

SSW-555: Agile Methods for Software Development

Course Logistics 2019 Fall

Prof. Lu Xiao Software Engineering School of Systems and Enterprises

1870

Course Basics

- Instructor: Lu Xiao
 - Contact Info: lxiao6@stevens.edu
 - Office Hours: Monday and Thursday 1:00-3:00 PM or by appointment
- Grader:
 - Nicole Hilden nhilden@stevens.edu (Quizzes/Homeworks)
 - Mark Freeman <u>mfreema1@stevens.edu</u> (Project)
- Course Web Address: https://sit.instructure.com/courses/34185
- Prerequisite(s): Programming experience, preferably Java or Python
- Cross-listed with: CS 555

What this course is about?



- This course examines agile methods to understand how rapid realization of software occurs most effectively.
- The agile development is contrasted with teams following more traditional methodologies that emphasize planning and documentation.
- Students will learn agile development principles and techniques covering the entire software development process.



What will you be doing?



- Weekly Lectures:
 - Thursday 6:30 to 9:00 pm
 - Carnegie Laboratory 315
- Weekly Readings
- Weekly Quizzes/Homework
- Team Projects
- Social Media Discussions



Course Schedule



- Week 1: Orientation
- Week 2: Introduction
 P1: Create GEDCOM file
- Week 3: User Stories
 P2: Write program to read GEDCOM file
- Week 4: Scrum
 P3: Modify program to store data
- Week 5: Testing P5: Sprint 1
- Week 6: Pair Programming
- Week 7: Refactoring P7: Sprint 2
- Week 8: Lean
- Week 9: DSDM
 P9: Sprint 3
- Week 10: Feature-Driven Development (FDD)
- Week 11: Crystal
 P11: Sprint 4
- Week 12: Scaled Agile Framework (SAF)
- Week 13: Spotify Practice
- Week 14: DevOps

This schedule may subject to change

Readings and quizzes



- Reading assignment each week
 - To be completed before viewing the lecture notes
 - See Canvas Modules for the weekly reading assignments
- Short online quiz covering the reading and lecture material
 - To help you retain the material



Be sure to answer all questions in your own words---don't copy from the lecture notes.

Copy and paste from lecture or web is not acceptable

Weekly assignments



- 1. Reading
- 2. Quiz
- 3. Project



See page 5 for detailed schedule

Due date of each week is on Wednesday 11:59 pm

Social Media



- How many hours do you spend on Social Media each day?
- Reallocate time for enhancing your career
 - New technologies
 - New approaches, tools, and techniques
 - Pulse of the industry
- Bi-weekly assignments to share an article of your choice













Team project



- We will practice Extreme Programming and Scrum on a small software project throughout the course
- The first two deliverables are individual assignments until we assign students to teams
- The remaining deliverables are team assignments:
 - Only one member of the team needs to submit the deliverable to the Canvas
 - We will use GitHub for Configuration Management
- Sign up for a GitHub account if you don't already have one



Late Policy



- All assignments are due at the same time each week, Wednesday
 11:59 pm, so you can plan your schedule
- Let me know in advance if you need extra time
- Late assignments will be assessed a 5% penalty for EACH 24 hour period that the assignment is late







Grades will be based on:

- Quizzes/Homework 35%
- Project(s) 30%
- Exams 35%

Grades will be posted on Canvas





Cheating

Cheating will NOT be tolerated

ALL work is expected to be in your own words

- all quiz answers
- all homework answers
- all exam answers
- all programming

Copying from any source is considered cheating

providing a citation does not excuse this

Consequences of cheating may include:

- receiving a grade of 0 for an assignment
- receiving a grade of "F" for the course
- expulsion from the university



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Keep an eye on canvas

- All course materials can be found on canvas modules
 - Course Overview
 - Syllabus and course schedule
 - Weekly Reading Materials
 - Project Information
 - Weekly Module
 - Lecture
 - Quizzes
 - Homework
 - Projects Information
 - Your grades











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