

Agile_Introduction

022220-Agile-Introduction

Training Clarusway

Pear Deck - February 21, 2020 at 3:52PM

Part 1 - Summary

Use this space to summarize your thoughts on the lesson

Part 2 - Responses

Slide 1



Agile

CLARUSWAY®
Your Development Journey



Use this space to take notes:

Slide 2

► Table of Contents



- Agile Overview
- Agile Manifesto
- Agile Principles

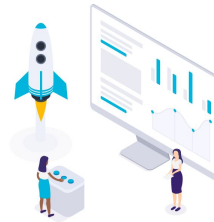


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Slide 3



1 ► What is Agile?



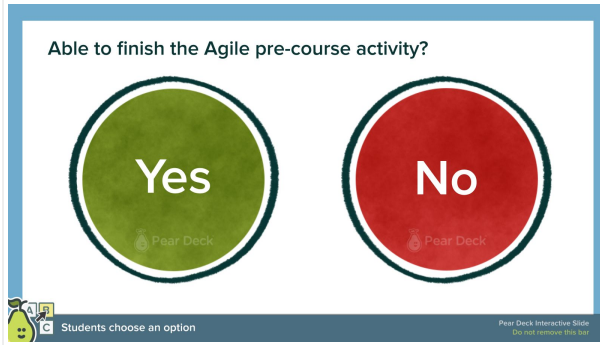
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Your Connected Workplace

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Your Response

You Chose



- **Yes**
- Other Choices
- No

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Slide 5



CLARUSWAY®
WAY TO REINVENT YOURSELF

Link(s) on this slide:

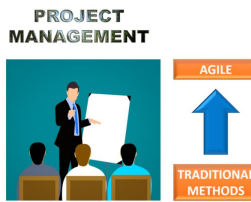
- <https://create.kahoot.it/details/what-is-agile/2a9b62a0-90f1-4b87-b38e-23b40e9e9e9b>

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► Agile Overview

- Agile is a new approach to project management methods.
- Promises **significant advantages** over traditional methods.
- In recent years, most companies have adopted the agile approach, which they find **more successful** than traditional methods.



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Slide 7

We can say the Waterfall method is a traditional one.

True

False

Students choose an option

Your Response

You Chose

- **True**

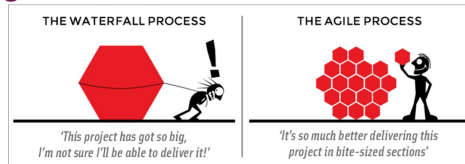
Other Choices

- False

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Slide 8

► Agile Overview



- The product can be easily and rapidly developed and tested by dividing it into **small pieces**.
- Small pieces are produced in **iteration** cycles.
- By using iterations, changes can be made **without having to wait for the final product**.



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Slide 9

► Agile Overview



Using iterative planning and getting feedback ensures that a delivered product is tailored to the customer's requirements.



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Slide 10

► The Agile Manifesto »

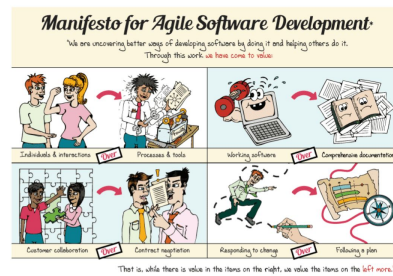
- 2001
- 17 Software Leaders
- Four Values
- A very powerful statement
- Only 68 words
- Short and authoritative



Use this space to take notes:

Slide 11

► The Four Values of the Manifesto »



Use this space to take notes:

Slide 12

► 12 Agile Principles



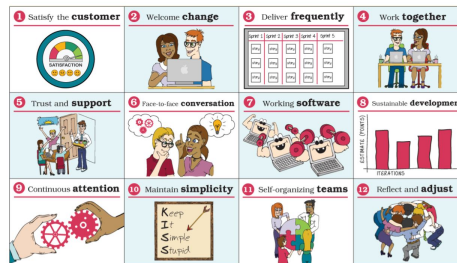
1. Our highest priority is to **satisfy the customer** through early and continuous delivery of valuable software.
2. **Welcome changing requirements**, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with preference to the **shorter timescale**.
4. Business people and developers must **work together** daily throughout the project.
5. Build projects around **motivated individuals**. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is **face to face conversation**.
7. Working software is the primary **measure of progress**.
8. Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to maintain a **constant pace** indefinitely.
9. **Continuous attention** to technical excellence and **good design** enhances agility.
10. Simplicity - the art of **maximizing the amount of work not done** - is essential.
11. The best architectures, requirements, and designs emerge from **self-organizing teams**.
12. At **regular intervals**, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

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Slide 13

► 12 Agile Principles



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Use this space to take notes:

Slide 14

Your Response

You Chose

- **Satisfy the boss**

Other Choices

▶ 12 Agile Principles



Which one is NOT an Agile Principle?

- Welcome change
- Maintain simplicity
- Work together



Students choose an option

Pear Deck Interactive Slide

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THANKS!

Any questions?

You can find me at:
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