Home Assingnment-2 SE N. Tanish Chandsa cstr-or various agike principles followed during software As) Highest privily is to setisfy customer through larly and continues delivery dutchpment. The working software should be delivered from couple of weeks to coaple of months in shorter time cycle:

The business people and delepper work together throughout the project.

The business people and delepper work together throughout the project. -> Build the project around motivated developer and give him, liberity So Job can be completed on time. - a working softable is primary measure of progress ) Communication between developer team is face to face converse -) Importance is given to technical Ellellence and good design which -) The design should be simple try and reduce work done which is not Enhances agility. The best architecture, requirement and design comes out or Energys

from Self organizing team.

Agrile profess must promote Sustainable development

The comes out or Energys

Agrile profess must promote sustainable development -) At regular time, the developer team focusses on becoming Effective

2. what are key trades that must be present among people in agile AND the key trades are compitance, common, focus Collabration, designating ability and respect fuzzy problem and mutual trust competance means talent and specific stills possed by re-ob egile team or skill that must be though to all people of apile team Collobation Collobaration between softance team, customers and various shareholders which are necessary for building Computer Softance All the members of agile team should focus on common go. It is to develop a software as per requirement of customer Decision making ability are required for effective software development. Mutual trust and respect t It should exist among all the members of agrice team to

Self organization Agile team enginise itself in order to complete the work allowing to local Environment Team organizes itself so that work schedule is maintained. FUSSy problem solving ability the problems are not dear, are confusing and they need to deal with ambiguity. The problem they are solving today may not be problem which is needs to be solved Commorrow. 3. Describe XP process And the key up activity are 1. planning 2. Design 3. Loding 4. Testing 5. Release planning includes business context for software like cost, rajor features and functionality as per requirement given by austones. Each feature is called as story It is origined a value which is used to indicate or priority indicating some values The xp teams order stories that needs to developed in following usys The story with highest priority will be implemented first

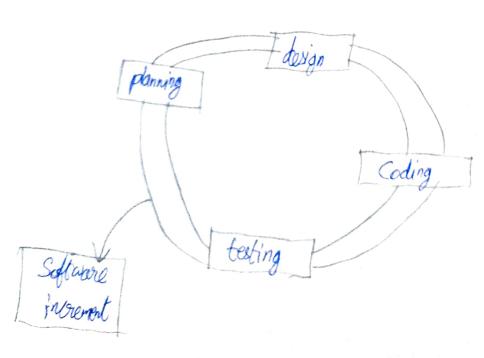
A disjon should be simple for a story, Encouraging use of cook . It a difficult design problem is inconversed, xp resona material contained prototype of portion of design also called a Solution.

3. Coding

The term doesnot mue code directly but first it daught a so which had been implemented.

The Unit test that are Greated always Enlarages a regration test of Code which has already been developed.

Release is Software developed to Customer as and when store are implemented in the form of Software increment



4) Difference between Stakeholders and new parts AN) Anyone having any type of melationship in the project is known as stakeholder Softward project stakeholder refers to a person group on Company that is directly or indirectly involved in the project and who may effect or get affected by outcome of project rai Business manager, product manager, marketing people internal and external Customer, product Engineer, Septembre Engineer. such stakeholder has different views of testing In other words

Stakeholders are a list of people who are responsible for requirement gathoring A view is a representation of one or more structural expects of an aschitecture that illustrates how architecture addresses one or more view points ? Conterns held by one or more of its stakeholders. A view point is a collection of putterns templates and conventi--ons for constructing one type of view. It defines the stakeholders Whose Concerns are neflected in viewpoint and guidelines principles and template models for constructing its views.

5. Different between product and process 13) product 1. process is set of sequence stope that have to be bollowed to 1- product is find production of project Oreate project 2. It focus on final result 2. It is facussed on lack step 3. The process consistently follow, guiddines. 3. The firm guildhines are 4. It tends to be long term 4. It tends to be Short term 5 Main goal is to complete 5. Main goal is to make Quality better Work Sulassfully 6. It is Greated based on 6. It sowes as model for produ needs of Customers Vaious goods in Similar arry 6- curite a node on Gystal feature development Dynamic System development. Adaptive software Levelopment. And Crystal methods in Agile Development: The Grystal method is on agile francework that is covid a light weight or agile methodology that facuses on individuals and the interactions. The methods are about coded to significant risk to human

Orystal family consists of runy waints like Crystal clear Crystal getters orystal Red, Orystal suppliere, Crystal ned, Grystal Gange web and Crystal 1. Orgstal dear The tean consists of only 1-6 members that is suitable for short projects The Consists of 7-20 members where feelback is taken from great users. 2. Gystal Gelland It has a team size of 21-40 members where the team is split according to their functional skills. 3. Crystal Grange 4. Gystal organs useb: It has also a team size of 21-40 members have a Continually evolving code base that is being whose the pipel used in public The software development is led by 60-80 members where teams on be formed according to requirements. 6. Gustal Marcon! It implies large-sized projects where tean size is 80-20 there is a potential sisk to human tight. 7. Grytal Suppliede and diamed: