Mansoor Ahmed
18B1-129-SE

# How Agile Works?

Agile is an iterative technique of project management and software development. In agile development changes of requirement doesn't that much effect on releasing dates. Every iteration followed by a fixed schedule which is called a sprint. Sprint is about 2 weeks or more, before the sprint there is a meeting of planning for upcoming sprint.

Agile divides a project into smaller chunks called 'user stories.' Each of these is a software function that the user demands. Developers examine through these user stories as if they were a to-do list, selecting which to prioritize and organizing them into iterations with expected completion dates (usually around two weeks).

Developers should have a potentially shippable product that consumers may test after each version. This implies that agile projects begin with a simple idea and then iterate on it based on user feedback, making the product better suited to the needs of the consumers while minimizing complexity.

It indicates that developers seldom start with a comprehensive list of demands, but rather discover new ones through customer feedback, which they may then change their product to meet.

The sprint duration is constantly constant. This ensures that developers and users can regularly review the project's direction and keep it on track. It does, however, imply that unless developers choose to reduce the scope and ambition of the project, it may run beyond schedule.

While agile defines a mindset and a set of principles for creating new products such as software, it presents itself in a number of ways. According to the Scrum Alliance, the most popular is scrum, which extends agile development ideas beyond the IT team and into management.