UMass Boston CS 410
Homework 1
Posted Thursday, February 20, 2025
Due Sunday, February 23, 2025 at 11:59 pm

0 General Instructions

Homework must be typed and converted to Portable Document Format (PDF), see `https://en.wikipedia.org/wiki/PDF`. If you have a problem, request an extension before the work is due and explain how much you have done as well as your reason. We use the Linux servers of the Computer Science Department to collect homework. Homework submitted by email will be sent back.

To submit your homework, prepare one PDF file called `hw1.pdf` — the filename must be exactly `hw1.pdf`, otherwise it will not be collected. Upload the file to the `cs410` folder linked to your home directory on the CS Linux server. If you have trouble with uploading, email `operator@cs.umb.edu` for immediate help. The questions in this homework are based on the reading in Essential Scrum by Kenneth S. Rubin.

1 Looking at Chapter 11: Development Team

For this question, please read the first 10 pages of Chapter 11.

1.1 See Figure 11-1: Development team responsibilities with respect to Scrum activities

Find the following activities in Figure 11-1 and write a sentence about each one to say what is happening in that activity:

a. Groom (the Product Backlog, which includes an entire website).
b. Plan (be sure to notice the individual lists of what each team member will build).
c. Perform (covers one sprint, which includes daily scrums and updates to individual lists).
d. Inspect and Adapt (happens in daily scrum).
e. Inspect and Adapt (happens in Sprint review and Sprint Retrospective).

Look at the items listed in canvas. Fourteen items were added yesterday in groups reports, classproj2 and classproj3. List the canvas items and give each one a letter a. - e. for where it belongs in Figure 11-1.

1.2 See Figure 11-3: Flocking isn't the result of top-down planning

Please compare this figure to Figure 11-4: Flocking: siimple rules and frequent feedback. What is the point that Rubin is making?

1.3 See Figure 11-6: T-shaped skills

a. Identify your broad skills. List three.
b. Identify your deep skills. List two.
c. Is writing html code a broad skill or a deep skill for you?

2 Looking at Chapter 4: Sprints

For this question, please read the last five pages of Chapter 4.

2.1 Getting a software project to Done or DoneDone

The definition of done is explained in Table 4.1: Example Definition-of-Done Checklist.
On the last page of Chapter 4, Rubin writes: "Sprints should produce a potentially shippable product increment that is completed in conformance with an agreed-upon definition of done."
Write three questions you could ask each other to help determine whether each team member's choice is appropriately sized.