

COM3005J: Agile Processes Assessment

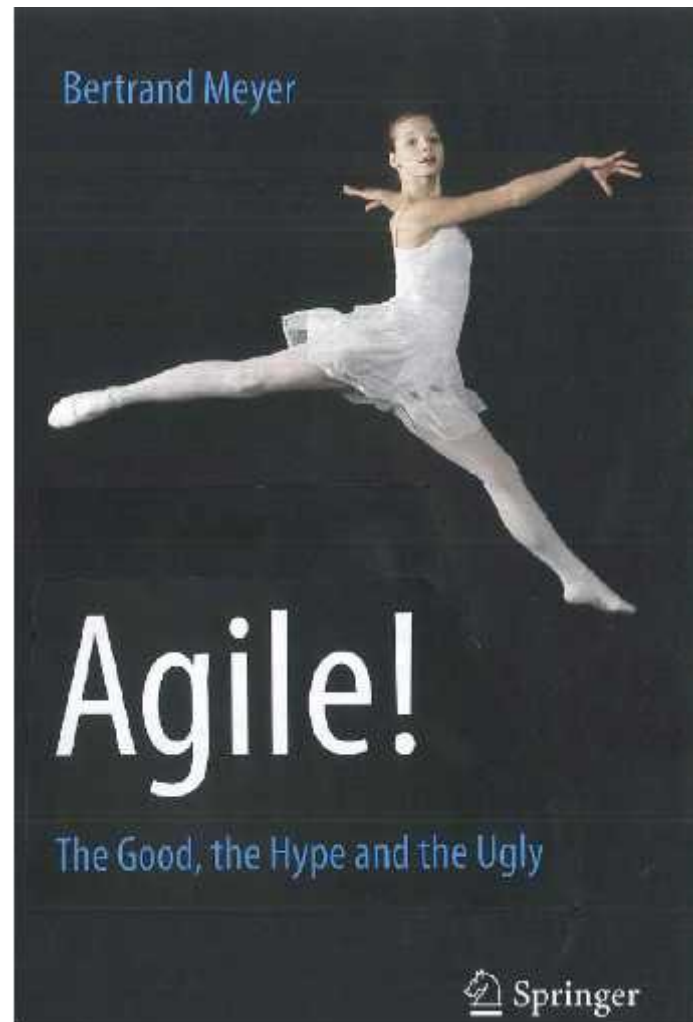
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The Ugly



- Rejection of upfront tasks
 - Particularly: no upfront requirements
 - Dismissal of a priori architecture work
- User stories as a replacement for abstract requirements
- Tests as a replacement for specifications
- Feature-based development & ignorance of dependencies
- Method keeper (e.g. Scrum Master) as a separate role
- Test-driven development (but not the rest of agile's emphasis on tests)
- Dismissal of traditional manager tasks
- Dismissal of auxiliary products and non-shippable artifacts
- Dismissal of a priori concern for extendibility
- Dismissal of a priori concern for reusability

The Indifferent



- Pair programming
- Open-space working arrangements
- Self-organizing teams
- Maintaining a sustainable pace
- Producing minimal functionality
- Planning poker
- Cross-functional teams
- Embedded customer

The Good



- Acceptance of change
- Iterative development
- Emphasis on working code
- Tests as one of the key resources of the project
- Constant test regression analysis
- Notion of velocity
- No branching
- Product (but not user stories!) burndown chart
- Daily meeting

The Brilliant



- Short iterations
- Closed-window rule
- Refactoring (but not as a substitute for design)
- Associating a test with every piece of functionality
- Continuous integration

Final Observations



Software development is hard; quality is key

Lots of good ideas can help; there is no reason to reject those from any particular style of software engineering

➤ Particularly in the absence of credible empirical data

Agile will find its place in the history of productive software engineering ideas

Assessment

Part F: Assessment

What we have seen:

Agile is a mix of good and bad ideas
(some very bad, and some very good)
and others not particularly important

It is a major step in the evolution of software engineering