

IT Project Management

Agile Methodology

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- Agile methods are **incremental** development methods in which the increments are small and typically, new releases of the system are created and made available to customers.
 - *Customers are involved* in the development process to get rapid feedback on changing requirements.

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- ***Individuals and interactions** over processes 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 in the items on the right, we value the items on the left more.”

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<http://agilemanifesto.org/>

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12 Principles

Customer Satisfaction

Adaptation

Frequent Deliveries

Team Work

Motivation

Face to Face Communication

<https://agilemanifesto.org/principles.html>

12 Principles

Functional Prototypes

Constant Work

Technical Excellence

Simplicity

Self-Management

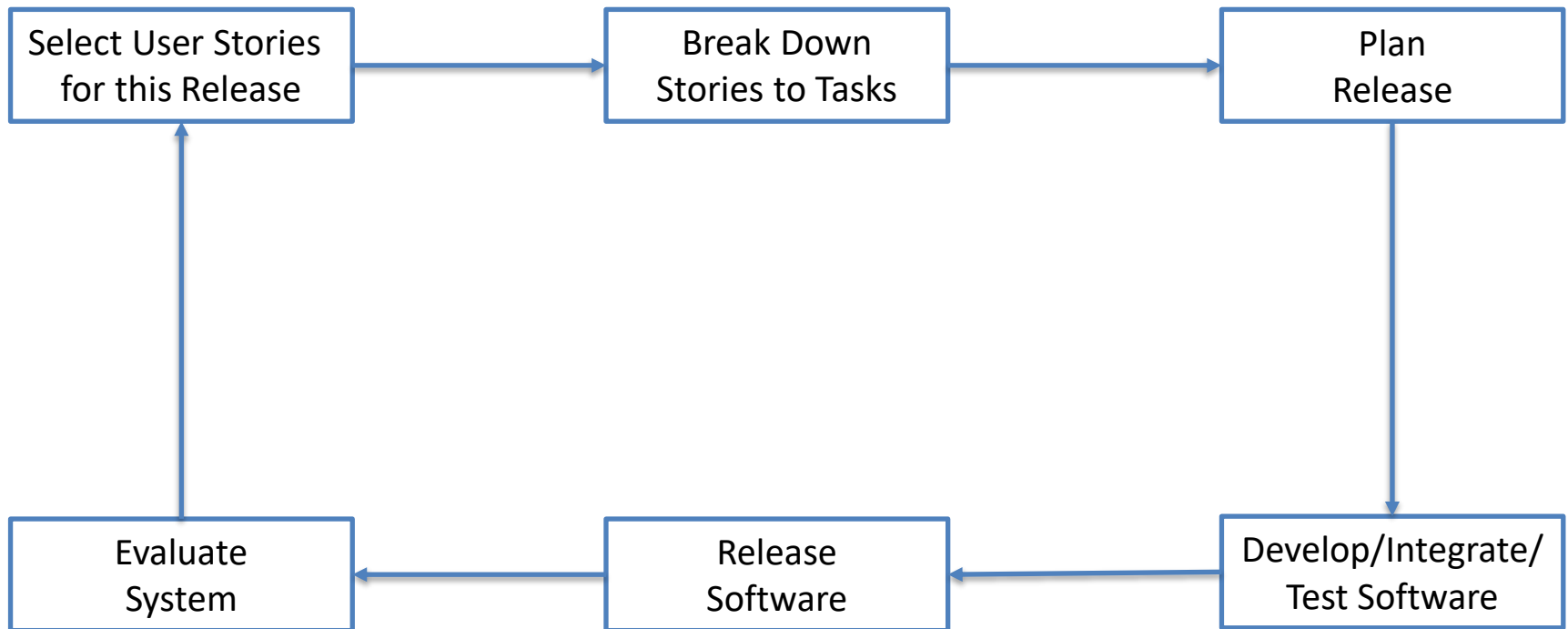
Quality and Improvement

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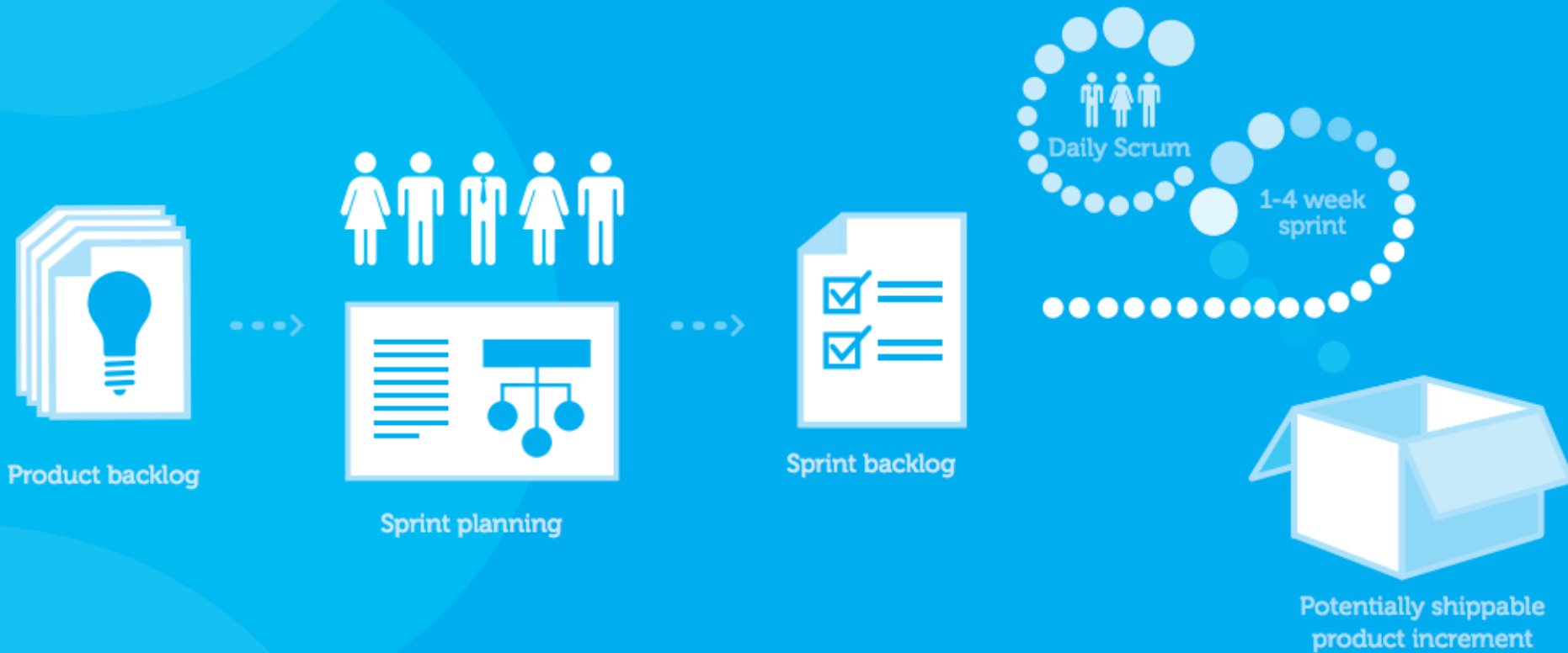
Extreme programming (XP)

- Requirements are expressed as scenarios (stories) implemented directly as a series of tasks.
- Programmers work in pairs.
 - Develop tests for each task before writing the code.
 - All test must be successfully executed when new code is integrated into the system.
- There is a short time gap between releases of the system.
- Customers are intimately involved in specifying and prioritizing system requirements.

AGILE SOFTWARE DEVELOPMENT



SCRUM



References

- Stephen Kan. Metrics and Models in Software Quality Engineering. 2nd Edition. Addison-Wesley, 2002.
- Ian Sommerville. Software Engineering. Ninth version. Addison-Wesley, 2011.

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