### DCIT 419 AGILE METHODS

# **Session 02 – How to Be Agile?**



Department of Computer Science

2023/2024 Academic Year

### Session Overview

Understanding the philosophy, principles, and practices of Agile development.

## **Learning Outcomes**

By the end of this session, students will be able to:

- Explain what it means to "be agile" and the role of the Agile philosophy.
- Understand the 4 values and 12 principles of the Agile Manifesto.
- Recognize the importance of using established Agile methods like XP or Scrum.
- Identify the steps to master Agile development and the role of mentorship.

### Introduction

### What does it mean to "be agile"?

- Agile development isn't a specific process or method but a philosophy—a way of thinking about software development.
- To "be agile," teams must embrace the Agile Manifesto:
  - 4 core values.
  - 12 guiding principles.

### **Agile Methods:**

- Defined as processes that support the Agile philosophy.
- Examples include Extreme Programming (XP) and Scrum.
- These methods combine:
  - Established practices (e.g., version control, coding standards).
  - · New ideas that reinforce Agile thinking.

## The Agile Manifesto

#### The 4 Core Values:

- 1. Individuals and interactions over processes and tools.
- 2. Working software over comprehensive documentation.
- 3. Customer collaboration over contract negotiation.
- 4. Responding to change over following a plan.

## The Agile Manifesto

### The 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 a preference to the shorter timescale.
- 4. Businesspeople 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.

## The Agile Manifesto - continues

### The 12 Agile Principles:

- 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 selforganizing teams.
- 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly

## Agile Methods

#### **Definition:**

Agile methods are processes designed to implement Agile philosophy and principles.

#### **Key Agile Methods:**

- Extreme Programming (XP):
  - A comprehensive method focusing on both technical and structural practices.
  - Self-reinforcing practices like test-driven development, continuous integration, and pair programming.

#### • Scrum:

Emphasizes iterative development and collaboration in small teams.

#### **Creating Custom Methods:**

- Avoid starting from scratch without prior Agile experience:
  - Practices embody Agile principles and solve multiple development problems simultaneously.
- Instead, start with a proven method (e.g., XP) and iteratively refine it for your team's needs.

## Mastering Agile Development

### **Steps to Master Agile Development:**

- 1. Define why Agile is right for your team and how it will improve success.
- 2. Start with a proven Agile method (e.g., XP) and adopt all its practices.
- 3. Apply practices rigorously and consistently for several months.
- 4. Only customize methods after mastering them:
  - Experiment with changes.
  - Observe results and refine.
- 5. Continuously reflect and improve practices to suit your evolving needs.

### **Key Advice:**

• Expect 2–3 months to feel comfortable with practices and 2–6 months for them to become second nature..

## Mentorship in Agile

#### **Why Mentorship Matters:**

- Helps teams address challenges unique to their situations.
- Provides tailored guidance for troubleshooting and improvement.

#### **Finding a Mentor:**

- Look for experienced Agile practitioners through:
  - Internal teams or local Agile user groups.
  - External consultants or coaches.
- Even expert teams benefit from an outside perspective.

## Practical Benefits of Agile

### Advantages of Using Agile Methods:

- Flexibility: Welcomes change at any stage of development.
- Collaboration: Builds strong ties between business and technical teams.
- Efficiency: Focuses on working software rather than unnecessary tasks.
- Sustainability: Promotes a balanced, long-term pace for teams.
- Technical Excellence: Ensures high-quality, maintainable software.

### Conclusion

- Agile development is a mindset built on values and principles, not just a set of tools or processes.
- Proven methods like XP provide a strong foundation for learning and mastering Agile.
- Mentorship and continuous improvement are key to success in Agile.
- Teams that embrace Agile consistently deliver value and adapt to changing requirements effectively..

# Questions

