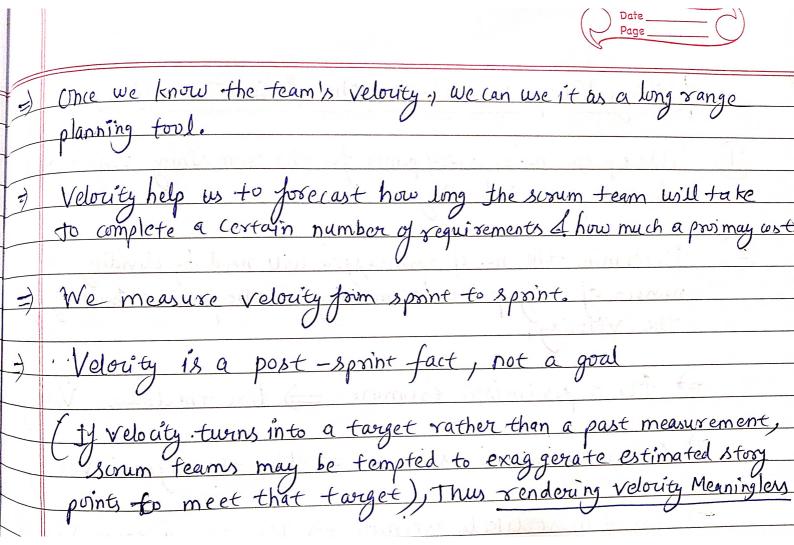
	Managing Time & Cost
fst	The second of th
\Rightarrow	Agile practices support both strategic & factical & chedule de time management.
	1 time management.
(a)	· Early planning (Product Roadmap, froduct Backlog) is STRATEGIC
	T13 112 ADAMA 3 THAT
<u>b</u>	Detailed planning for each Release & each sprint is TACTICAL
	In Release planning> We plan release to match a specific Date With minimal features
	ust minimal features
77 21 3 34	· or we can plan release with enough time to create specific set
	of features
	00
	In spoint planning -> We estimate time in Howrs to complete individual tasks for each of requirement
3	individual tasks for each of sequisement
	-> We use Sprint Backlog to manage defailed
Figure 1	Time allocations throughout the sprint.

	h chalily
6	Into use somm team's velocity. to fine tune & cheating.
	We use somm teams velocity. to fine tune & cheduling.
-	
	We must know fearly velocity to determine , how much functionality an agile team can deliver.
*	Janes 1909 and 1900
\rightarrow	Volocity is measured as number of User Story points that
	Velouity is measured as number of User Story points that the development team completes in each sprint.
	User story is simple description of a product-requirement. User story points are relative numbers that describe the amount of effort required to develop a user story
	User Story points are relative numbers that describe the
	amount of effort required to develop a user story



	The state of the s
	CALCULATING VELOCITY
ヺ	At the end of each sprint, the scrum team looks at the reguirements
	At the end of each sprint, the scrum team looks at the requirements it has finished & adds up the no. of story points associated with those requirements.
9.	those requirements.
Ţ.	reservations in the second of the second of the second
=)	The Total number of completed story, points is the scrum team's
	The Total number of completed story points is the scrum team's velocity for that sprint.
4	in the second of
<u>:</u>	Average Velocity is the total number of story points completed.
	Average Velocity is the total number of story points completed, divided by the total no. of sprints completed.
	march leaves and a second seco
f	for example Sprint 1 => 15 points
C	Sprint 2 => 13 ,-1, Average -= :64/4
	Sport 3 = 16 cm Velocity
	Sprint 2 => 13 11 Average == :64/4 Sprint 3 => 16 11 Velocity Sprint 4 => 20 11 == "16"
	Total > 64 points

	CIASSMATE
	DatePage
ap q B	Using-Velocity to estimate the Project Timeline
	Add up the no. of story points for the remaining requirements in the product backlog.
Sal to us	in the antiquet backlog
	The one production of the second of the seco
(2)	Determine the no. of sprints you will need by dividing the number of story points remaining in the product backley by the velocity.
	Deles mine the property of the by
	number of story pants remaining in the product backing of
	the Volority.
	the first target and a set whether Aft
_	> For a persimistic estimate => Use the lowest Velocity
TO A PART .	design of a contract transfer that a contract the contract that the contract the contract that the contract the contract that the contract
-	For an continuistic extimate => Use the highest Velority
N.	For an optimistic estimate > Use the highest · Velouity
120.00	The state of the s
	For a most likely estimate - Use the average Velocity
statu isos ki	

	of for a most ukuy estimate of one one
	VIII O NAME OF THE PARTY OF THE
	and the second and the manage of the south of the but the second to
	I SHALLOWS: ZORNO DE OX NO A DITT WILLOW A L'ELL DE LE
(3)	Determine how much time it will take to complete the story points in the product backlog by multiplying sprint length by the no- of remaining sprints
	story egints in the product backlog by multiplying sprint
7 2.5	land by the po-of remaining soones
	acing in the state of the state
	time read - sonint length X No. of remaining sonints
	Time regd = sprint length X No. of remaining sprints
*	for ex - xemaining: stome private = 800
	Alara Valority - 20 points Amint
	for ex. remaining: story points = 800 Averag Velousy = 20 points sprint
N US	n. 1 . Int. madel - 800/20 - 412 . Int.
2 / 150	no. of sprints needed = 800/20 = 40 sprints
	Time regd = 02 weeks × 40 sprines
	= 80 weeks
sa la	

