AGILE:

Agile methodology is an iterative and incremental approach to project management and software development. It emphasizes flexibility, collaboration, and responsiveness to change.

AGILE PRINCIPLE:

1. Customer satisfaction through early and continuous delivery of valuable software: The primary focus is on delivering working software that provides value to the customer as early as possible.
2. Welcome changing requirements, even late in development: Agile embraces changes in requirements throughout the project. It recognizes that requirements can evolve and that changes can lead to a better outcome.
3. Collaboration between business stakeholders and developers throughout the project: Close collaboration and ongoing communication between the development team and business stakeholders foster better understanding and alignment of goals.
4. Simplicity: Simplicity in software development by minimizing unnecessary complexity and features. It aims to deliver the highest value with the least amount of effort.
5. Self-organizing teams make the best decisions: Agile teams have the authority and responsibility to make decisions and adapt to changing circumstances. They are empowered to collaborate and find the best solutions.

AGILE TYPES:

1. Scrum Model
2. Extreme Programming (XP).
3. Feature Driven Development/Test Driven Development.
4. Crystal Clear.
5. Lean and Kanban.
6. DSDM (Dynamic System Development Method).
7. ASDM (Adaptive Software Development Method).

AGILE TERMININOLOGIES:

1. Epic: Complete set of Requirements and it will be created by Scrum Master.
2. User Story: User stories serve as the building blocks of Agile project requirements. It is nothing but Features/Modules/Functionalities.
3. Product Backlog: The product backlog is a prioritized list of user stories, features, and enhancements that need to be implemented in a project. It represents the overall scope of work and is managed by the product owner.
4. Sprint: A sprint is a timeboxed iteration during which a set of user stories or tasks is implemented.
5. Story Point: Story Point is a rough estimation given by developers and test engineers to develop and test every individual stories.
6. Swag: Swag is a rough estimation given by developers and test engineers to develop and test every individual story in the form of hours.
7. Scrum Master: The Scrum Master is a role responsible for facilitating the Agile process. They ensure that the team adheres to Agile principles, remove any obstacles or impediments, and foster a productive and collaborative environment.
8. Product Owner: The Product Owner represents the customer or stakeholder and is responsible for defining and prioritizing the product backlog. They work closely with the development team to ensure that the product meets customer needs and provides business value.
9. Velocity: Velocity is a metric used in Agile to measure the amount of work a team can complete in a sprint. It represents the number of user stories or story points completed by the team and helps in planning future sprints.

AGILE CEREMONIES:

1. Sprint Planning: This ceremony occurs at the beginning of each sprint. The team, including the product owner and Scrum Master, collaborates to determine which user stories or tasks from the product backlog will be worked on during the upcoming sprint. The team also breaks down the selected items into smaller, manageable tasks and estimates their effort.
2. Daily Stand-up (Daily Scrum): Daily Stand-up (Daily Scrum): A short daily meeting where the development team synchronizes their activities. Each team member shares what they worked on the previous day, what they plan to work on that day, and any obstacles they are facing. It promotes communication, collaboration, and transparency.
3. Sprint Review: At the end of each sprint, a Sprint Review meeting is conducted. The development team showcases the work completed during the sprint to stakeholders, product owners, and other team members. Feedback is gathered, and the product backlog may be adjusted based on the insights gained. The focus is on inspecting the work and gathering input for future iterations.
4. Sprint Retrospective: The Sprint Retrospective is a meeting held after the Sprint Review. The team reflects on the sprint and discusses what went well, what didn't go well, and any potential improvements. The goal is to identify actions to enhance the team's effectiveness and make adjustments for future sprints.
5. Release Retrospective: The Release Retrospective is a meeting held after the Release the software to the customer. The team reflects on the Release and discusses what went well, what didn't go well, and any potential improvements. The goal is to identify actions to enhance the team's effectiveness and make adjustments for future Release.
6. Backlog Refinement (Grooming): Backlog Refinement is an ongoing activity to refine and clarify the items in the product backlog. The product owner and development team collaborate to add detail, estimate effort, and prioritize the backlog items. This ceremony ensures that the product backlog is well-prepared and ready for upcoming sprints.
7. Release Planning: Release Planning is a ceremony that occurs at the start of a new project or when planning for a major release. The team collaborates to define the overall release goals, scope, and timeline. It helps in establishing a high-level plan for delivering value incrementally over multiple sprints.

Top of Form