

Chalmers Thesis Template for LATEX

Master's Thesis in Software Engineering

KONSTANTINOS CHRONIS

Division of Software Engineering
Department of Computer Science & Engineering
GOTHENBURG UNIVERSITY
CHALMERS UNIVERSITY OF TECHNOLOGY
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Abstract

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The Authors, Location 11/9/11

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Introduction

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2

Related Work

2.1 Introduction

Various tools have been developed in the last decade in order to measure the agility in software development teams. Below is a short description of some of the ones that have been used as references in many papers of this field.

2.2 Balancing Discipline and Agility

Boehm and Turner [4] did not come up with a tool to measure agility but rather to balance between agility and discipline. According to them [5] discipline is the foundation for any successful endeavor and creates experience, history and well-organized memories. On the other hand agility is described as a counterpart of descipline. Agility uses the memory and history in order to adjust in the context which is applied and takes advantage of the unexpected opportunities that might come up. The combination of the two can bring success to an organisation. Boehm and Turner [4] in their research found that there are five "critical decision factors" which can determine if an agile or plan-driven method is suitable for a software development project.

Figure 2.1 depicts these factors which are the:

- size of a team working in a project
- criticallity of damage of unexpected defects
- culture on how to balance between chaos an order
- dynamism
- personnel which refers to the extended Cockburn [6] skill rating

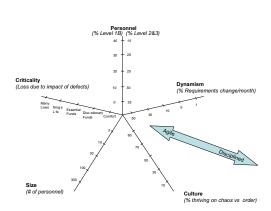


Figure 2.1: Dimensions affecting method selection

Level	Characteristics	
3	Able to revise a method (break its rules) to fit an unprecedented new situation	
2	Able to tailor a method to fit a precedented new situation	
1A	With training, able to perform discretionary method steps (e.g., sizing stories to fit increments, composing patterns, compound refactoring, complex COTS integration). With experience can become Level 2.	
1B	With training, able to perform procedural method steps (e.g. coding a simple method, simple refactoring, following coding standards and CM procedures, running tests). With experience can master some Level 1A skills.	
-1	May have technical skills, but unable or unwilling to collaborate or follow shared methods.	

Table 2.1: Levels of software method understanding and use (after Cockburn)

If the ratings of the five factors are close to the center, then the team is to an agile terittory and the team is considered agile, otherwise it follows a discipline approach.

2.3 4-Dimensional Analytical Tool

Qumer and Henderson-Sellers [14] created the 4-Dimensional Analytical Tool (4-DAT) for analysing and comparing agile methods. The objective of the tool is to provide a mechanism to assess the degree of agility and adoptability of any agile methodology. The measurements are taken at a specific level in a process and using specific practices.

2.3.1 Dimension 1 - Method Scope Characterization

The first dimension describes the key scope items which have been derived from their literature review based on Beck and Andres [2], Koch [10], Palmer and Felsing [12], Highsmith [9] and provides a method comparison at a high level.

These items are: a) Project Size b) Team Size c) Development Style d) Code Style e) Technology Environment f) Physical Environment g) Business Culture h) Abstraction Mechanism

The aforementioned elements are considered essential for supporting the method used by a team or organisation. Table 2.2 provides a description for the items.

Scope	Description	
Project Size	Does the method specify support for small, medium or large projects (business or other)?	
2. Team Size	Does the method support for small or large teams (single or multiple teams)?	
3. Development Style	Which development style (iterative, rapid) does the method cover?	
4. Code Style	Does the method specify code style (simple or complex)?	
Technology	Which technology environment (tools, compilers) does the method specify?	
Environment		
6. Physical Environment	Which physical environment (co-located or distributed) does the method specify?	
7. Business Culture	What type of business culture (collaborative, cooperative or non-collaborative) does the	
	method specifiy?	
8. Abstraction Mechanism	Does the method specify abstraction mechanism (object-oriented, agent-oriented)?	

Table 2.2: 4-DAT Dimension 1

2.3.2 Dimension 2 - Agility Characterization

The second dimesion is the only quantitavie dimension of the four. It evaluates the agile methods in process level and in a method practices level in order to check the existence of agility.

The measurement of the degree of agility in this level is done based on the following five variables. Table 2.3 provides a description for them. a) Flexibility b) Speed c) Learning e) Responsiveness

These variables are used to check the existence of a method's objective at a specific level or phase. If the variable exists for a phase then the value 1 is assigned to it, otherwise 0. Qumer and Henderson-Sellers [14] define the degree of agility (DA) as "the fraction of the five agility variables that are encompassed and supported".

The function for calculating the DA is the following $DA (Object) = (1/m) \sum_{m} DA (Object, Phase or Practices)$

Features	Description	
1. Flexibility	Does the method accommodate expected or unexpected changes?	
2. Speed	Does the method produce results quickly?	
3. Leanness	Does the method follow shortest time span, use economical, simple and quality instruments for	
	production?	
4. Learning	Does the method apply updated prior knowledge and experience to learn?	
Responsiveness	Does the method exhibit sensitiveness?	

Table 2.3: 4-DAT Dimension 2

2.3.3 Dimension 3 - Agile Values Characterization

The third dimension consists of six agile values. Four of them are derived directly from the Agile Manifesto [3], while the fifth comes from [10]. The last value is suggested by Qumer and Henderson-Sellers [14] after having studied several agile methods. Table 2.5 shows the agile values.

Agile values	Description
Individuals and interactions over processes	Which practices value people and interaction over processes and
and tools	tools?
Working software over comprehensive	Which practices value working software over comprehensive
documentation	documentation?
Customer collaboration over contract	Which practices value customer collaboration over contract
negotiation	negotiation?
4. Responding to change over following a plan	Which practices value responding to change over following a plan?
5. Keeping the process agile	Which practices helps in keeping the process agile?
6. Keeping the process cost effective	Which practices helps in keeping the process cost effective?

Table 2.4: 4-DAT Dimension 3

2.3.4 Dimension 4 - Software Process Characterization

The fourth dimension examines the practices that support four processes as these are presented by Qumer and Henderson-Sellers [14]. Table 2.5 lists these processess.

Process	Description
Development Process	Which practices cover the main life cycle process and testing (Quality
	Assurance)?
Project Management Process	Which practices cover the overall management of the project?
Software Configuration Control	Which practices cover the process that enables configuration
Process / Support Process	management?
Process Management Process	Which practices cover the process that is required to manage the process
-	itself?

Table 2.5: 4-DAT Dimension 4

2.4 Escobar

Escobar-Sarmiento and Linares-Vasquez [8] created their own agility assessment model which consists of four stages. For the first three they use the models and tools proposed by other researchers they found in literature, except from the last one.

- Agile Project Management Assessment proposed by Qumer and Henderson-Sellers [14]
- Project Agility Assessment proposed by Taylor et al. [16]
- Workteam Agility Assessment proposed by Leffingwell [11]
- Agile Workspace Coverage

For collecting the data for the measurements they used surveys based on the tools of each stage while in the last one they use their custom survey. The data are then depicted in a four axis radar chart in order to provide a view of the company's agility.

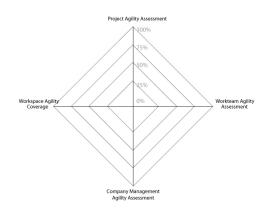


Figure 2.2: ?????????

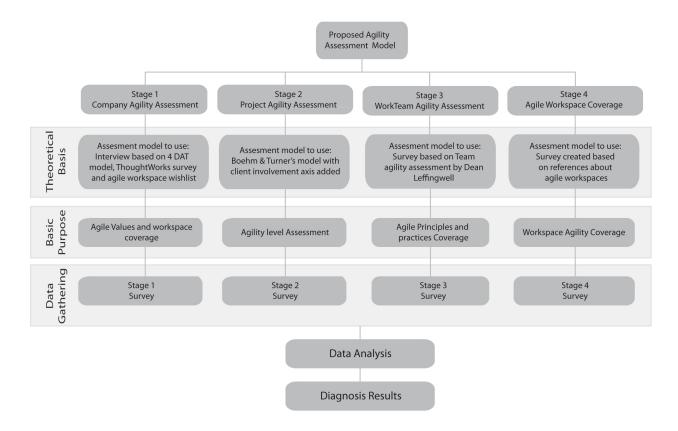


Figure 2.3: ?????????

2.5 Sidky

2.6 OPS Framework

Soundararajan [15] created the Objectives, Principles and Stategies (OPS) Framework in order to assess the "goodness" of an agile methodology. The focus of this tool is mainly on eXtreme Programming [2], Feature Driven Development (FDD) [12], Lean [13], Crystal [7] and any tailored instances of them.

In order to achieve this the framework examines the methodology based on 3 aspects:

- Adequacy Sufficiency of the method with respect to meeting its stated objectives.
- Capability Ability of an organization to provide an environment supporting the implementation of its adopted method. Such ability is reflected in the characteristics of an organization's people, process and project.
- Effectiveness Producing the intended or expected results. The existence of necessary process artifacts and product characteristics indicate levels of effectiveness.

add figure 3.9

The framework identifies a) objectives of the agile philosophy b) principles that support the objectives c) strategies that implement the principles d) linkages that relate objectives to principles, and principles to strategies e) indicators for assessing the extent to which an organization supports the implementation and effectiveness of those strategies

add image of the above (figure 3.2) describe how it works
The OPS Framework identifies

- Objectives of the agile philosophy "something aimed at or striven for" as defined by [1]
- Principles what rules a process in order to achieve an objective according to [1]
- Strategies the implementations of the principles (i.e. they are the means for achieving the principles)
- Linkages the connectors between a) the objectives and principles, b) the principles and the strategies. The linkages show the path in order to asses the adequacy, capability and effectiveness of the method used.
- Indicators for assessing the extent to which an organization supports the implementation and effectiveness of those strategies In order to measure the capability and the effectiveness the strategies use properties which contain a number of questions. These properties differ for the capability and the effectiveness. Indicator is named the combination of a strategy with a property. They are directly measurable and are tailored to assess the strategies

The OPS Framework identifies in total 5 objectives, 9 principles, 17 strategies 54 linkages and 80 indicators.

2.7 Thoughtworks

Thoughtworks [?] is a worldwide consulting company. They have developed an online survey for assessing agility. People can answer to the survey and they will get a report evaluating at which level their team or company is.

2.8 Other

Taylor et al. [16] modified the tool created by Boehm and Turner [4] by adding a sixths axis for the *Client Involvement* which has the following categories:

- On AB Client is on-site and an agile believer. This is the ideal when a client
 is fully persuaded of the agile approach and makes themselves available onsite to
 work with the team.
- Off AB Client is off-site but an agile believer. Although off-site, the client fully understands the nature of agile development and is open to frequent communication.
- On AS Client is on-site but is an agile skeptic. They may be on-site but they are not convinced about the agile development approach.
- Off AS Same as On AS except the problem is compounded by the client being off-site.
- Off Uninvolved Not only is the client off-site but they want no involvement between providing the initial requirements and getting the right product delivered.

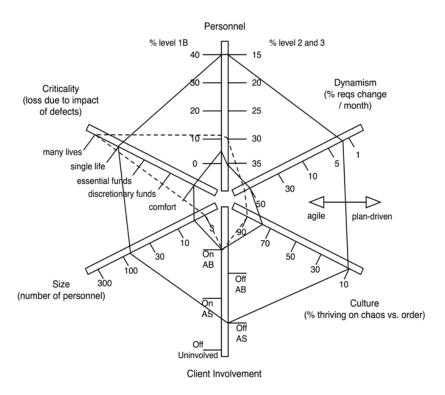


Figure 2.4: ?????????

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