1. what are three different techniques to report on Agile projects? What are the pro's and con's of each techniques

There are several different techniques that can be used to report on Agile projects, including:

Burn-down charts: These charts show the remaining work that needs to be done on a project over time. They are useful for tracking progress and identifying any potential issues that may arise. Pros: Burn-down charts are easy to understand and can provide a clear picture of project progress. Cons: They may not provide enough detail for more complex projects and may not take into account the complexity of individual tasks.

Velocity charts: These charts show how much work has been completed in each iteration of a project. They are useful for predicting how long it will take to complete a project and for identifying trends in productivity. Pros: Velocity charts can provide a good overview of project progress and help teams understand their capacity for completing work. Cons: They may not be accurate if the amount of work completed in each iteration is not consistent.

Stand-up meetings: These are short meetings that are held daily to discuss progress, obstacles, and next steps. Pros: Stand-up meetings are a quick and efficient way to get a high-level view of project progress and identify any issues that need to be addressed. Cons: They may not provide enough detail for more complex projects and may not allow for in-depth discussion of specific tasks or issues.

1. Burn-down charts: Burn-down charts are a common method for tracking the progress of agile projects. Pros: They are easy to understand and use, and provide a visual representation of the progress of a project. Cons: Burn-down charts are only effective for tracking progress over a short period of time and do not provide insight into the overall progress of a project.

2. Sprint Reviews: Sprint reviews are a meeting at the end of each sprint where stakeholders and team members review the progress of the project. Pros: Sprint reviews provide an opportunity for stakeholders to provide feedback on the project and identify areas of improvement. Cons: Sprint reviews can be time consuming and require stakeholders to be available to attend the meeting.

3. Velocity reports: Velocity reports are used to track the amount of work completed by an agile team each sprint. Pros: Velocity reports provide insight into the productivity of the team and help teams to adjust their sprint goals. Cons: Velocity reports do not provide insight into the quality of the work being completed.

HW10-11:

HW9 Zones Reigions

If you are working with the developers to collect data, you are using the top-down delivery process metrics and monitoring. True

6. Detail 3 measurable milestones and how you would measure them

1. Number of fixed defects. Measure this milestone by tracking the number of bugs that have been fixed and the completion trend.

2. Increase in user usage. Measure this milestone by tracking the number of active users over a given period and comparing it to previous benchmarks for the same period or in the same industry.

3. Number and quality of features released. Measure this milestone by tracking the number of features that have been released and the performance improvement of the features that have been released, such as the time it takes for the software to complete certain tasks.

7. What are three techniques that developers can use to improve reliability and fault tolerance?

1. Use Fault-tolerant systems: Fault-tolerant systems are designed to detect and respond to system failures. This includes methods to handle and recover from errors or exceptions that may occur during normal operation, system backups, failover mechanisms, etc. It is also necessary to ensure that the system can continue to operate even in the event of an error.

2. Use of redundancy: Redundancy is the process by which developers create and design multiple copies of data in their systems to ensure that if one copy fails, the system will remain operational. Improves system reliability and fault tolerance.

3. Using detection system: Developers monitor the system in real time while it is running. And with a reasonable alert system to detect problems and potential risks in the system. Reduce the probability of occurrence and deterioration of risks.

8. You are a development manager working on release 1 of your application. The development team is using Scrum as the development process.

Your manager asked when will the first release be ready for production.

Detail three techniques that you can use to determine when the application will be ready for production. Include the pro's and con's of each technique.

Do you release the software with known defects or do you wait until all defects are resolved?

Detail two tools that you can use to track both user stories and defects.

How do you track defects being added and removed from the application?

1. Using Velocity Measurements: Pro - This technique is helpful to predict when the release will be ready by measuring the velocity of the team, which is the average amount of work completed in each sprint. Con - Velocity is not always a consistent measure, and is subject to changes in team size and composition, as well as the type of tasks being completed.

2. Using Burn-Down Charts: Pro - Burn-down charts are helpful for visualizing the amount of work remaining in a sprint, and can help to determine when the release will be ready. Con - Burn-down charts are not always accurate, as they can’t account for unforeseen events that may affect the timeline.

3. Using Capacity Planning: Pro - Capacity planning is a useful tool for predicting the amount of work that can be completed in a given time frame, and can help determine when the release will be ready. Con - Capacity planning can be difficult to accurately predict, as it depends on estimates of the amount of time needed to complete each task.

Do you release the software with known defects or do you wait until all defects are resolved?

It is recommended to wait until all known defects are resolved before releasing the software. Releasing software with known defects can result in additional costs and headaches down the line.

Detail two tools that you can use to track both user stories and defects.

1. JIRA: JIRA is an easy-to-use project management tool that allows teams to track user stories and defects. JIRA also offers features such as kanban boards, sprint tracking, and reports.

2. Trello: Trello is a project management tool that allows teams to easily track user stories and defects. Trello also offers features such as task boards, labels, and checklists.

How do you track defects being added and removed from the application?

Defects can be tracked using a bug tracking system, such as JIRA or Trello. These tools allow teams to track the number of defects found, their priority, and the status of their resolution. As defects are fixed, they can be marked as resolved, and the bug tracking system can keep a record of all defects that have been fixed.