

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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2. More documents:

- a. <https://github.com/rajatt95/Documents>

3. Last worked on this Document:

- a. Dec 27, 2022

4. 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>

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## 5. 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](#)
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**=====Agile Model | Agile Methodology | Scrum Process | FREE YouTube Live Session | 2021 New Series=====**

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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
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## 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

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## 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

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#### **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?

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### **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

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### **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



## The Agile: Scrum Framework at a glance

Inputs from Executives,  
Team, Stakeholders,  
Customers, Users



Product Owner



The Team



Product  
Backlog

Team selects starting at top as much as it can commit to deliver by end of Sprint

Sprint  
Planning  
Meeting

Task Breakout

Sprint  
Backlog

Scrum Master



Burndown/up  
Charts

1-4 Week  
Sprint

Every 24 Hours

Daily Scrum  
Meeting

Duration: 15  
Status 24 hours last/next  
Blockers if any



Sprint Review

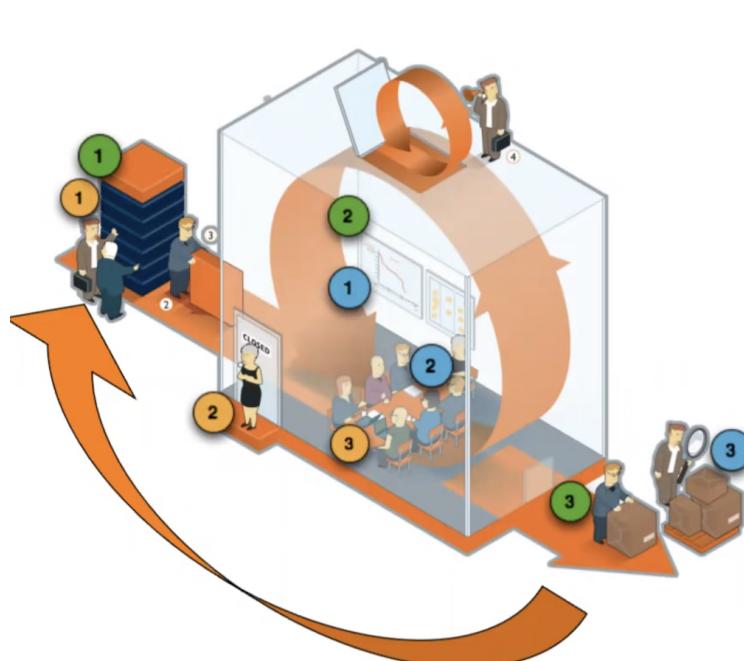


Finished Work

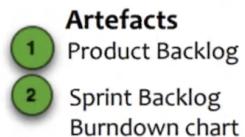


Sprint  
Retrospective

1.



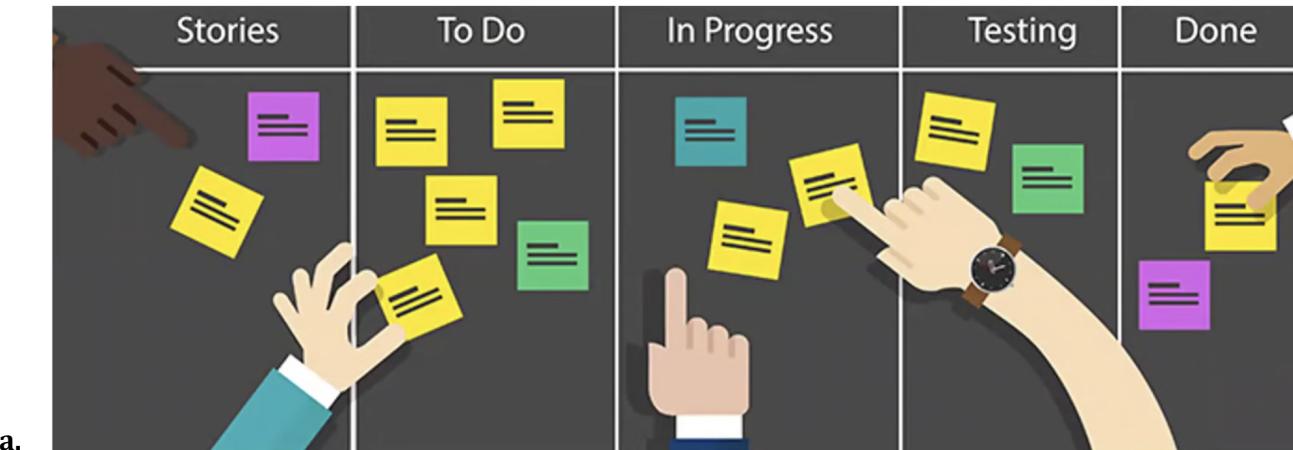
2.



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## 1. Scrum Board

### Scrum Board



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

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

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#### 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.

Project Information						
Project Name		OpenCart (Frontend)				
Client		OpenCart				
Created By		Name of the Product Owner				
Creation Date		DD-MM-YYYY				
Approval Date		DD-MM-YYYY				
User Stories						
Epic	User Story ID	Feature/Title	User Story	Status	Acceptance Criteria	
<b>OpenCart_Epic_001 :</b> 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	New user should able to Register account with valid data.	
	US002	Login	As a registered user, I want to login to the website, So that I can see my account details etc..	New	System must validate user credentials and allow login if credentials are correct..	
	US003	Logout	As a registered user, I want to logout from website, So that no one else can't access my account.	New	System must logout after login.	
	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	User should able to search products and add them to cart.	

## 1. Sprint Planning

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

b.

Project Information						
Project Name		OpenCart (Frontend)				
Client		OpenCart				
Created By		Name of the Scrum Master				
Attendees		Scrum Team				
Creation Date		DD-MM-YYYY				
User Stories						
Epic	User Story ID	Feature/Title	User Story	Story Points	Sprint	
<b>OpenCart_Epic_001 :</b> 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				

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## 1. Tasks

a.

Code Review	
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!



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