Agile Training

In all the instances of project mentioned earlier, changes are a given and responding to it quickly to ensure quick ROI(return on investment) is the key.

Agile is a time boxed, iterative approach to software delivery that builds software incrementally from the start of the project, instead of trying to deliver it all at once at the end.

Agile is governed by the four values and twelve principles as provided in the [Manifesto for Agile software development](http://agilemanifesto.org/)

The four values are listed below.

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**Individual and Interactions over processes and tools**

Promotes conversation between team members, teams & customers/stakeholders. There will be processes and tools to support the development, however, the conversations will be given more emphasis supported by processes and tools. Processes will not override the people aspect and they would be allowed to innovate, not just follow a fixed process.

**Working software over comprehensive documentation**

How much working software produced that can be used by customers is the measure of progress and not just the effort of the team. This means that teams will focus on producing working software supported by documentation. This principle does not mean that there is no documentation. Just enough documentation that will evolve across iterations should be focused by the team. Ex. A skeleton code that proves the design is working software supported by a design document. The latter in itself is not working software

**Customer collaboration over contract negotiation**

This calls for business users and teams working together. There would be contracts, however, teams will focus on value driven development which would be reflected in the contract.

**Responding to change over following a plan**

There would be planning and not just plans. This would be dynamic and would be done at micro level for each iteration and at a high level for the entire project duration. This means that planning must be done frequently (say for every iteration) to adapt to changes.

Unit3

Let us look at the 12 principles in the manifesto for Agile software development

**1) Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.**

**2) Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.**

**3) Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.**

**4) Business people and developers must work together daily throughout the project.**

**5) The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.**

**6) Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.**

**7) Working software is the primary measure of progress.**

**8) Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.**

**9) Continuous attention to technical excellence and good design enhances agility.**

**10) Simplicity--the art of maximizing the amount of work not done--is essential**

**11) The best architectures, requirements, and designs emerge from self-organizing teams.**

**12) At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.**

**Additional reading :**

[**Evolution of Agile practices**](https://www.agilealliance.org/agile101/practices-timeline/)

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By the end of the course you will be able to work meaningfully in a project following Scrum. As a development team member you will be able to: Write good user stories, prioritize, and estimate them using story points Participate in the ceremonies of a sprint scrum (sprint planning, stand-up, groomi...

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