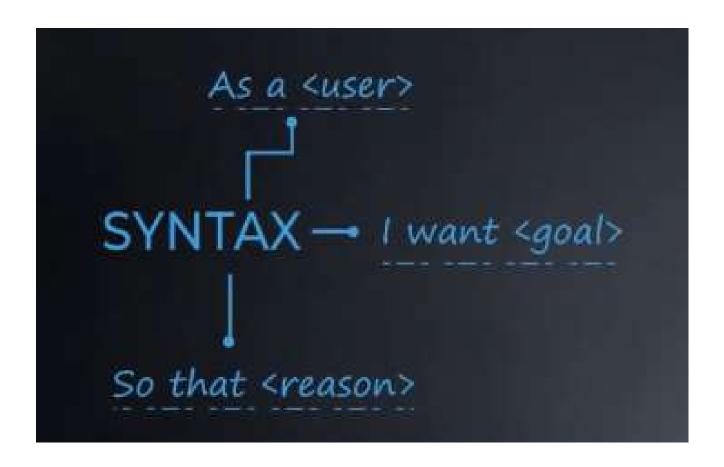
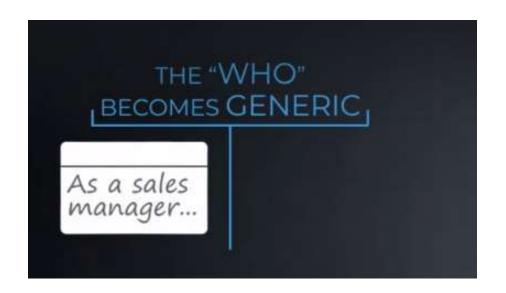
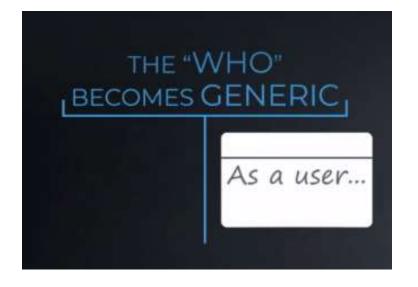
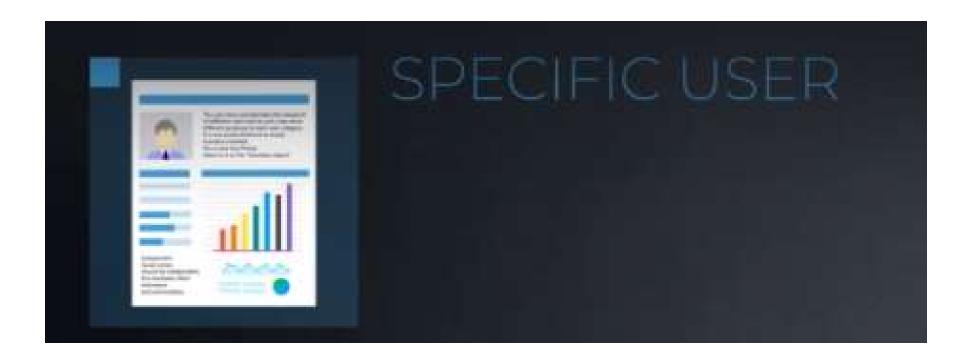
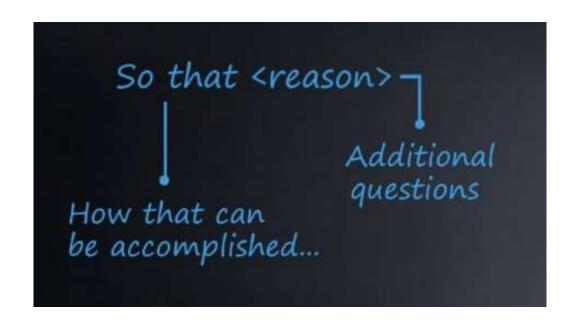
# COMMON CHALLENGES









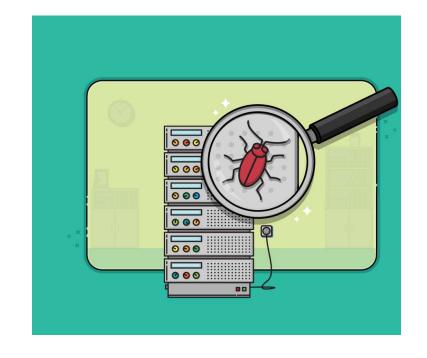




# HANDLING BUGS AND DEFECTS

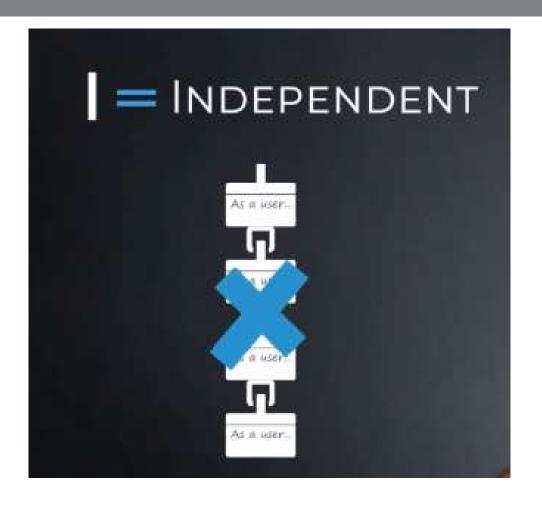
#### HANDLING BUGS AND DEFECTS

- Now, one common concern I see for Agile project teams is how they dea with the bugs and the defects that have been identified.
- So a bug or a defect is ultimately a part of the solution that's not working as intended or it's not meeting that particular business need and needs to be adjusted for.

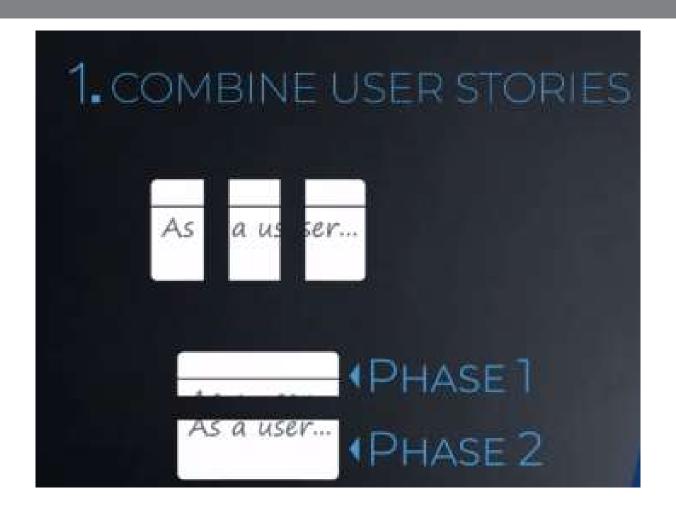


# HANDLING BUGS AND DEFECTS

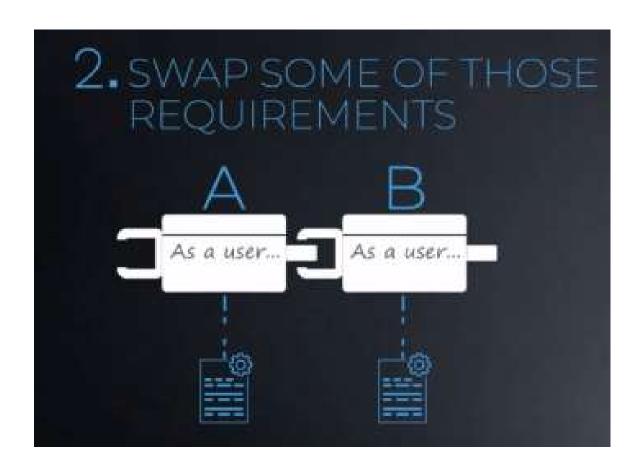




























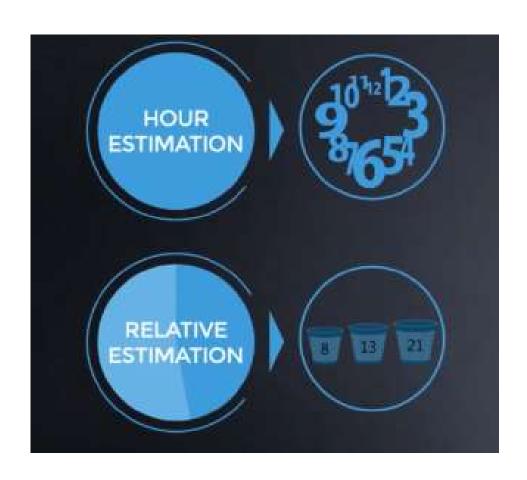




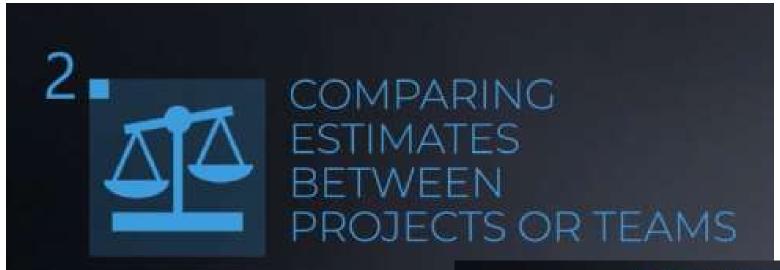










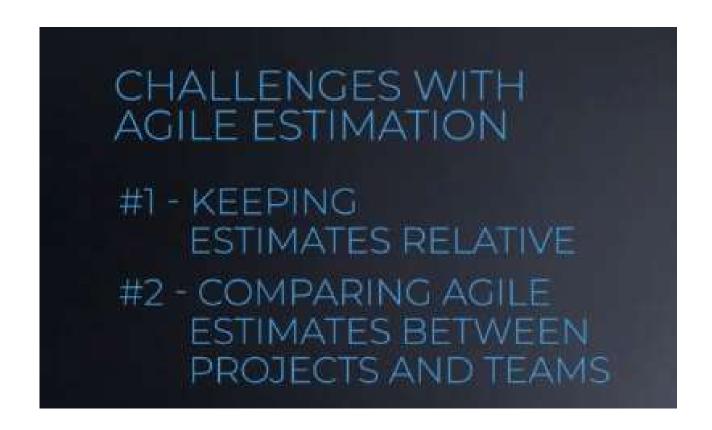














Question 1:

| When | a bug or defect is found, according to best practice, what should be done?                 |
|------|--|
| 0    | The bug/defect should be fixed immediately regardless of its priority                      |
|      |  |
| 0    | The bug/defect should be fixed immediately only if it is a high priority                   |
|      |  |
| 0    | The bug/defect should be documented in a User Story and prioritized in the Product Backlog |

The bug/defect should be discussed at the next Sprint Review



| Question 2:  |                   |  |  |  |  |
|--|-------------------|--|--|--|--|
| User Stories be dependent on other User Stories being completed first. |                   |  |  |  |  |
| 0  | should not        |  |  |  |  |
|  |                   |  |  |  |  |
| 0  | can not           |  |  |  |  |
|  |                   |  |  |  |  |
| 0  | can without issue |  |  |  |  |



| Question | 3: |
|----------|----|
|          |    |

True or False: Best practice dictates you shouldn't add User Stories to a Sprint Backlog once the Sprint has started

| 0 | True  |  |  |  |  |  |
|---|-------|--|--|--|--|--|
| S |       |  |  |  |  |  |
| 0 | False |  |  |  |  |  |



| Question 4:<br>When can you compare estimates between differing Project Teams? |  |  |  |  |  |
|--|--|--|--|--|--|
| 0  | Only when the Project Teams are the same size  |  |  |  |  |
|  |  |  |  |  |  |
| 0  | Only when the Project Teams are working on different parts of the same project                   |  |  |  |  |
|  |  |  |  |  |  |
| 0  | Only when Project Teams are the same size and are working on different parts of the same project |  |  |  |  |
|  |  |  |  |  |  |
| 0  | You can't  |  |  |  |  |