

Softwaretechnik II

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Topic 3+4

Exercises Agile Methods and Requirements

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Let's get Technical

- ... and create a first overview of technical (UML) models that can be used for systematic **agile software modeling**
 - bringing together I&I as well as agile development
 - and modelling
 - mainly based upon –
 - RUP
 - [Larman]
 - [Ambler]

1. Explain how development velocity is calculated in a Scrum project.
2. Development velocity is a synonym for which term from “classic” project management?
3. Arrange the four types of Scrum meetings for a project with sprints of four weeks and assign a typical duration to each meeting.
- 4.
5. Sketch the typical layout of a Sprint Backlog.
 1. Explain its contents and how they are derived.

1. Read more details about personas on the Web

- e.g. here –

- <http://www.agilemodeling.com/artifacts/personas.htm>

and create one or two in the context of a University exam registration system

2. Come up with a number of user stories and acceptance criteria for such a system

- ➔ try to decompose them into development activities and estimate them in person hours

3. Why can it be risky to prioritize requirements in one dimension (such as importance) only?

- ➔ *Finally, for the next lecture, please refresh your knowledge about use cases.*