

Introduction to Agile Methods

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Agenda

- Having a feel
- Agile Methodology
- What's going to change for me?
- Successful criteria
- Q & A



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Having a feel

- Game 1:
 - one client, two developers, one tester
 - client writes the spec
 - developers implement the requirements
 - tester checks the result and deliver
- Discussion



Having a feel

- Game 2:
 - one client, development team
 - client explains what he wants and what is important for him
 - the team produces & delivers
 - client gives feedback
 - the team produces & delivers
- Discussion



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Is it all new?

- In the 50s, NASA and IBM were doing iterative and incremental developments
- Pair programming was used before popularization of agile methods. Fred Brooks mentioned using it the 50s and Dick Gabriel in 70s
- What about you?



Agile Manifesto

- February 2001 in a ski resort in Utah
- 17 developers

- **Individuals and interactions** over processes and tools
- **Working software** over comprehensive documentation
- **Customer collaboration** over contract negotiation
- **Responding to change** over following a plan

<http://agilemanifesto.org/>



Agile Principles

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

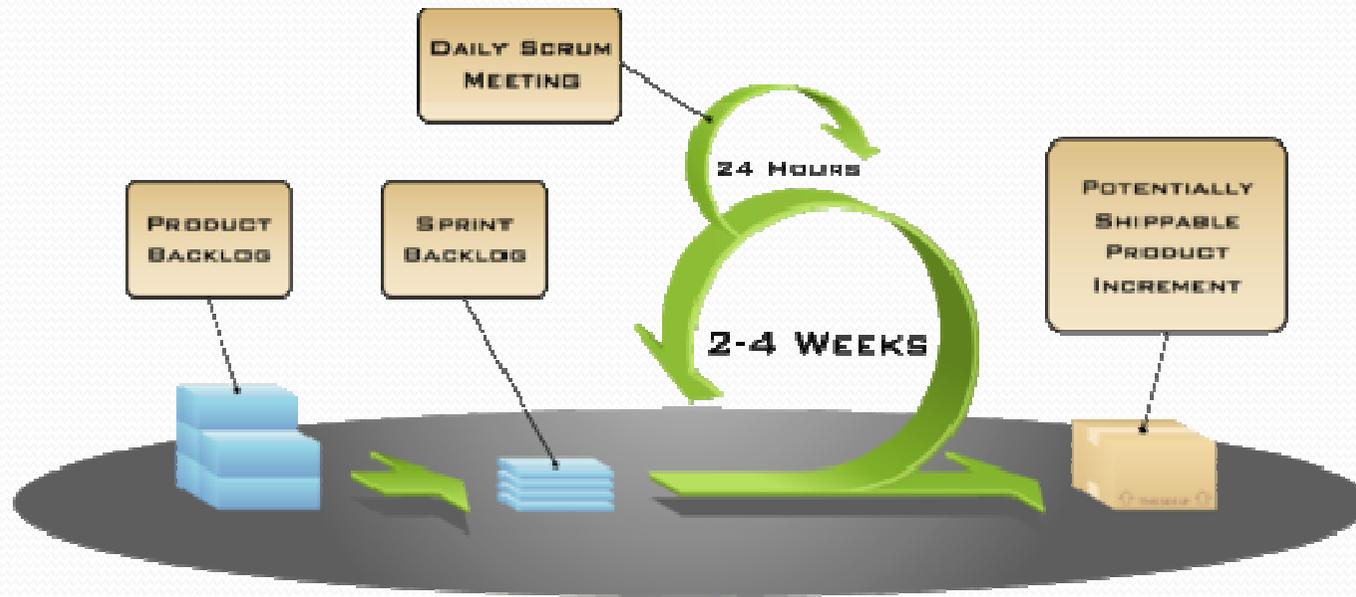


Agile principles

- Working software is the primary measure of progress.
- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

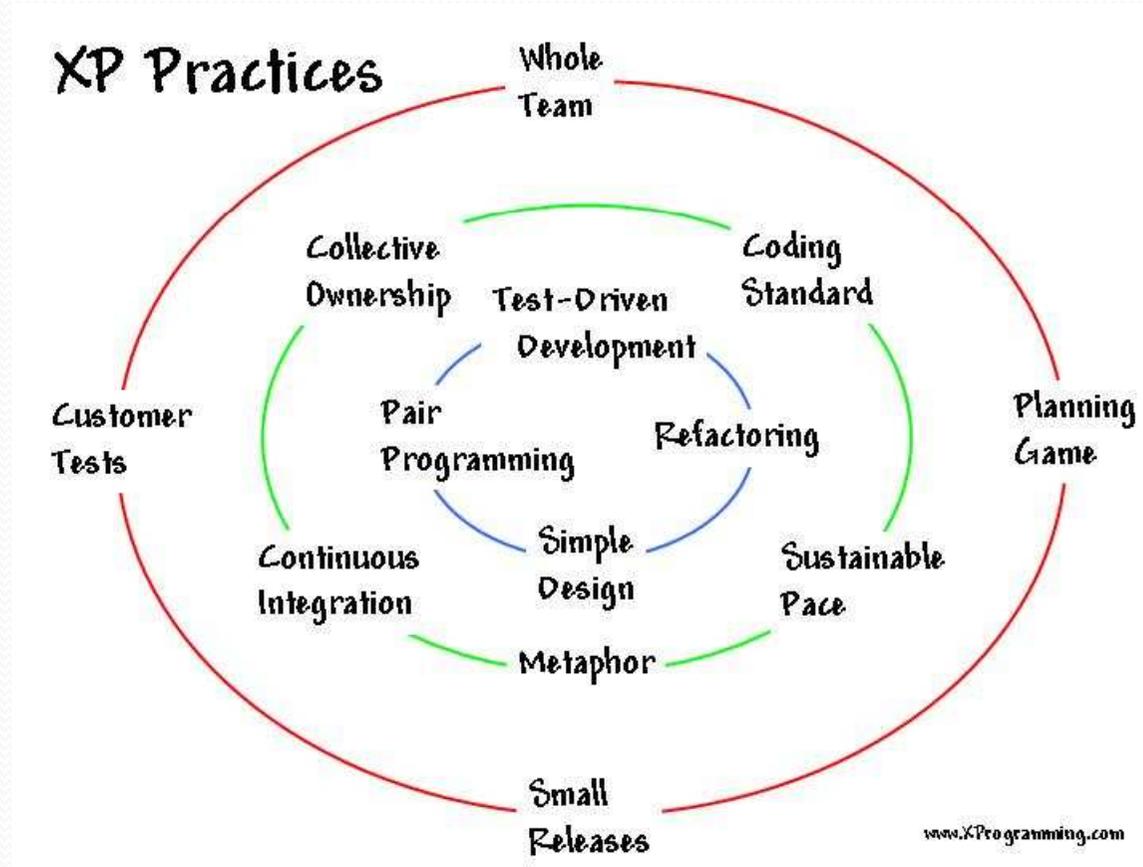
Scrum

- Early 90s by Jeff Sutherland, Ken Schwaber and Mike Beedle

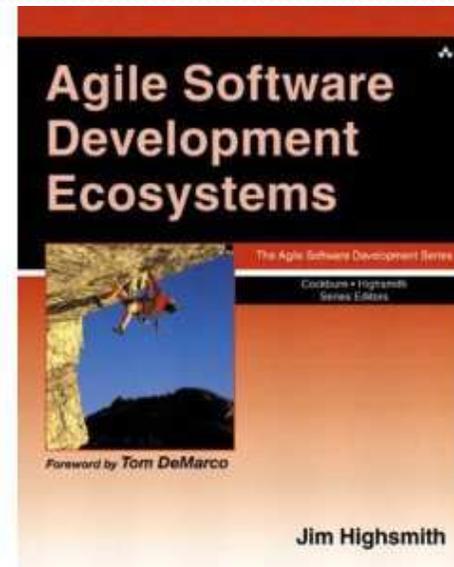
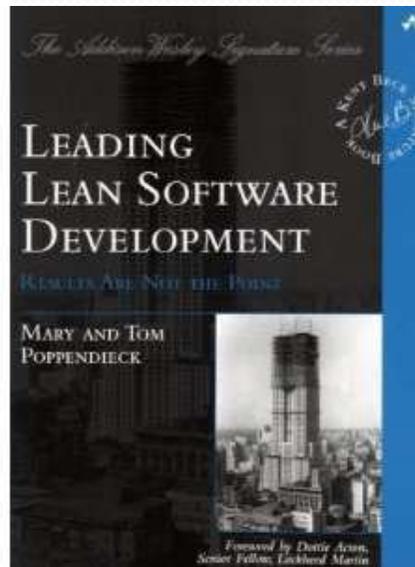
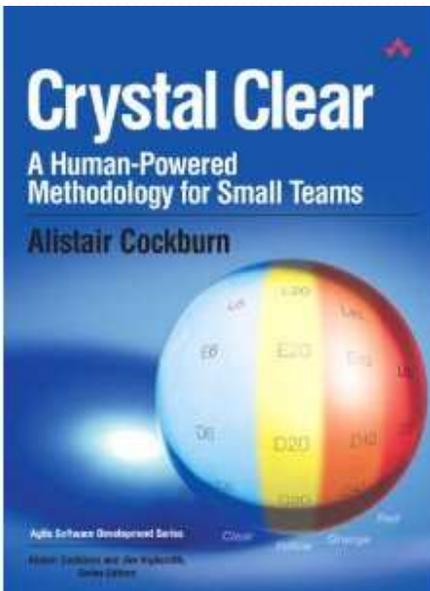


XP

- Late 90s by Kent Beck, Ward Cunningham & Ron Jeffries



Many more



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Your Own Mix after a while!



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Clients/Product Owners?

- Will meet frequently between themselves to decide of which functionalities they need
- Will be available to answer questions from the team
- Will give feedbacks on deliveries
- Will size requirements so the team can deliver value at each iteration
- Will plan what is going to be delivered



Developers?

- Will estimate the “Complexity”
- Will be committed to their engagements
- Will focus on the quality
- Will submit ideas to improve the team/process
- Will ask questions



Testers?

- Will automate as much as they can
- Will be working at the same pace as the developers to meet the engagements
- Will work more closely with the developers
- Will communicate



Managers?

- Will leave the team organize its work
- Will help the team grows and learns
- Will hire people that can work in an agile environment
- Provide the team with what it needs (planning poker cards, etc.)



Agile Coaches/Scrum Masters!

- Will enact agile values and practices
- Will protect the team from external interferences
- Will make sure all roles cooperate



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Successful criteria

- Client is involved
- Quality is the business of everybody
- Team is trying to improve everyday



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Q&A!