Department of Computer Engineering

Academic Term: First Term 2023-24

Practical No:	3
Title:	Implementing Project using KANBAN method on JIRA Tool
Date of Performance:	8/8/23
Roll No:	9636
Team Members:	Ricky Rodrigues, Joel Verghese, Cloyster Dsouza

Rubrics for Evaluation:

Sr. No	Performance Indicator	Excellent	Good	Below Average	Total Score
1	On time Completion & Submission (01)	01 (On Time)	NA	00 (Not on Time)	
2	Theory Understanding(02)	02(Correct)	NA	01 (Tried)	
3	Content Quality (03)	03(All used)	02 (Partial)	01 (rarely followed)	
4	Post Lab Questions (04)	04(done well)	3 (Partially Correct)	2(submitted)	

Signature of the Teacher:

Department of Computer Engineering

Academic Term: First Term 2022-23

Class: T.E /Computer Sem – V / Software Engineering

Signature of the Teacher:

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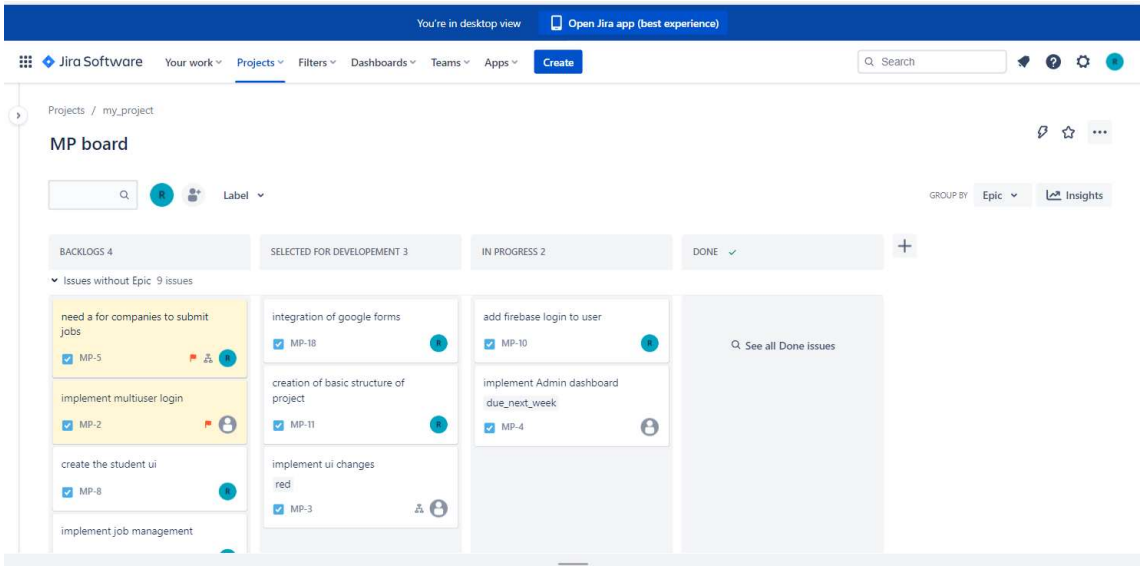
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MP-11
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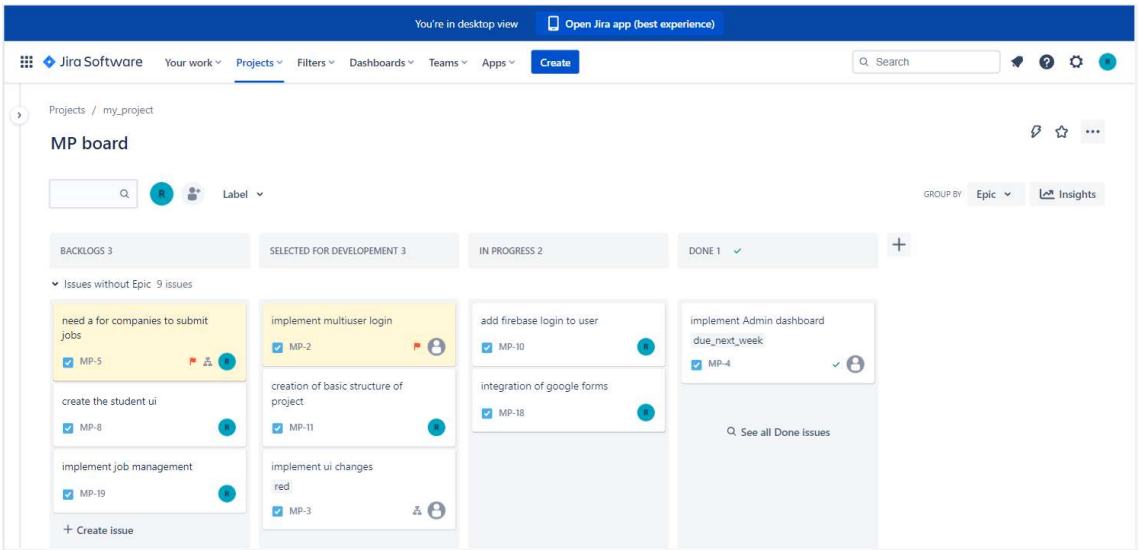
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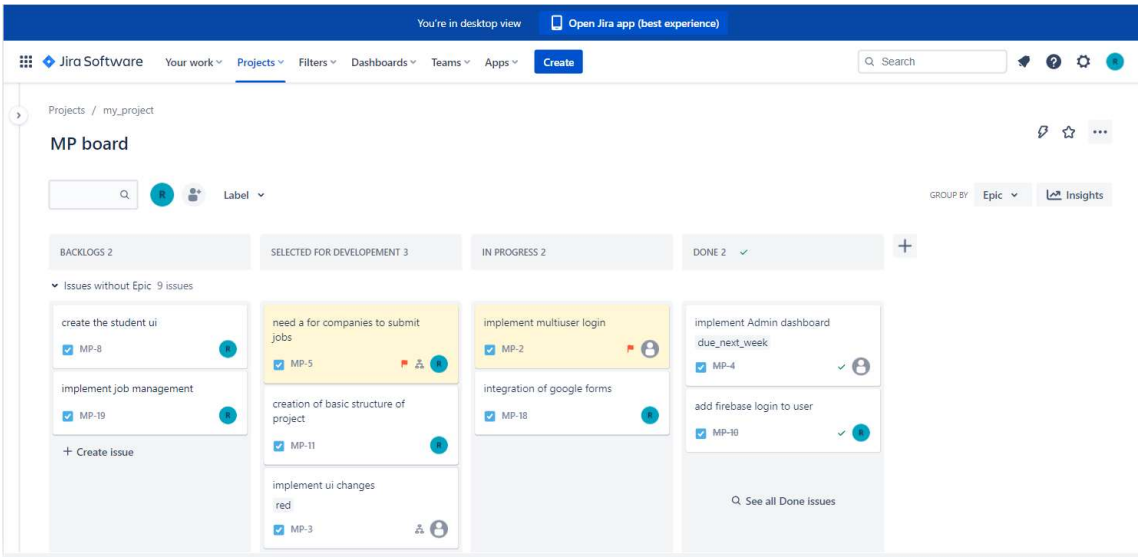
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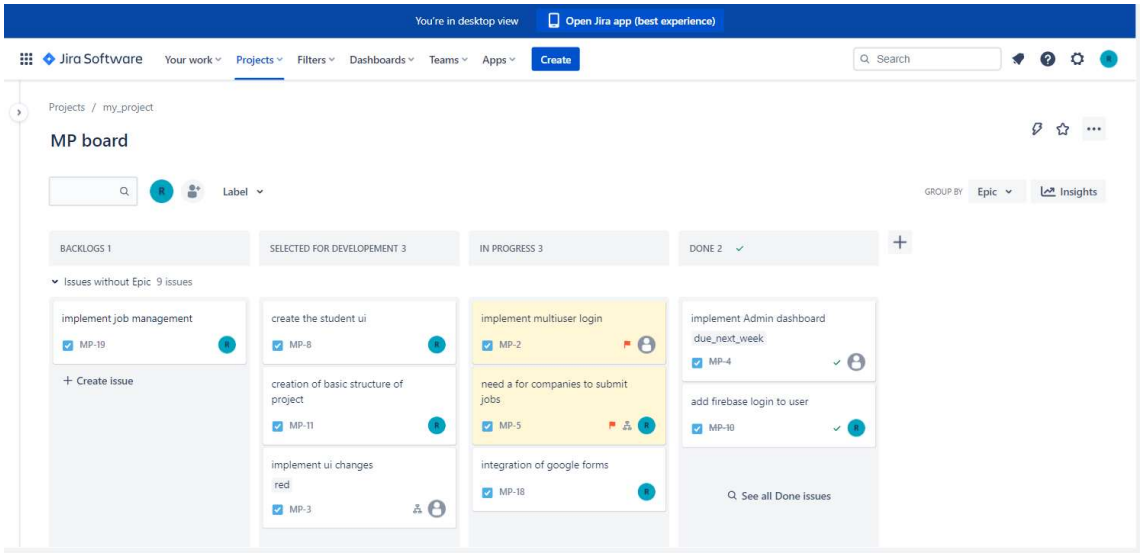
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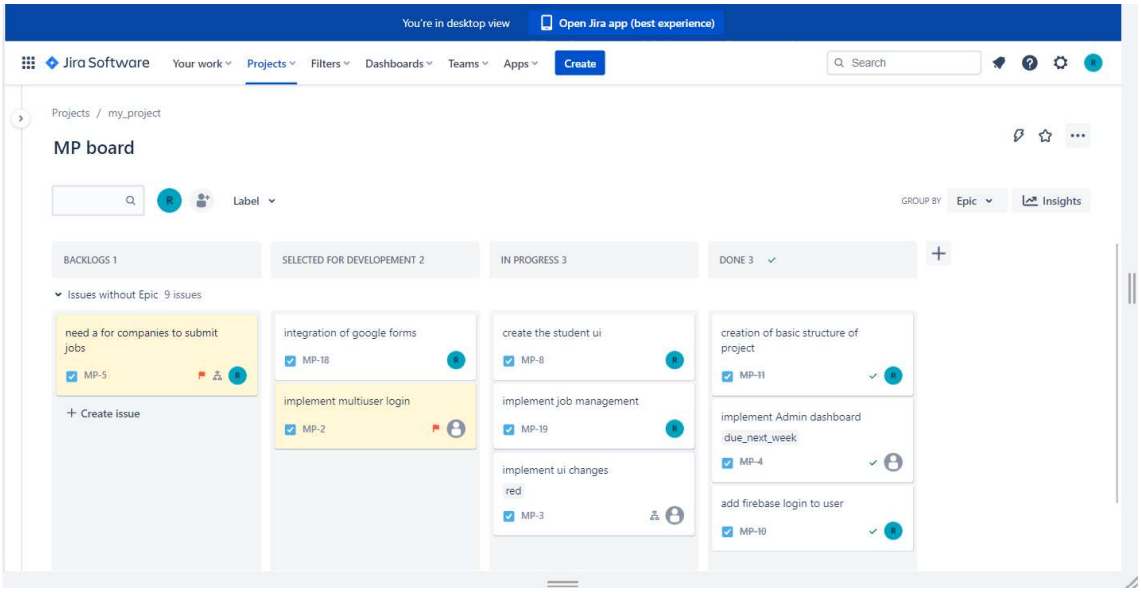
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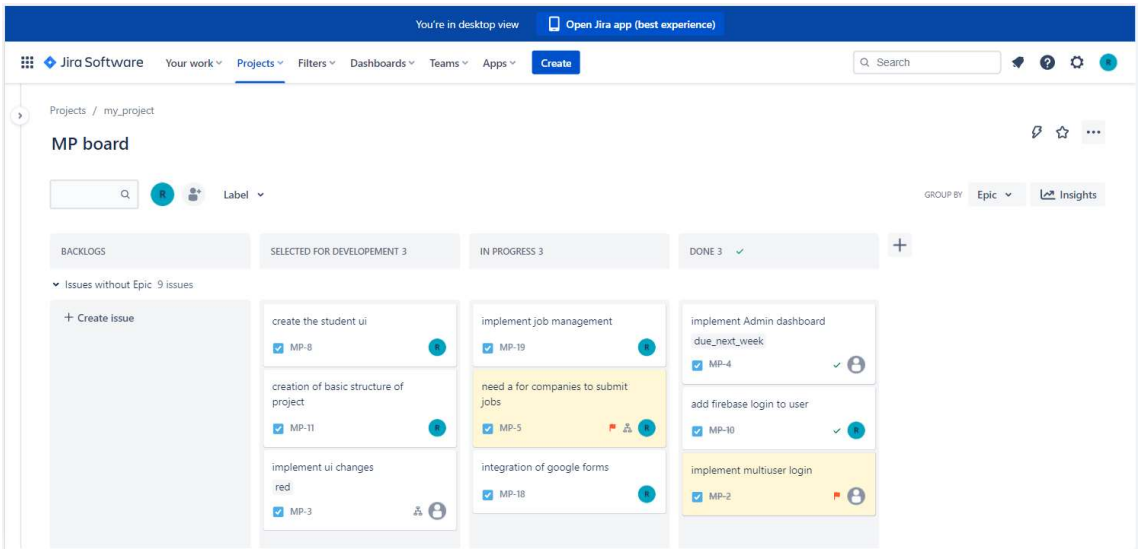
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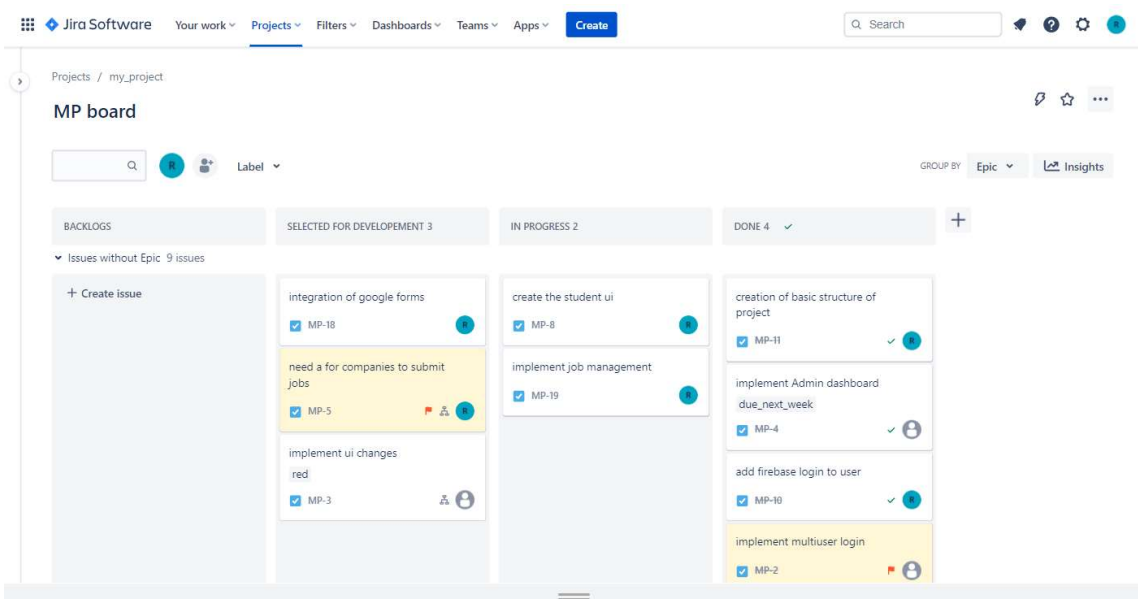
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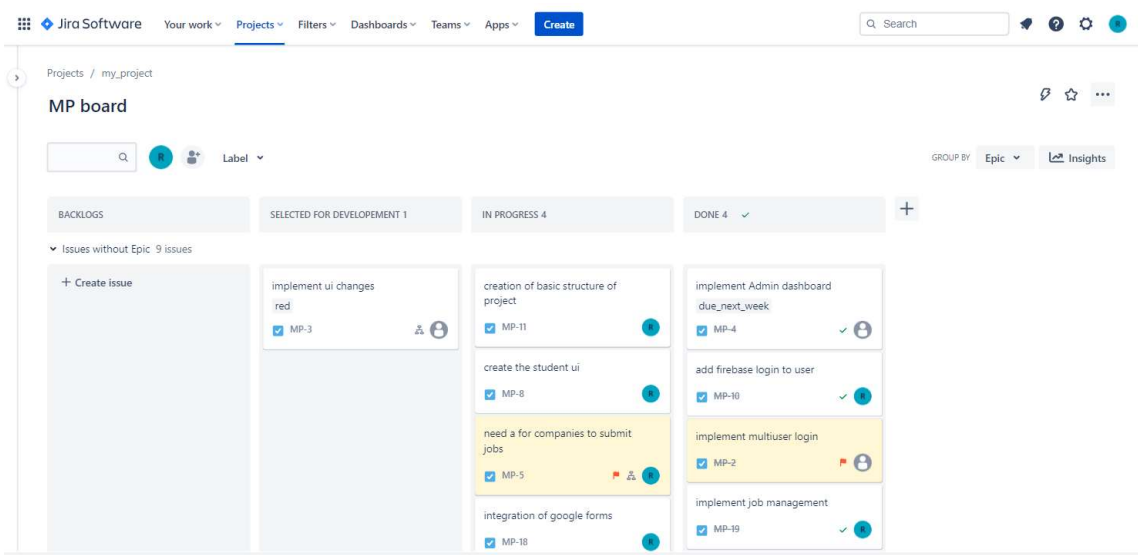
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Postlabs

a) Compare and contrast the Kanban and Scrum methodologies in terms of flexibility, adaptability, and workflow management in different project scenarios.

Kanban and Scrum are both agile methodologies that are used to manage software development projects. However, they have different approaches to flexibility, adaptability, and workflow management.

Kanban is a more flexible methodology than Scrum. It does not have fixed sprints or deadlines, which gives the team more freedom to adapt to changes in the project. Kanban is also more adaptable to different project scenarios. It can be used for both small and large projects, and it can be used for projects with both well-defined and poorly-defined requirements.

Scrum is a less flexible methodology than Kanban. It has fixed sprints and deadlines, which gives the team less freedom to adapt to changes in the project. Scrum is also more suited to projects with well-defined requirements.

In terms of workflow management, Kanban focuses on visualising the workflow and limiting the work in progress (WIP). This helps to ensure that the team is working on the most important tasks and that they are not overloaded. Scrum also focuses on visualising the workflow, but it does not have a hard limit on WIP.

b) Analyse a Kanban board in JIRA and propose improvements to optimise the team's efficiency and productivity.

A Kanban board in JIRA is a visual tool that helps teams track their work. It is divided into columns that represent different stages of the workflow, such as "To Do", "In Progress", and "Done".

To improve the team's efficiency and productivity, you can make the following changes to the Kanban board:

- Make sure that the columns on the board are clearly labeled and that the work items are easily identifiable.
- Use different colors or symbols to represent different types of work items.
- Set WIP limits for each column to ensure that the team is not overloaded.
- Use the board to track the team's progress and identify bottlenecks.
- Regularly review the board and make changes as needed.

c) Evaluate the impact of Work In Progress (WIP) limits on a Kanban board and how it affects the team's throughput and cycle time.

WIP limits are a key concept in Kanban. They are used to ensure that the team is not overloaded and that they can focus on completing the most important tasks.

WIP limits have a positive impact on the team's throughput and cycle time. Throughput is the number of work items that the team completes in a given period of time. Cycle time is the amount of time it takes to complete a work item.

When WIP limits are in place, the team is more likely to focus on completing the most important tasks first. This can lead to an increase in throughput. WIP limits can also help to reduce cycle time. This is because the team is less likely to start new work items before they have completed the work items that they are already working on.