**COIS-ADMN 3850H - 2018 FA – QUESTION SET #5**

Submitted by: \_\_\_\_\_\_\_\_\_\_\_Konrad Bartlett \_\_\_\_\_\_\_\_\_\_\_\_\_\_ # CORRECT = \_\_\_\_\_\_\_\_

Evaluated by: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ # **FOR REVIEW** = \_\_\_\_\_\_\_\_

**Instructions:**

1. then, type your answers clearly and concisely on these pages to the questions that follow.
2. **MAKE SURE YOU INCLUDE YOUR PAGE NUMBER REFERENCE FROM THE TEXT IN THE SPACE PROVIDED.**
3. submit these completed pages at the beginning of the next class on November 6th for evaluation.

**Text: MANAGING AGILE PROJECTS** | Edited by Kevin Aguanno

**Part One: Introduction [pages 15-66]**

# PAGE #

\_18 \_ a) Why do we need new methods?

* Lock down requirements to form a baseline
* Implement change control
* Fall back on the documented requirements or the contract as a means to enforce change control

\_21\_ b) What is different about Agile Methods?

* They are focused on managing the impact of change on a project
* Flexible and can change over time
* Designed to be versatile

\_25\_ c) List and briefly describe the 10 key benefits of being Agile.

1. Reducing risk
2. Not building the wrong thing
3. Not building the right thing wrong
4. Not getting stuck in “design churn”
5. Improving control
6. Frequent delivery means measurable progress
7. Feedback and redirection means delivering more value
8. Co-located teams
9. Short daily meetings
10. Close customer involvement

\_\_53\_ d) Describe the roots of Agility.

* Agile methods are a reaction to traditional ways of developing software and acknowledge the need for an alternative to documentation driven, heavyweight software development processes.

\_58\_ e) What are the 10 basic practices that make "Lean Manufacturing" so successful?

1. Eliminate waste – eliminate or optimize consumables such as diagrams and models that do not add value to the final deliverable
2. Minimize inventory – use intermediate artifacts such as requirements and design documents
3. Maximize flow – use iterative development to reduce development time
4. Pull from demand – support flexible requirements
5. Empower workers – generalize intermediate documents, tell developers what needs to be done, not how to do it
6. Meet customer requirements – work closely with the customer, allowing them to change their minds
7. Do it right the first time – test early and refactor when necessary
8. Abolish local optimization – flexibly manage scope
9. Partner with suppliers - avoid adversarial relationships, work toward developing best software
10. Create a culsture of continuous improvement – allow the process to improve, learn from mistakes and successes

\_60\_ f) What is the "Agile Manifesto"? … How did it come to be and how does it "read"?

* The agile manifesto encourages better ways of developing software. Formed by the agile alliance, it defines four values and twelve principles which form the foundation of agile modement. You can find it at www.agilealliance.com