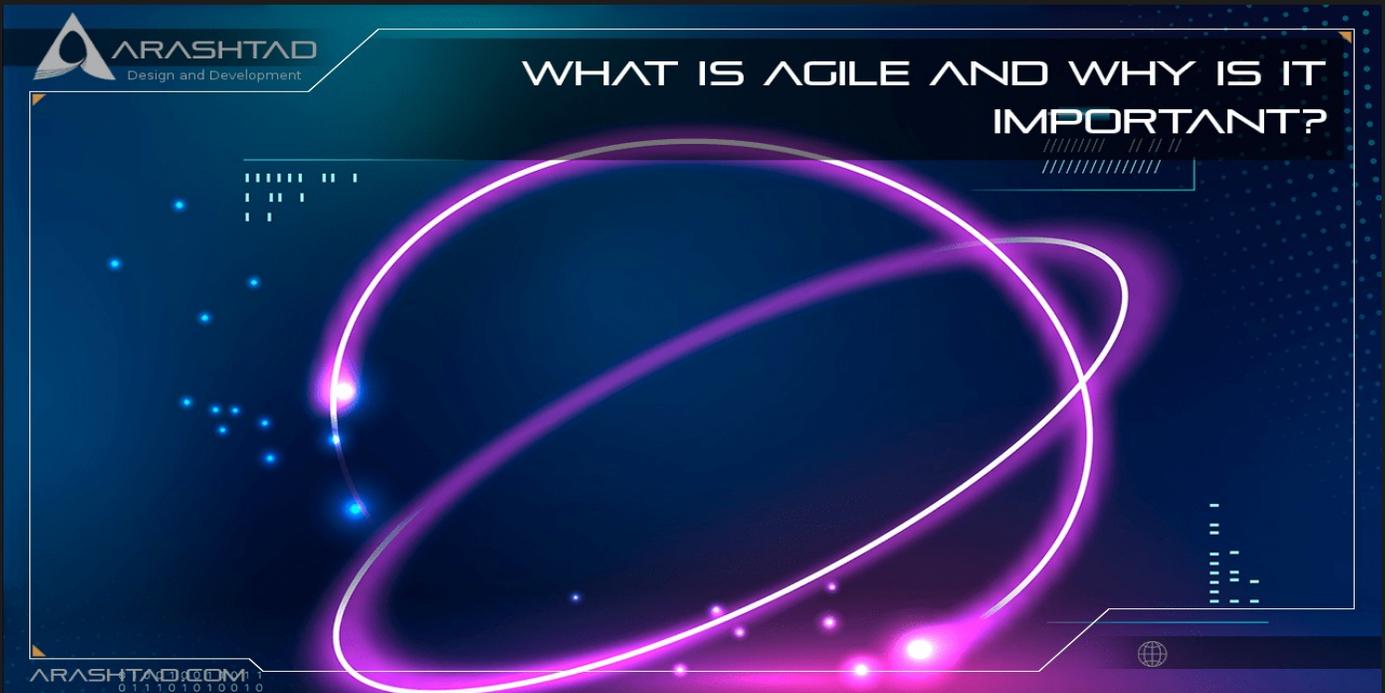




Title	WHAT IS AGILE AND WHY IS IT IMPORTANT?
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The agile software development methodology emphasizes the idea of iterative development in which cross-functional teams collaborate to develop requirements and solutions. As a result of Agile development, teams are able to deliver value more quickly, with greater quality and predictability, and are better equipped to respond to changing conditions. Scrum and Kanban are two of the most widely used methodologies.

WHAT IS AGILE?

A method of software development known as agile consists of iterative development in which requirements and solutions are developed through collaborative collaboration between self-organizing cross-functional teams. Generally, Agile methodologies or processes emphasize disciplined project management processes that encourage frequent inspection and adaptation. Additionally, it is a leadership philosophy that promotes teamwork, self-organization, and accountability. Moreover, it is engineering best practices that allow rapid delivery of high-quality software. And finally, business approaches that align development with customer needs and company goals. In software development, agile development refers to processes that are aligned with its Manifesto. The Manifesto was developed by fourteen leading figures in the software industry and outlines their experience with approaches that work and do not work.

THE ADVANTAGES OF AGILE?

In comparison to classic “waterfall” processes, customers find that the vendor is more responsive to development requests. High-value features are developed and delivered more quickly with shorter cycles. By decreasing overhead and increasing efficiency, vendors reduce wastage by focusing development efforts on high-value features and reducing time-to-market relative to waterfall processes. Better customer satisfaction translates to better customer retention and more positive customer references.

Additionally, members of the Scrum team enjoy developing, and they appreciate seeing their work valued. Scrum reduces non-productive work (for instance, writing specifications or other artifacts that no one uses), giving them more time to do what they love. It is also known to team members that their work is valuable since requirements are chosen to increase customer value.

It is the responsibility of Product Managers, who typically fulfill the role of Product Owners, to ensure that development work is appropriate for customer needs. Scrum ensures this alignment by providing frequent opportunities to re-prioritize work, ensuring maximum value delivery. Moreover, it is easier and more concrete for Project Managers to plan and track Scrum projects than waterfall processes. By focusing on task-level tracking, using Burndown Charts to show daily progress, and holding Daily Scrum meetings, the Project Manager always has a clear understanding of the project’s status. By being aware of the project, you can catch and address issues quickly.

As a result of Scrum, the status of a development project is highly visible every day. External stakeholders, including project management office staff, can use this information to plan more effectively. In addition, it adjusts their strategies according to information rather than speculation.

WHAT IS SCRUM?

Scrum is a subset of Agile. It is a lightweight process framework for agile development that is the most widely used. Process frameworks are a set of practices that the teams must follow to ensure a process is consistent with the framework. (For example, Scrum processes use Sprints to develop products, while XP frameworks use pair programming to develop products, etc.). “Lightweight” means keeping overhead as low as possible to maximize the amount of productive time available. There are specific concepts and practices that differentiate Scrum from other agile processes, fitting into three categories: Roles, Artifacts, and Time Boxes. Below you will find the definitions of these and other Scrum terms. Scrum is most commonly used to manage complex software and product development using iterative and incremental practices.

In comparison to classic “waterfall” processes, Scrum significantly increases productivity and reduces time to benefits. Scrum processes make organizations more capable of adapting smoothly to rapidly changing requirements and producing a product that meets business objectives as they evolve. An agile Scrum brings the following advantages to an organization:

1. Increase the quality of the products.
2. Be prepared for the necessary changes.
3. Provide more precise estimations while spending less time creating them.
4. Have better time management to meet deadlines and schedules.

THE ROLES IN SCRUM

Scrum consists of three roles: the Scrum Master, the Product Owner, and the Team (which consists of Team members). these roles are filled by people who work closely together every day to ensure a smooth flow of information and quick resolution of problems.

SCRUM MASTER

The Scrum Master is the keeper of the process. His or her responsibilities include making sure the process runs smoothly. He or she does this by removing obstacles that hinder productivity and organizing and facilitating critical meetings. Practically, the Scrum Master is responsible for training and mentoring the other roles in Scrum, as well as educating and helping other stakeholders. An effective Scrum Master keeps track of the project's status (its progress to date) in relation to the expected progress and investigates and facilitates the resolution of any roadblocks that hinder the project's progress.

Generally, scrum masters should be able to identify and deal with any issues that arise. by acting as the interface between Team members and other people, the Scrum Master protects the Team from interruptions. He or she does not assign tasks to Team members, as task assignment is the responsibility of the Team.

In summary, ScrumMaster encourages and facilitates the Team's decision-making and problem-solving abilities. By doing so, the team can work more efficiently and require less supervision in the future. The goal is to have a team that not only is capable of making important decisions but does so well and routinely.

PRODUCT OWNER

It is the Product Owner's responsibility to keep track of the requirements. It is the Product Owner's responsibility to provide the team with a "single source of truth" on requirements and their planned order of implementation. The Product Owner serves as the interface between the Business, the Customer, and their product- needs on the one hand, and the Team on the other. As the single point of contact for all product requirements questions, the Product Owner buffers the Team from feature and bug-fix requests that come from multiple sources. In addition to working closely with the team, the Product Owner defines the user-facing and technical requirements documents. Moreover, he or she determines the order in which they should be implemented.

As the repository for all of this information, the Product Owner maintains the Product Backlog. It keeps it current and in the level of detail and quality required by the Team. Moreover, the Product Owner determines whether implementations satisfy the requirements for release. He or she also determines whether they have the necessary features and quality.



PRODUCT OWNER

Team members do the actual work of developing and testing the product. since the Team is in charge of creating the product, it must also be empowered to make decisions about how to accomplish the task. As a result, the Team is self-organized. Each member decides how to divide work into tasks, and how to assign tasks to each individual throughout the Sprint. The Team size should be between five and nine people.

WRAPPING UP

In this article, you got familiar with Agile, scrum, and their benefits, in addition to the roles in Scrum. To summarize, team members can deliver value to customers more quickly and with fewer headaches if they adopt an agile project management or software development approach. An agile team delivers work in small, but consumable, increments instead of betting everything on a “big bang” launch. Continually evaluating requirements, plans, and results provide teams with a natural mechanism for responding to change quickly.

