

# CS31310 Agile Methodologies • Assessed Worksheet 2

## Agile Design

### Introduction

Agile methodologies, such as eXtreme Programming (XP), perform design in small steps. This is done regularly, at the point in the development when it is necessary for features to be added.

This worksheet directs you to look at sources of information that discuss design in XP and agile development. You will write a discussion about agile design, based on these sources and your experience in the workshops.

### Your task

Read the following articles:

- Is Design Dead? By Martin Fowler. Available at: <http://martinfowler.com/articles/designDead.html>
- CRC Cards. Available at: <http://www.extremeprogramming.org/rules/crccards.html>
- Design a simulator for a Coffee Maker. Available at: <http://www.extremeprogramming.org/example/crcsim.html>

The focus of this worksheet is on the materials listed above. However, it would also be relevant to think about any design discussions from the workshops for this module. Rather than just repeat some points from the first worksheet, you can think about how the design issues relate to the materials listed above.

Write a report that discusses how design is used in XP, taking into account the ideas from the above sources and the workshops. What do you think are the most interesting points from these documents? As part of your report, state whether or not you think that XP's approach to design is sufficient for building software systems and justify your view. You may include additional resources as appropriate.

Your report should have a word count of no more than 1,200 words.

### What is being assessed?

This is a worksheet rather than an assignment. As such, we are primarily interested to see that you have read the material, thought about the issues and can write a report to show that you have done this.

We will consider the following items:

- 1) Does your report indicate that you have read the material and thought about the design issues raised in the workshop?
- 2) Do you discuss what you think are the most interesting points?
- 3) Do you discuss your own views about XP's approach to design?

The report should be written in your own words. If you quote any aspects of the sources, you should indicate this clearly and provide references to the sources.

### Submission Details

Your submission date will depend on the workshop that you go to. Submit your reflection to Blackboard by **4pm on Monday 23<sup>rd</sup> November 2015**.

Your submission is subject to the University's normal rules regarding unfair practice, which are described in the Department's Student Handbook. You do not need to submit an assignment cover sheet.

Submit your report as a **PDF** document. The report name must have the format: **<student\_number>\_CS313\_worksheet2.pdf**. So, if your student number is 101234567, then the file should be **101234567\_CS313\_worksheet2.pdf**.

## Marking

This worksheet is worth 3% of the module.

This worksheet will be marked anonymously. Do not put your name or user name on the document. Do put your student number at the start of the document.

## Marking Grid

The following grid outlines the grades that will be awarded for the reflections.

Grade	Weighting	Categories
Reading the material and thinking about the workshops	30%	<ul style="list-style-type: none"><li>• We are satisfied that you have read the materials and thought about the workshops, as indicated by your discussion. [3/3 marks]</li><li>• We think you have made a reasonable attempt, but you haven't indicated that you have read all of the material. [2/3 marks]</li><li>• We think that you have only read a small amount of the material. [1/3 marks]</li><li>• There is no evidence that you have read the material [0 marks]</li></ul>
Discussion of the key points	40%	<ul style="list-style-type: none"><li>• Appropriate discussion which highlights several items that you think are important. This does not mean you need to mention all of the points. We want you to focus on what is important. [3/3 marks]</li><li>• Average discussion, where we think you could have been more detailed or cover some more points. [2/3 marks]</li><li>• Limited discussion, where you haven't really said much about what you think are the key points. [1/3 marks]</li><li>• There is no evidence that you have attempted to identify and comment on the key points. [0 marks]</li></ul>
XP and design	30%	<ul style="list-style-type: none"><li>• You have provided an appropriate review that highlights your thoughts about XP and Design. [3/3 marks]</li><li>• Your review is OK, but it could provide more opinion on your views about XP's approach to design. [2/3 marks]</li><li>• There is a limited attempt to comment on your views about XP's approach to design. [1/3 marks]</li><li>• There is no evidence that you have discussed your views on XP and design. [0 marks]</li></ul>

## Questions?

If you have any questions about the worksheet, contact Neil Taylor ([nst@aber.ac.uk](mailto:nst@aber.ac.uk))