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Tutor: [Pavan Kumar](#)

Reference: [Youtube](#)

Course: [Manual Testing \(Full Course\)](#)

Content: [Agile Model | Agile Methodology | Scrum Process | FREE](#)

[YouTube Live Session | 2021 New Series](#)

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- v.  **Youtube:** <https://www.youtube.com/@rajatt95>

2. Test Automation Frameworks:

a. Web

- i.  [Selenium WebDriver + Java](#) 
- ii.  [Cypress + \(Javascript and Typescript\)](#)  
- iii.  [Playwright + \(Javascript and Typescript\)](#)  

b. Mobile

- i.  [Appium + Java](#) 

c. API

- i.  [Rest Assured + Java](#) 
- ii.  [Requests + Python](#) 

3. Documents:

- a.  **Github repo:** <https://github.com/rajatt95/Documents>
- b.  **Google Drive:**
<https://drive.google.com/drive/folders/1tne9pZjgWvfrS0l9tVHs6k1jnQHpTLoA>

4. Last worked on this Document:

- a. Jan 18, 2023

5. Learnings from Tutor (Code Repository):

- a. **This course**
 - i. <https://github.com/stars/rajatt95/lists/youtube-pavan-manual-testing>
- b. **Other course(s)**
 - i. <https://github.com/stars/rajatt95/lists/youtube-pavan-kumar>

6. Course content:

- a. [Agile Model | Agile Methodology | Scrum Process | FREE YouTube Live Session | 2021 New Series](#)
 - i. [What is Agile?](#)
 - ii. [Agile Principles](#)
 - iii. [Advantages and Disadvantages](#)
 - iv. [Agile Meetings/Ceremonies](#)
 - v. [What is Scrum](#) and [Scrum Team](#)
 - vi. [Scrum Terminologies](#)
 - 1. User Story
 - 2. Epic
 - 3. [Product Backlog](#)
 - 4. Sprint/Iteration
 - 5. [Sprint Planning](#)
 - 6. Sprint Backlog
 - 7. Scrum meeting
 - 8. Sprint Retrospective
 - vii. [Story point](#)
 - viii. [Burndown chart](#)
 - ix. [Scrum Board](#)
 - x. [Definition of Ready \(DoR\) and Definition of Done \(DoD\)](#)

=====Agile Model | Agile Methodology | Scrum Process | FREE YouTube Live Session | 2021 New Series=====

1. What is Agile?
 2. Advantages and Disadvantages
 3. What are Scrum and Scrum Team
 4. Scrum Terminology
 5. User Story
 6. Epic
 7. Product Backlog
 8. Sprint
 9. Sprint Planning
 10. Sprint Backlog
 11. Scrum meeting
 12. Sprint Retrospective meeting
 13. Story point
 14. Burndown chart
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1. What is Agile?

- a. It is a model/methodology/process
- b. Approach
 - i. Iterative
 1. The same kind of process is repeated again and again
 - a. Requirements Gathering and Analysis
 - b. Design
 - c. Coding
 - d. Testing
 - e. Deployment
 - ii. Incremental
 1. Some features will be added in the beginning
 2. And, then, we keep on adding new features/modules
 - c. We deliver the software with pieces of features
 - i. Example
 1. The customer has asked for 100 features to be developed
 - a. But, we will not deliver these 100 features in one shot
 - b. We will develop 10 features, test them and deliver them to customer
 2. Customers need not wait for the whole software to be developed
 - a. No, wait for a long time

- b. Benefit
 - i. If the customer wants to update anything, that can be asked and completed by the IT team
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1. Agile Principles

- a. We develop, test, and release a piece of software to the customer with a few features
 - b. We can accept/accommodate the requirement changes
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1. Agile

a. Advantages

- i. Requirement changes are allowed at any stage/phase of Software Development
- ii. Releases will be fast (Weekly/Bi-Weekly/Monthly)
- iii. Customer - No need to wait for a long time
- iv. **Communication** between the team members is good.

1. Team members -

- a. Customer
- b. Project/Product Manager
- c. Scrum Master
- d. Business Analyst
- e. Developer
- f. Tester

2. Agile Meetings/Ceremonies

- a. Sprint Planning
 - b. Backlog Refinement/Grooming
 - c. Daily Scrum
 - d. Sprint Retrospective
 - i. Sprint Retrospective focuses on the process
 - ii. Sprint Retrospective is involved with people, processes, and tools
 - e. Sprint Review
 - i. Sprint Review focuses on the product
 - ii. Sprint Review is concerned primarily with optimizing and maximizing product value
-
-

b. Disadvantages

- i. Less focus on Design and Documentation since we deliver the software faster
-

1. Scrum

a. Scrum is a framework, Agile is Process

- b. Scrum is a framework through which we build the software (by following Agile Principles)
- c. Scrum includes a group of people

i. Scrum team

- 1. People

a. Product Owner

- i. Defines the features of the product in the form of
 - 1. User Stories (Smaller requirement)
 - 2. Epics (Larger requirement)
- ii. Prioritize the features (which one has to be developed first)
- iii. Accept/Reject Work results

b. Scrum Master

- i. Facilitate and Drive the Agile process

c. Developer

- i. Develop the software

d. Tester

- i. Test the software
-

1. Scrum Terminologies

a. Epic

- i. A collection of multiple stories
- ii. Larger requirement
- iii. Prepared by Product Owner

b. User Story

- i. A feature/module in software; Smaller requirement
- ii. User stories are derived from Epics
- iii. Prepared by Product Owner

iv. Every User story will have some Acceptance Criteria

c. Product Backlog

- i. List of User stories
- ii. Prepared by Product Owner

d. Sprint/Iteration

- i. Period of time to complete the User stories
 - 1. Decided by Product Owner and Team
 - 2. Mostly, Sprint is of 2 weeks duration

e. Sprint Planning

- i. It is a meeting conducted with team
 - 1. To decide what can be delivered in the Sprint

f. Sprint Backlog

- i. List of committed User stories by DEV and QA for specific sprint

g. Scrum meeting

- i. Meeting conducted by Scrum master every day
- ii. Also, called
 - 1. Standup Meeting
 - 2. Scrum Call
- iii. Questions?
 - 1. What did you do yesterday?
 - 2. What will you do today?
 - 3. Are there any challenges/impediments/blockers in your way?

h. Sprint Retrospective

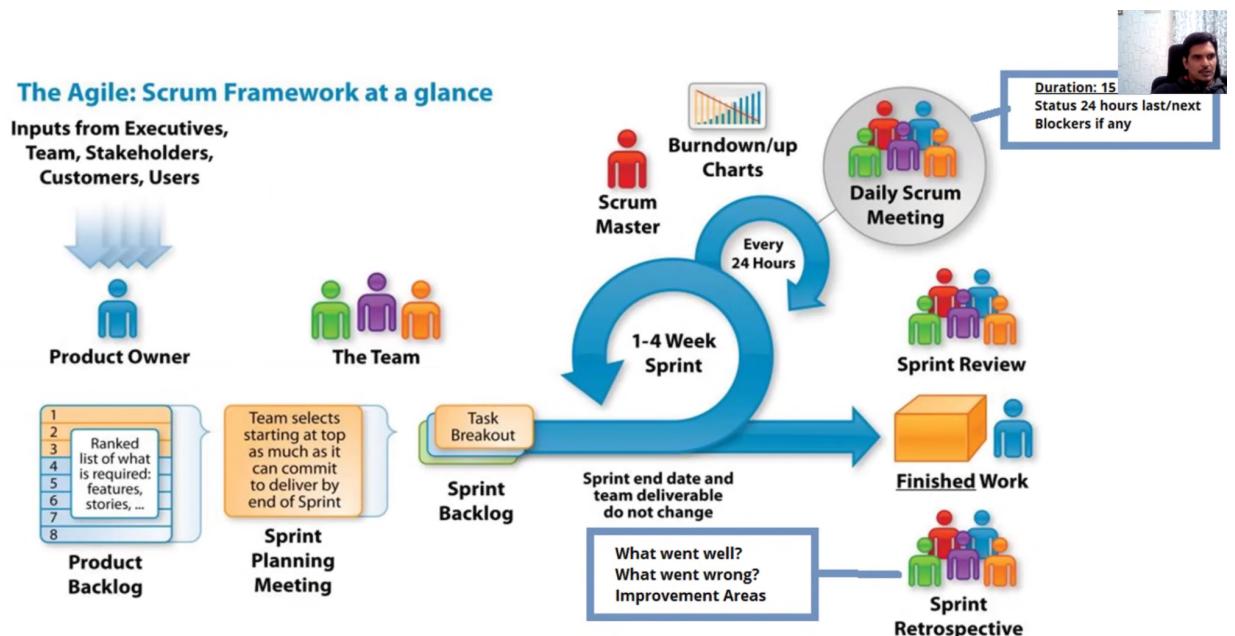
- i. Meeting - conducted after Sprint completion
 - 1. Sprint Retrospective focuses on the process
 - 2. Sprint Retrospective is involved with people, processes, and tools
- ii. Questions
 - 1. What went well?
 - 2. What went wrong?
 - 3. What improvements we can do?

1. Story point

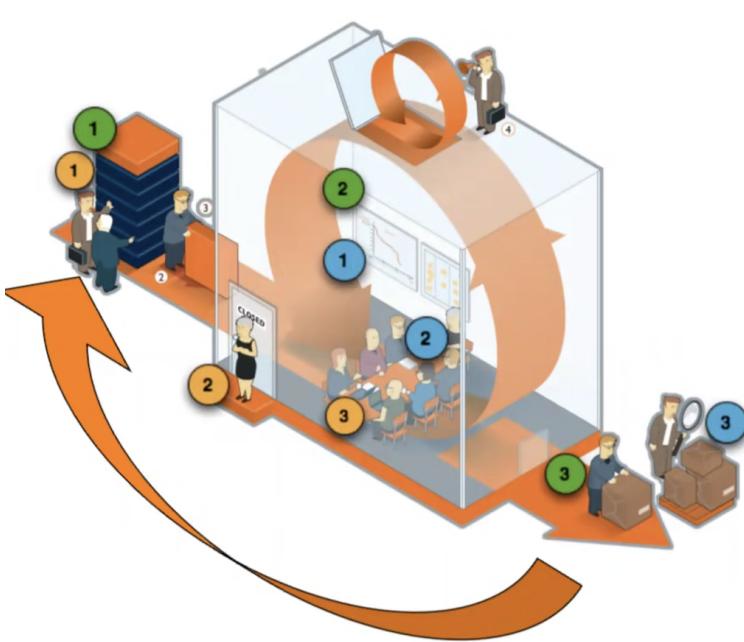
- a. During the Sprint planning, every story is mapped with the Story points by DEV and QA in the form of the Fibonacci series
 - i. Fibonacci series - 0 1 1 2 3 5 8
 - ii. 1 story point -> 1 hour or 1 day (6 hours)
- b. Rough estimations of User stories

1. Burndown Chart

- a. Graph - For the status of work
 - i. Shows how much work is completed and remaining in the Sprint
 - ii. Maintained by Scrum master
- b. Estimation vs Actual time taken



1.

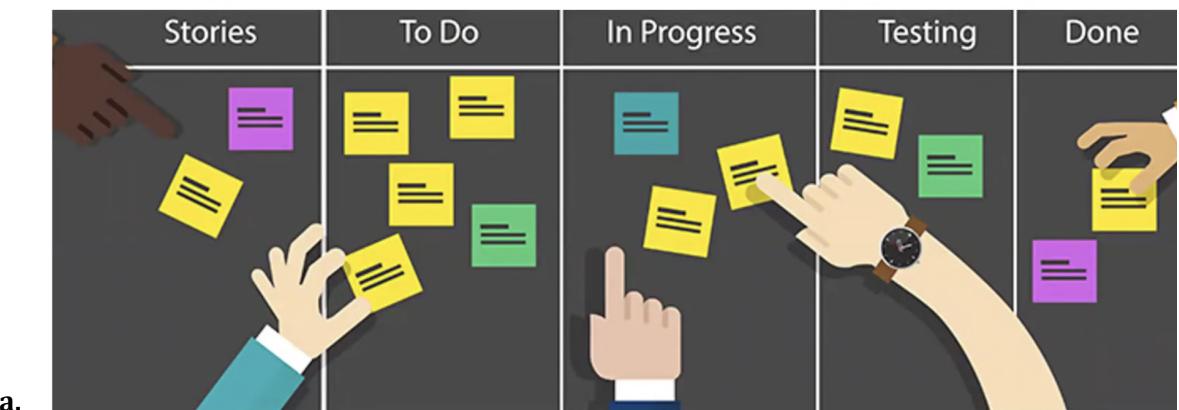


2.



1. Scrum Board

Scrum Board



a.

1. Definition of Ready (DoR) and Definition of Done (DoD)

Definition of Ready (DoR) & Definition of Done (DoD)

Definition of Ready (DoR)

- User Story is clear
- User Story is testable
- User Story is feasible
- User Story defined
- User Story Acceptance Criteria defined
- User Story dependencies identified
- User Story sized by Development Team
- Scrum Team accepts User Experience artefacts
- Performance criteria identified, where appropriate
- Team has a good idea what it will mean to Demo the User Story

a.

Definition of Done (DoD)

- Code produced (all 'to do' items in code completed)
- Code commented, checked in and run against current version in source control
- Peer reviewed (or produced with pair programming) and meeting development standards
- Builds without errors
- Unit tests written and passing
- Deployed to system test environment and passed system tests
- Passed UAT (User Acceptance Testing) and signed off as meeting requirements
- Any build / deployment / configuration changes are implemented / documented / communicated
- Relevant documentation / diagrams produced and / or updated
- Remaining hours for task set to zero and task closed

1. Product Backlog

- a. List of User stories
- b. Prepared by Product Owner

C.

The screenshot shows an Excel spreadsheet with the following data:

Project Information					
A	B	C	D	E	F
1	Project Name	OpenCart (Frontend)			
2	Client	OpenCart			
3	Created By	Name of the Product Owner			
4	Creation Date	DD-MM-YYYY			
5	Approval Date	DD-MM-YYYY			
6					
7					
8					
9	Epic	User Story ID	Feature/Title	User Story	Status
10	OpenCart_Epic_001 : For a new e-commerce website to launch, the highest Business Value will be when a new user is able to buy an item from the website.	US001	Registration	As a First-time visitor to the e-commerce website, I want to register my account, So that I can login to application.	New
11		US002	Login	As a registered user, I want to login to the website, So that I can see my account details etc..	New
12		US003	Logout	As a registered user, I want to logout from website, So that no one else can't access my account.	New
13		US004	User search products	As a user, I want to be able to search items, So that I can add them to cart and do payment.	New
14					
15					
16					
17					
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22					
23					
24					

1. Sprint Planning

- a. It is a meeting conducted with the team
 - i. To decide what can be delivered in the Sprint

b.

Project Name	OpenCart (Frontend)				
Client	OpenCart				
Created By	Name of the Scrum Master				
Attendees	Scrum Team				
Creation Date	DD-MM-YYYY				
Epic	User Story ID	Feature/Title	User Story	Story Points	Sprint
OpenCart_Epic_001 : For a new e-commerce website to launch, the highest Business Value will be when a new user is able to buy an item from the website.	US001	Registration	As a First-time visitor to the e-commerce website, I want to register my account, So that I can login to application.	8	1
	US002	Login	As a registered user I want to login to the website, So that I can see my account details etc..	5	1
	US003	Logout	As a registered user I want to logout from website, So that no one else can't access my account.	3	1
	US004	User search products	As a user I want to be able to search items, So that I can add them to cart and do payment.	5	3
Story Points	Hours				
1	1 Hour/ Day (Depends on company)				
0,1, 1, 2, 3, 5, 8	Fibonacci series				

1. Tasks

a.

Developer Tasks		QA Tasks
Under standing Requirements		Under standing Requirements
Desing		Writing Test Scenarios
Coding		Writing Test Cases
Unit Testing		Test Case Reviews
Integration Testing		Test Data Preparation
Code Review		Test Environment Setup
Bug Fixes		Test Execution
Team Meetings		Re-Testing Bugs
Any other...		Team Meetings
		Automation
		Any other...



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THANK YOU!