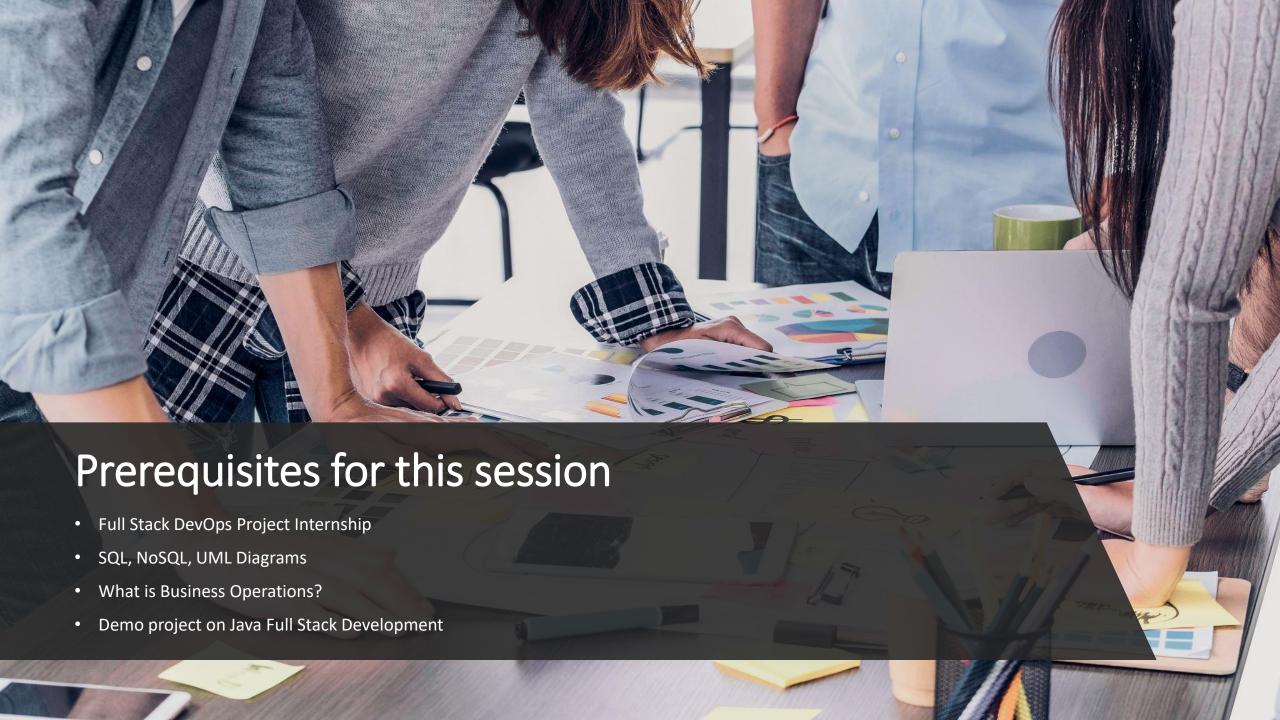
Agile Software Development

- An overview to Omni-Channel product development by Shobhika



Prerequisites for the Web Development



Software Engineering Principles: Analysis, Design, Coding, Testing, and Maintenance



Basic Knowledge of **Website Development** using HTML, CSS, Java, and SQL to learn the code flow from front end to the back end



Deep understanding of exceptions and errors for Troubleshooting and Debugging



Working knowledge of Notepad++, Sublime, Atom etc.,

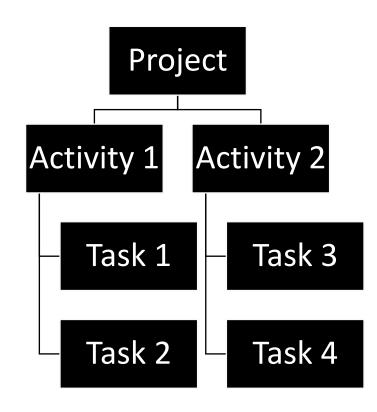


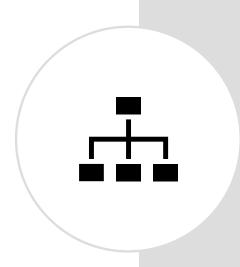
Google Search (keyword search changes from time to time)



BROWSER

Work Breakdown Structure





Prerequisites for Software Delivery

- Agile Software Development: Analysis, Design, Coding, Testing, Scrum, Backlog, Burndown chart
- Basic Knowledge of business operations and use cases
- Requires Technical skillset Java, J2EE, Java Frameworks, SQL
- Basic Knowledge of the DevOps tools such as JIRA, Confluence, Gitlab, Jenkins, Sonar
- Hands-on on the Logging tool: *Elasticsearch*
- Hands-on on the API Testing tool: **Postman or Insomnia**
- Technical Architecture and Technical Stack
- Scope of controller projects (*Endpoint call, Swagger contracts, api_response*)
- Work in Collaboration with other teams such as Frontend, Backend, Infrastructure, and other teams

Configurations

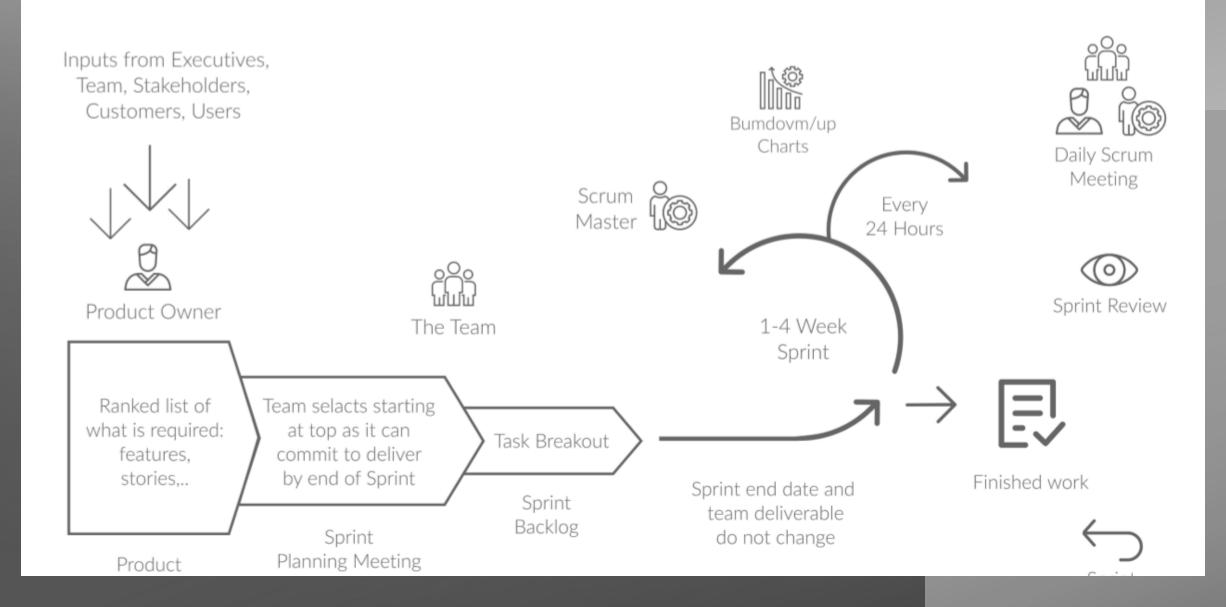
- Endpoint calls
- Design Patterns in Monolithic & Microservices Projects
- Configuration files such as application.properties and pom.xml
- Basic SQL commands
- Referential Integrity



Typical Agile Delivery

- Estimated Time of Arrival (ETA)
- Epic, Sprint, Agile Program
- Story estimation points
- If needed, get an approval from the Governance team
- Testing Environments (dev, qa, stg, prod)
- Launch in Markets
- Other frequently used acronyms (DIT, SIT, UAT)
- Central Repository such as GitHub
- CI/CD Pipeline

THE AGILE: SCRUM FRAMEWORK AT A GLANCE



Agile Teams

- Team members are cross trained to work autonomously
- Work productively on their tasks within dedicated hours
- Collaborate with other teams to work in parallel on the work product
- Create a self feedback cycle for self learning through *Plan, Do, Check, Act, Repeat*
- Appreciate teammates and give constructive feedback
- Identify roadblocks proactively
- Go an extra mile when met with an exception/error in the product delivery
 - Google for the right keywords
 - Search for more information (Start with Why?)
 - Ask for help immediately
 - Work in collaboration
 - Be quality driven

Stages of Team Development

- Independent behaviors by team members
- Focused on themselves
- Unclear on objectives
- Best behavior

Forming

Storming

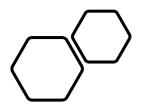
- Form opinions of others on team
- Begin to challenge others who they see as not

- Common purpose is clear
- Relationship has increased
- Shared responsibility
- Greater tolerance of other team members' quirks
- Norms are established

Norming

Performing

- Team members are self-organizing and can make decisions
- Full engagement of team members
- Embrace differences w/higher empathy
- Delivering valuable results



Prerequisites for discussion



Project Tracker



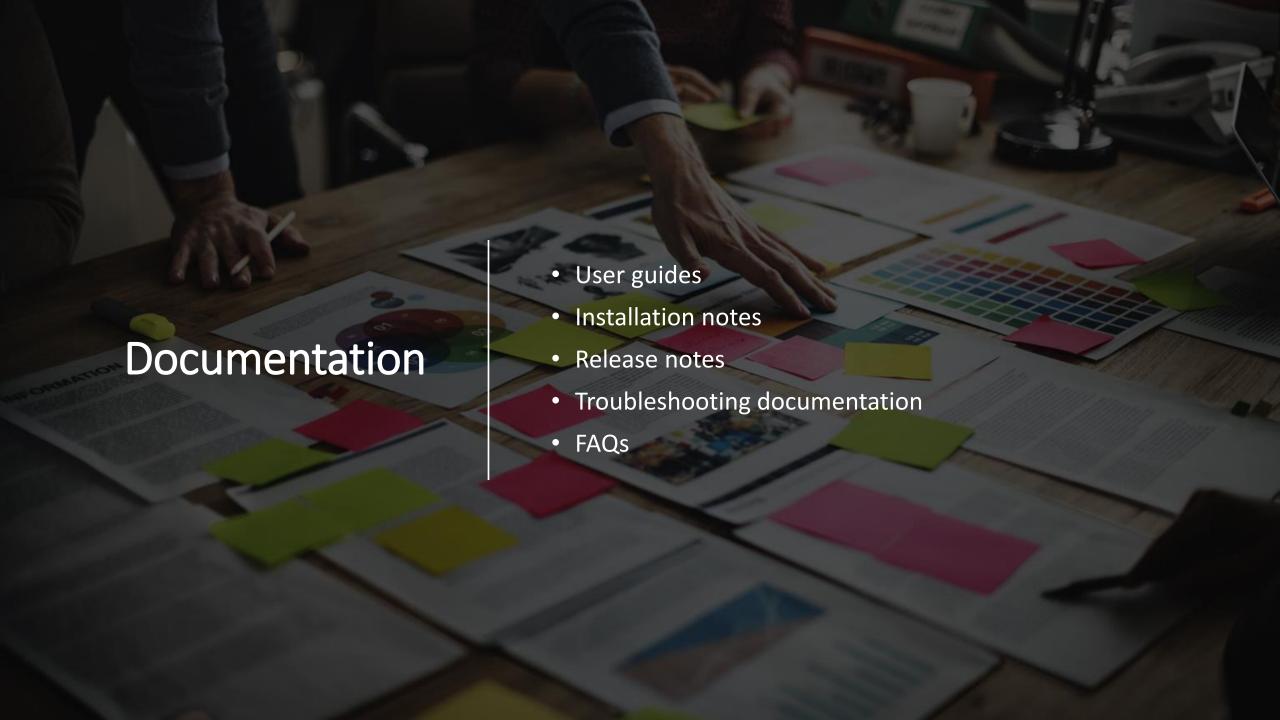
Epic & Agile program



Supporting Documents & ask for front-end test data



Ask the right questions



End

- Technical Architecture
- Java & J2EE
- SQL or NoSQL
- Spring Frameworks
- DevOps Tools
- All Logs and Table Logs
- Jira & Confluence
- Kibana & Postman

Where to look for Information

- Documentation
- Jira or Bitbucket
- Swagger
- Business Case
- Release Plan
- Environments & Servers
- Website
- Journals
- Google Scholar
- Ask Architect and Manager



Thank You!

-Questions & Answers