10 Team Members – 200 SPs velocity.

8 Team member – 160 SPs velocity.

Code & Tests. Generate documentation/diagrams from these.

Windows OS: Home, Professional, Enterprise

1. Different branch: Each bug will have to be fixed in each branch.
2. One branch. Efficient.

Anti-Virus

Contracts: Fixed Cost, Fixed Time, Variable Scope.

Windows Office: Not pay-per-use.

Games: Pay per use.

Function f1() {

Let a = date();

Print a;

If leap\_year(a)

Return a+2;

Return a;

}

HR short-lists 5 to 10 programmers.

They call all of them for one full day.

If a project is 4 to 6 months, we will prefer Predictive.

Freezing requirements: Predictive.

Uncertain requirements: Agile.

Contract: Fixed Cost, Fixed duration, Fixed scope.

Yagni. Cycle Time.

ATDD – Specify.

Backlog – To do list

Daily Scrum – Coordinate

Product Owner – Tradeoffs

Sprint – Iteration

TDD – Design

WIP - Bad

Web Shopping application:

Customer module: Acharya, Aman, Barrera, Berde

Accounting module

Delivery module: Dogra, Donde, Gandhi, Ranjane

Sprint Planning: Acharya, Dogra, Aman, Barrera, Donde.

Product Backlog:

US1: As a customer, I should be able to search for products, so that I find the right one to buy. – 10SPs

Aman, Barrera and Berde will take tasks.

US2: As a delivery agent, I should be able to see deliveries/pick-ups for a pincode, so that I can delivery/pickup multiple items in one trip. – 20SPs

Donde, Gandhi and Ranjane will take tasks.

US3: As a buyer, I should see the delivery date before paying, so that I get my goods on time. – 20SPs

Acharya and Dogra ( Gandhi)

Quiz: Your thoughts

1. What are the three reasons that Agile will succeed or has succeeded at your organization?

It allows organizing the requirements from different departments into User Stories that then will be transformed into the product.

Since most of the times requirements are not clear. So, it allows flexibility to adjust as the scope becomes clearer.

Constant feedback is a good way to develop the application’s features that really work for the “client”.

Quick delivery/time to market

product quality

less chances of failure

Sprint meeting and reviews which helped in understanding user requirement better.

Development and testing and release of module rather than entire application

Good communication and knowledge sharing within team

1. What are the three hurdles that Agile will face or is facing at your organization.

Sometimes involvement of different departments is difficult since they have their own agendas.

Company uses mostly predictive approaches given the nature of its business. So, this means that Agile is not perceived as a good approach.

Agile practices are not well diffused in the company.

Lack of team work/communication

Over complicated/complex project

Lack of handling task Assignment[delegation]/Leadership

1. Availability of core users for development of module, as they are working on multiple engg projects.

2. Frequent change of requirement based on user change

Less time frame and more output expectation:

Team has cut quality.

We were going to finish product backlog in 6 months, but PO wants us to finish in 3 months.

Team will take $1million to correct problems.

PO will make a sale of $8million if we finish early.

Company has committed to spending $1millon; but the $8 million is not guaranteed.

Which senior manager will say “Cut Quality”

Developer to Tester ratio:

Predictive: 1:1, 2:1, 3:1, 4:1

Agile: 7:1, 5:1, 10:1

Productivity:

* SPs
* Revenue/person
* Profit/person
* PI