CMMI: Project Monitoring and Control



Outline



The WHAT: Project Monitoring and Control

SG 1: Monitor the Project Against the Plan

SG 2: Manage Corrective Action to Closure

The HOW (part 1): industrial practices

The HOW (part 2): real-life examples

The WHAT: Project Monitoring and Control



[Dev10]

The WHAT: Project Monitoring and Control SG 1: Monitor the Project Against the Plan



SG 1: Monitor the Project Against the Plan SP 1.1: Monitor Project Planning Parameters



SG 1: Monitor the Project Against the Plan SP 1.2: Monitor Commitments



SG 1: Monitor the Project Against the Plan SP 1.3: Monitor Project Risks



SG 1: Monitor the Project Against the Plan SP 1.4: Monitor Data Management



SG 1: Monitor the Project Against the Plan SP 1.5: Monitor Stakeholder Involvement



SG 1: Monitor the Project Against the Plan SP 1.6: Conduct Progress Reviews



SG 1: Monitor the Project Against the Plan SP 1.7: Conduct Milestone Reviews



The WHAT: Project Monitoring and Control SG 2: Manage Corrective Action to Closure



SG 2: Manage Corrective Action to Closure SP 2.1: Analyze Issues



SG 2: Manage Corrective Action to Closure SP 2.2: Take Corrective Action



SG 2: Manage Corrective Action to Closure SP 2.3: Manage Corrective Actions



Outline



The WHAT: Project Monitoring and Control

The HOW (part 1): industrial practices
Extreme Programming
SCRUM
Rational Unified Process

The HOW (part 2): real-life examples

The HOW (part 1): industrial practices



[AB06]

The HOW (part 1): industrial practices Extreme Programming



Overview

- agile software-engineering process
- strong principles: Pair Programming, Test-driven Development, Continuous Integration, . . .

The HOW (part 1): industrial practices **SCRUM** - what it is



Overview

- agile software-engineering process
- ▶ iterative: thinking in *sprints*
- slim: 3 roles, 4 artifacts, small set of rules
- communicative: daily meetings, planning, reviews (but less paperwork)

The HOW (part 1): industrial practices **SCRUM** - what it is



Overview

- ▶ agile software-engineering process
- ▶ iterative: thinking in sprints
- slim: 3 roles, 4 artifacts, small set of rules
- communicative: daily meetings, planning, reviews (but less paperwork)

Differences to Extreme Programming

- ▶ iteration length: month (SCRUM) vs. week (XP)
- change adaption: not in current sprint (SCRUM) vs. always (XP)
- work order: team chooses (SCRUM) vs. customer chooses (XP)
- ▶ engineering practices: not given (SCRUM) vs. given (XP)

The HOW (part 1): industrial practices SCRUM - how it supports Monitoring/Control



Regular meetings

- Sprint planning meeting (part 1: whole team):
 - clean product backlog, prioritize entries
 - choose entries for next sprint
- Sprint planning meeting (part 2: developers):
 - Convert entries to 1-day tasks (⇒ sprint backlog)
 - extract sprint-goal from entries
- ► Sprint Review:
 - present product to product owner, check sprint-goal
 - give feedback for last sprint, update product backlog
- Sprint Retrospective:
 - concrete improvements based on
 - feedback for the last sprint

The HOW (part 1): industrial practices **SCRUM**





Abbildung: SCRUM Taskboard



Abbildung: SCRUM Burndown Chart

The HOW (part 1): industrial practices Rational Unified Process



Outline



The WHAT: Project Monitoring and Control

The HOW (part 1): industrial practices

The HOW (part 2): real-life examples at Hochschulrechenzentrum, TU Darmstadt at dimetis GmbH at BASF IT-Services

The HOW (part 2): real-life examples at Hochschulrechenzentrum, TU Darmstadt



The HOW (part 2): real-life examples at dimetis GmbH



The HOW (part 2): real-life examples at BASF IT-Services



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