

CS 673 Software Engineering  
Spring 2024  
Assignment 2 – Agile

**Due:** Before class on February 7.

Do not email homework, please submit on **Gradescope**. **This assignment must be done and submitted individually. You are NOT allowed to use any AI to help answer these questions.**

**Assignments:**

1. Read all of chapter 3 before the next class.
2. Explain why it's important that software products are developed and delivered quickly. Why is it sometimes sensible to deliver an unfinished product and then issue new versions of that product after deliver?
3. Explain why the fundamental objectives of agile software engineering are consistent with the accelerated development and delivery of software products demanded today?
4. You are developing a software product to help manage student admissions at a university. Your agile development team suggest that they create a number of small releases that potential customers (students) can try and then provide feedback. Comment on this idea and suggest why it may not be acceptable to the users.
5. Why is it important that each sprint normally produces a potentially shippable product increment? When might the team relax this rule and produce something that is not ready to ship?
6. Scrum is designed for use by a team of five to 8 people working together to develop a software product. What problems might arise if you try to use Scrum for student team projects in which members work together to develop a program? What parts of Scrum could be used in this situation?