management in different project scenarios.

Flexibility:

- Kanban: Highly flexible with a continuous flow model.
- Scrum: Less flexible within a sprint but allows for adjustments between sprints.

Adaptability:

- Kanban: Adaptable at any time, ideal for rapidly changing requirements.
- Scrum: Adapts at the end of each sprint, suitable for somewhat stable requirements.

Workflow Management:

- Kanban: Emphasises workflow optimization, uses Kanban boards and WIP limits.
- Scrum: Uses fixed-length sprints for structured workflow management.

Project Scenarios:

- Kanban: Suited for unpredictable workloads and continuous delivery.
- Scrum: Ideal for projects with defined requirements and regular, timeboxed releases.
- b) Analyse a Kanban board in JIRA and propose improvements to optimise the team's efficiency and productivity.
 - 1. Streamline the workflow by reviewing and simplifying stages.
 - 2. Set and enforce Work-in-Progress (WIP) limits for each column.
 - 3. Visualise dependencies through swimlanes or colour-coding.
 - 4. Define clear prioritisation criteria and maintain a backlog.
 - 5. Conduct daily stand-up meetings for progress updates and issue resolution.
 - 6. Use JIRA's metrics and reporting for data-driven insights.

- 7. Foster a culture of continuous improvement and regular retrospectives.
- 8. Explore automation options to reduce manual tasks.
- 9. Provide training and education for team members on JIRA and Kanban principles.
- 10. Enhance stakeholder visibility through JIRA boards or filters.
- c) Evaluate the impact of Work In Progress (WIP) limits on a Kanban board and how it affects the team's throughput and cycle time.
 - 1. Balanced Workload:WIP limits prevent overloading and encourage a balanced distribution of tasks.
 - 2. Reduced Multitasking:WIP limits discourage multitasking, leading to better task focus and quality.
 - 3. Shortened Cycle Time:WIP limits speed up task completion by reducing the time tasks spend in progress.
 - 4. Improved Flow and Predictability:WIP limits ensure a smoother and more predictable flow of work items.
 - 5. Early Issue Detection:Consistent WIP limit breaches signal workflow issues that can be addressed early.
 - 6. Enhanced Responsiveness: Teams can adapt to changing priorities more effectively with WIP limits.
 - 7. Quality Improvement:Reduced multitasking and increased focus lead to higher-quality outcomes.
 - 8. Team Collaboration:WIP limits encourage collaboration and shared responsibility among team members.
 - 9. Sustainable Pace: WIP limits promote a sustainable work pace, positively impacting team morale.