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Scrum Master Tutorial for Software Developers

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Scrum Master Tutorial for Software Developers

Scrum is an agile project management system that facilitates collaboration across teams to accomplish common goals. Although its concepts apply to various forms of teamwork, they are frequently used in software development. Learn the fundamentals of this framework in this Scrum Master tutorial designed for software developers and all beginners.

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Introduction to Scrum Master

Scrum is an exacting Agile approach that helps to make a project easier. Scrum is designed to support teams in their inherent ability to adjust to shifting circumstances and user demands. We cover the following in this Scrum Master tutorial:

- Overview of Scrum
- Scrum Framework
- Advantages of Scrum

Overview of Scrum



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Scrum is a well-liked methodology that excels in complicated and innovative product development initiatives. The rugby scrum, in which players collaborate to advance the ball, is where the term “scrums” originates.

Key Aspects of Scrum

- **Sprints:** Usually lasting two weeks, teams divide their work into objectives that must be accomplished within time-boxed iterations known as sprints.
- **Roles:** Scrum involves distinct roles like Scrum Master and Product Owner.
- **Meetings, resources, and artifacts:** Meetings, resources, and artifacts that assist teams in organizing and managing their work are called Scrum.
- **Values:** Scrum is founded on a set of values that include inspection, transparency, and adaptability.
- **Learning from Experience:** Acquiring experience by reflection, learning from mistakes, and adapting to change are all encouraged by Scrum.
- **Continuous Improvement:** Scrum facilitates teams’ ongoing process improvement and improved output.

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Scrum Framework

Scrum is a framework that helps create and maintain intricate products. Jeff Sutherland and Ken Schwaber created Scrum. They support the Scrum Rules together.

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The purpose of the defined events in Scrum is to establish regularity. Every event has a maximum duration because they are all time-boxed.

Sprint

A sprint is the core of Scrum. It is a two-week or one-month timeframe in which a potentially releaseable product increment is developed.

After the previous Sprint ends, a new one begins right away. The development work, daily scrums, sprint planning, sprint review, and sprint retrospectives are all included in a sprint.

- The Scrum Team plans the work to be done in the sprint collaboratively during sprint planning.
- The purpose of the Daily Scrum Meeting, a time-boxed event lasting 15 minutes, is to help the Scrum Team coordinate their daily operations and develop a strategy.
- After the sprint, a sprint review is performed to examine the increment and, if necessary, make modifications to the product backlog.
- Following the Sprint Review and before the subsequent Sprint Planning is the Sprint Retrospective. The purpose of this meeting is for the Scrum Team to evaluate itself and develop a strategy for changes that will be implemented in the upcoming sprint.

Scrum is a framework for processes that establishes roles, activities, and rules to create consistency. However, if the fundamental scrum rules are followed, it may be modified to fit the demands of any business.

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Roles

Three roles make up the Scrum Team: the ScrumMaster, the Product Owner, and the Team.

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Scrum Master

The scrum process's guardian is the ScrumMaster, sometimes written as the Scrum Master even though the formal title doesn't have a space after "Scrum." He or she is accountable for:

- Ensuring the smooth operation of the process.
- Removing barriers that affect the output.
- Setting up and leading important meetings.

Product Owner

The product owner is responsible for optimizing the worth of the team's labor and the product. The methods used for this can differ greatly among individuals, Scrum Teams, and organizations.

Managing the product backlog is the exclusive responsibility of the product owner. Management of the product backlog consists of:

- Clearly expressing things from the product backlog.
- Arranging the things in the product backlog in order of greatest achievement of objectives and missions.
- Obtaining the most value out of the work the team does.
- Make sure that the product backlog, a list of the tasks the team will be working on going forward—is visible, understandable, and accessible to all.
- Ensuring that the team has the necessary understanding of the items in the product backlog.

The product owner is an individual, not a group. In the product backlog, the product owner may speak for a committee, but anyone wishing to alter an item's priority in the product backlog must speak with the product owner first.

The Team

The team functions cross-functionally and

autonomously. In other words, the team is made up of analysts, designers, developers, testers, and other people who are relevant to the project.

- A team that is just the right size is both small enough to be agile and big enough to finish big tasks in a sprint.
- If at all feasible, the team size should be limited to five to nine members.
- Less than five team members lead to lower productivity increases and less interaction.
- More than nine people mean there is too much cooperation needed.

Every day, the scrum team collaborates closely to guarantee that information flows freely and problems are resolved quickly. The scrum team maximizes possibilities for feedback by delivering the product progressively and iteratively. Learn [**Java courses in Chennai**](#) to jumpstart your career in the IT field.

Scrum Master

A scrum master is a responsible, trained someone who provides the following services:

ScrumMaster Services to Product Owner Services

The product owner benefits from the ScrumMaster in many ways, including:

- Figuring out how to handle the product backlog effectively.
- Assisting the Scrum Team in realizing the need for concise and unambiguous product backlog items.
- Recognizing product planning in a real-world setting.
- Make certain measures that the product owner understands how to organize the product backlog to get the most out of it.
- Recognizing and putting agility into practice.
- Assisting with Scrum events as required.

ScrumMaster Services to the Scrum Team

The ScrumMaster provides various benefits to the Scrum Team, such as:

- Mentoring the Scrum Team in cross-functionality and self-organization.
- Assisting the Scrum Team in producing high-quality goods.
- Removing obstacles from the Scrum Team's path of success.
- Assisting with Scrum events as required or asked.

Leading the Scrum Team in circumstances where Scrum has not yet been completely implemented and comprehended inside the enterprise.

ScrumMaster Services Provided to the Company

The ScrumMaster provides various benefits to the company, such as:

- Guiding and mentoring the company's adoption of Scrum.
- Organizing the organization's Scrum deployments.
- Assisting stakeholders and staff in implementing Scrum and empirical product development.
- Bringing about change that boosts the Scrum Team's output.
- Collaborating with other ScrumMasters to improve how well Scrum is applied inside the company.

Scrum is a framework for processes that establishes roles, activities, and rules to create consistency.

However, if the fundamental scrum rules are followed, they may be modified to fit the demands of any business. Shape your career with our [**Python training in Chennai**](#).

Events

The Scrum Process Framework can be understood through a series of actions and the associated documentation.

The Scrum events have a time limit. This implies that each scrum event in a project has a limited time that is predetermined. These gatherings provide all project participants with transparency regarding the project's advancement.

The essential scrum events are:

- The Sprint
- Sprint Planning
- Daily Scrum Meetings
- The Sprint Review
- The Sprint Retrospective

The Sprint

An increment of working product is created during a sprint. It often lasts for two weeks or one month, and the length of time stays the same for each project sprint.

Various sprints within a project cannot have various durations. After the previous Sprint ends, a new one begins right away.

- An aim established for the Sprint is known as the Sprint Goal. It gives the team direction on why it is constructing the increment.
 - During the sprint planning, it is created. As more data about the requirements becomes available, the product owner and the team clarify and reevaluate the sprint's scope.
 - Only the product owner has the authority to end a sprint, while other people may still have an impact.
 - The product owner usually accepts work that may be released after a sprint is canceled if it was completed in part.
 - Every unfinished Sprint Backlog item is returned to the Product Backlog.
-

Sprint Planning

The Sprint Planning Meeting is where the work that has to be done for the Sprint is planned. For sprints lasting two weeks, the maximum length of a sprint planning meeting is four hours; for sprints lasting one month, it is eight hours.

The focus of sprint planning is on the next two questions:

- What must be included in the Sprint Increment and what can be delivered?
- How will the work required to carry out the Sprint be accomplished?

The following are the meeting's inputs:

- The product backlog.
- The most recent product increment.
- The team's anticipated capacity for the sprint.
- The team's historical performance.

The job is broken up into tasks that can be completed in a day or less by the end of the Sprint Planning meeting. This will make it easier to assign tasks and monitor their completion.

Daily Scrum Meetings

The purpose of the team's daily 15-minute meeting, known as the Daily Scrum Meeting, is to quickly grasp the work that has been completed since the previous meeting and to develop a strategy for the upcoming 24 hours.

The Daily Stand-up Meeting is another name for this gathering. To minimize complexity, the daily scrum meeting always takes place at the same time and location.

In the course of the meeting, every team member explains:

- What action did he take yesterday to assist the team in achieving the sprint goal?
- How will he contribute to the team's achievement of the sprint goal today?
- Does he see any obstacles standing in the way of him and the team achieving the sprint goal?

The team may regroup right away following the daily scrum meeting to go over any important matters or to reorganize the remaining tasks for the sprint.

The advantages of daily scrum meetings are as follows:

- Boost team communication.
- Determine any obstacles so that they can be removed as soon as possible to have the least possible effect on the sprint.
- Emphasize and encourage prompt decision-making.
- Boost the collective knowledge of the team.

Sprint Review

Every Sprint concludes with a Sprint Review. A presentation of the upcoming release increment is examined during the Sprint Review.

The stakeholders and the Scrum Team work together at this meeting to comprehend the work completed throughout the Sprint.

Typically, the Sprint Review lasts two hours during a two-week sprint and four hours during a one-month sprint. The scrum master makes certain that

- There is a meeting.
- The participants are aware of the goal.
- The meeting stays within the allotted time and is focused on the appropriate agenda.

The following elements are included in the sprint review:

- The product owner invited the scrum team and

other important stakeholders to attend.

- Which tasks from the product backlog have been finished during the sprint and which have not been explained by the product owner?
- The team talks about what went well, what issues it encountered, and how those issues were resolved throughout the sprint.
- The team presents the work it has finished and responds to any queries on the increment.
- The next course of action is then discussed by the whole group. As a result, the Sprint Review offers insightful feedback for the following Sprint's Sprint Planning.
- Following that, the Scrum Team examines the market, projected release date, budget, and possible capabilities for the upcoming product increment.
- A revised product backlog that identifies the likely items for the upcoming sprint is the result of the sprint review.

Sprint Retrospective

Following the Sprint Review and before the subsequent Sprint Planning is the Sprint Retrospective. For sprints lasting two weeks, this is often a one-hour meeting; for sprints lasting one month, it is a three-hour meeting.

The Sprint Retrospective's objectives are to

- Integrate the insights gained from the previous sprint concerning people, connections, procedures, and resources.
- Determine the main things that went well and possible areas for improvement.
- Formulation of an improvement implementation strategy to raise product quality.

During the Sprint Retrospective, the Scrum Team can reflect and make improvements within the Scrum process framework to increase the effectiveness of the next Sprint output. Enhance

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Artifacts

Key information is provided by Scrum Artifacts, which the Scrum Team and stakeholders must be aware of in order to comprehend the project's actions, completed tasks, and upcoming tasks.

In the Scrum Process Framework, the following artifacts are defined:

- Product Backlog
- Sprint Backlog
- Burn-Down Chart
- Increment

Project artifacts are not constrained by these; rather, they are the very minimum needed in a scrum project.

Product Backlog

The product backlog serves as the exclusive source of requirements for any changes that must be made to the product. It is an ordered list of features that must be included in the final product.

- Every feature, function, need, improvement, and bug fix that will be included in subsequent product versions is listed in the product backlog.
- Items in the product backlog include a description, order, estimate, and value. Typically, these elements are referred to as user stories.
- The product backlog, including its availability, ordering, and content, is under the purview of the product owner.

The product owner may edit the items in the product backlog whenever they see fit or at any moment.

- Products with higher-order Items in the backlog typically have greater clarity and

detail than those in the lower order.

- Based on the improved clarity and more detail, more accurate estimates are generated.
- The level of detail decreases with decreasing order.

Challenges Faced by Scrum Masters

Sprint Backlog

The product backlog items chosen for the sprint, along with a strategy for completing the sprint goal and delivering the product increment, make up the sprint backlog.

The sprint backlog contains the team's estimate of the feature that will be released in the next iteration as well as the work needed to transform that functionality into a usable product increment.

Increment

The total of all product backlog items finished in a sprint plus the increments from all prior sprints is the increment. The new Increment must be a working product after a sprint, meaning it must be in a usable state.

Every increment is tested extensively to make sure it functions with the others and is cumulative to all previous increments.

Sprint Burn-Down Chart

The entire amount of work that is still in the Sprint Backlog can be added up at any given moment throughout the Sprint.

The Sprint Burn-Down Chart is a tool used by the Scrum Team to track its work trends. It has been demonstrated that this method works well for tracking the sprint's progress toward the sprint goal.

To estimate the probability of reaching the sprint

goal, the team keeps track of the total amount of work left over from each daily scrum. The team can monitor its progress by keeping track of the work that needs to be done throughout the sprint.

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Advantages of Scrum

Scrum encourages ongoing communication and cooperation between team members, customers, and pertinent stakeholders.

Its time-boxed methodology and ongoing input from the product owner guarantee a functioning product with all the necessary features at all times.

Scrum offers various advantages to the various project roles.

- **Advantages for the Client:** It guarantees that the features requested by the customer are added right away at every sprint delivery.
- **Advantages for the Organization:** By concentrating on the work needed to produce the user stories that are prioritized, the organization may cut down on overhead and rework.
- **Advantages for Product Managers:** The project's product manager assumes the responsibility of the product owner.
- **Advantages for Project Coordinators:** Scrum's collaborative structure makes planning and tracking simple and clear.
- **Advantages for the Development Team:** As sprints are time-boxed and working product increments are delivered at the end of each sprint, the development team is excited to see their effort put to use right away.

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Conclusion

Keep learning with the fundamentals provided in this Scrum master tutorial. Scrum project planning and tracking are made easier with Scrum Tools. They are accessible in a wide variety of forms. Pick your desired one and learn them with hands-on expertise in our [Scrum Master training in Chennai](#).

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