

Agile Methodology

Definition:

We can define agile Methodology as the process by which we can develop software in a faster way so that the client can compete in the market with other clients.

Eg: A client wanted a software same as “Whatsapp”. He contacted with software Development Company (we) to develop the software. But if the company will follow any traditional method to develop the software it will take more time to finish and the same time Whatsapp will develop some new features. So better we have to follow agile methodology so that we can give the software version wise and in a faster way too.

Advantage:

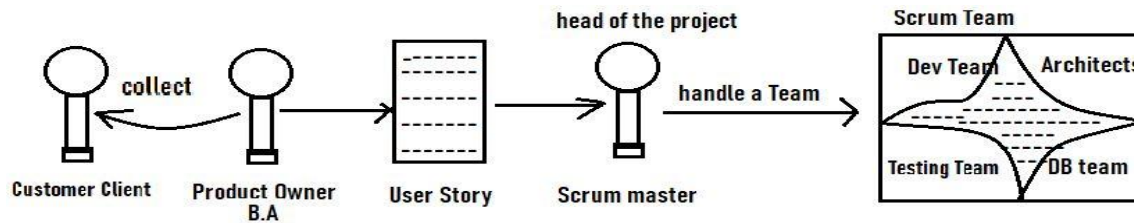
- ❖ Here the requirement changes never frozen.
- ❖ Faster development of Software.
- ❖ Late changes are allowed in the software.
- ❖ Constant communication between clients and software Organisation.
- ❖ Here the Customer’s satisfaction is more.

Disadvantage:

Handling big /complicated /long term project is difficult.

How Agile Methodology Works?

The Product Owner (B.A) collects the UserStory from the business Owner and sends it to the Scrum Master. The Scrum Master Assign the UserStory to the Scrum team And Scrum team will develop (develop+test) the software (set of Features) by following the UserStory. Here Scrum Master asks the client to share the user story priority basis. The time taken to develop a set of userstory is known as one Sprint.



Duration of one sprint is minimum 7 days to 30 days depending upon the Story Point.

If a Customer wants any changes in one sprint than it changes in the next sprint but not in the same sprint. It is known as Carry Forward.

User Story: Short Explanation of functionalities of the product.

Story Point: It is defined as one user story's complexity.

Capacity & Velocity: In a certain time period how many task We commit to do is known as capacity and how many task we actually did is known as Velocity.

Product Backlog:

- Collection of user stories captured for a scrum story.
- Product owner maintenance & prepare product backlog.

Sprint Backlog: It is a set of user Stories to be completed in a sprint.

Meetings in Agile:

- ❖ **Sprint Planning Meeting:** It happens only once in the beginning of every sprint. In this we discuss
 - How to manage the sprint?
 - How many days it needed to complete one sprint?
 - What will be the daily Target?
- ❖ **Daily Sprint Standup:** It happen daily basis. Here we discuss
 - What we did yesterday?
 - What we r going to do today?

- What are the difficulties we have?

❖ **Sprint Retrospect Meeting:** It happens only once at the end of every sprint.
Here we discuss about the achievement and mistakes we have in the sprint.

Team Members:

Product Owner:

- Define the Feature of the product.
- Decide the release date.
- They prioritise the features of the user story according to the market value of the product.

Scrum Master:

- Manage the scrum Team & looks after the team's productivity.
- Responsible to handle the issue that come across in dev. Or testing process.
- Invite the Scrum Team for daily stand-up meetings & planning & retrospect Meeting.

Scrum Team:

- Usually of 5-9 members.
- Scrum Team include developers, Testers, designers, etc.

Sanjeeb Pati (SDET-21)