## Introduction to Agile Software Development

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# Agenda

- What is Agile?
- Agile Manifesto for Software Development
- Iterative Software Development
  - Planning
  - Requirements
  - Construct
  - Implement
- Discussion
- Resources

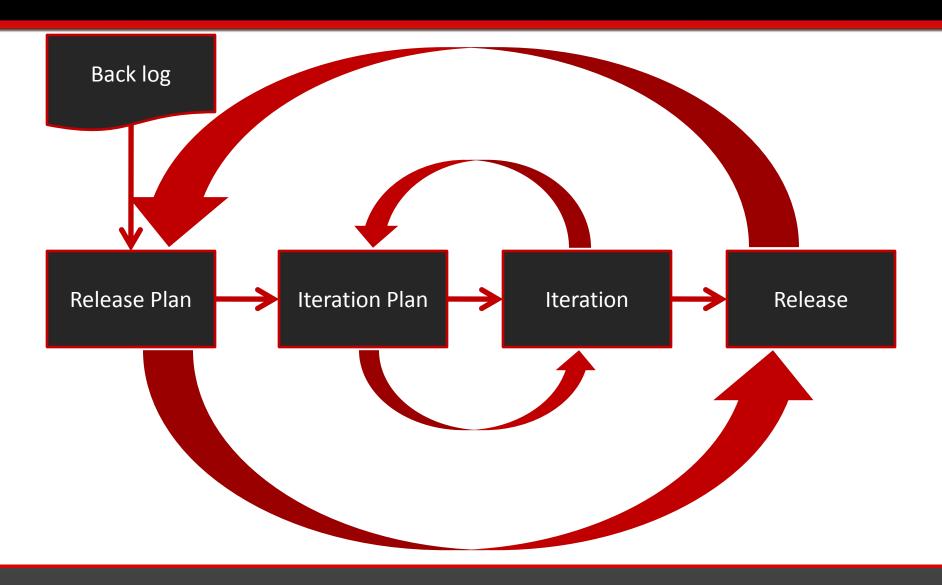
# What is Agile Software Development?

# Manifesto for Agile Software Development

- Individuals and interactions over process and tools
- Working Software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

That is, while there is value on the items on the right, we value the items on the left more.

# Iterative and Incremental Development



# Requirements

What is a Requirement?

# Requirements

A **requirement** is a statement that identifies a necessary attribute, capability, characteristic, or quality of a system in order for it to have value and utility to a user.<sup>1</sup>

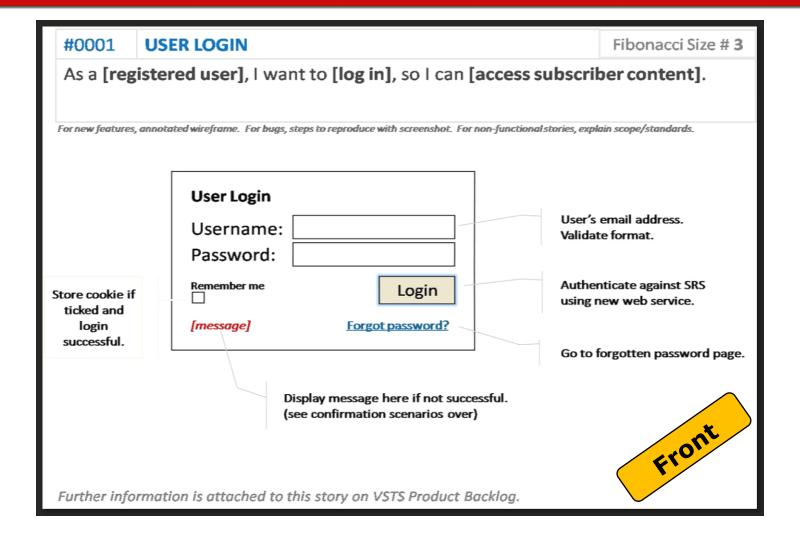
A **user story** is a software system requirement formulated as one or two sentences in the everyday or business language of the user.

# **User Stories**

#### **Simple User Story**

As a	[registered user]
I Want to	[log in]
So that	[I can access subscriber content]

### **User Stories**



### **User Stories**

#### Confirmation

- 1. Success valid user logged in and referred to home page.
  - a. 'Remember me' ticked store cookie / automatic login next time.
  - b. 'Remember me' not ticked force login next time.
- 2. Failure display message:
  - a) "Email address in wrong format"
  - b) "Unrecognised user name, please try again"
  - c) "Incorrect password, please try again"
  - d) "Service unavailable, please try again"
  - e) Account has expired refer to account renewal sales page.



# Tools for Planning

 Release Plan - The release plan is a list of customer prioritized task from the backlog that must be in the next release of the software.

 Iteration Plan - The iteration plan is a list of customer prioritized task from the current release plan that should be completed in the current iteration.

### The Iteration

#### Planning

 The iteration plan is constructed to identify items that should be developed in this iteration

#### Analysis

 User Stories in this iteration are further detailed to a level required for the developers to work, acceptance criteria is defined

#### Design

 The design is also flushed out to identify any refactoring that may need to occur

#### Develop

Where the magic happens....

#### Test

This includes, unit, integration, and user acceptance testing

# **Implementation**

Working software is released to the customer!

### Review

- Requirements are collected at a high level, user story or use case brief are created and placed on the backlog
- The team and the customer collaborate on items on the backlog and organize them into releases
- Each release is further broken down into iterations
- Each iteration goes through a full life cycle;
   Planning, Analysis, Design, Develop, and Test
- Working software is release often on shorter cycles delivering value to the customer often

#### Resources

# Extreme Programming http://www.extremeprogramming.org/ Scrum - http://www.controlchaos.com/

#### The Agile Manifesto for Software Development

- The Manifesto http://agilemanifesto.org/
- The History http://agilemanifesto.org/history.html

Additional Resources - http://delicious.com/jay.smith/agile

# The Burn Down Chart

