

SER516

Software Agility:

Project and Process Management

Lecture 04. Lab 1

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Office Hours: By appointment

Team

- Motivated Individuals.
- With Self-Organizing Capabilities.
- **39** students.



Team

- Technically competent

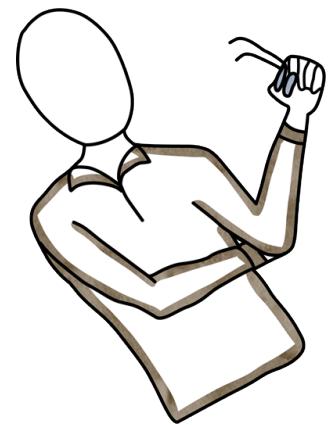


Lab 1

Ira

- X O

john	jane	...		
mary	raj	...		



Lab 1

*types.Operator):
X mirror to the selected
select.mirror_mirror_x"*

int("please select exactly one object")

-- OPERATOR CLASSES -----

```
mirror_mod = modifier_obj
# mirror object to mirror
mirror_mod.mirror_object = None
operation = "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
operation = "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
operation = "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True
```

selection at the end -add

ob.select= 1

mirror_ob.select=1

bpy.context.scene.objects.active =

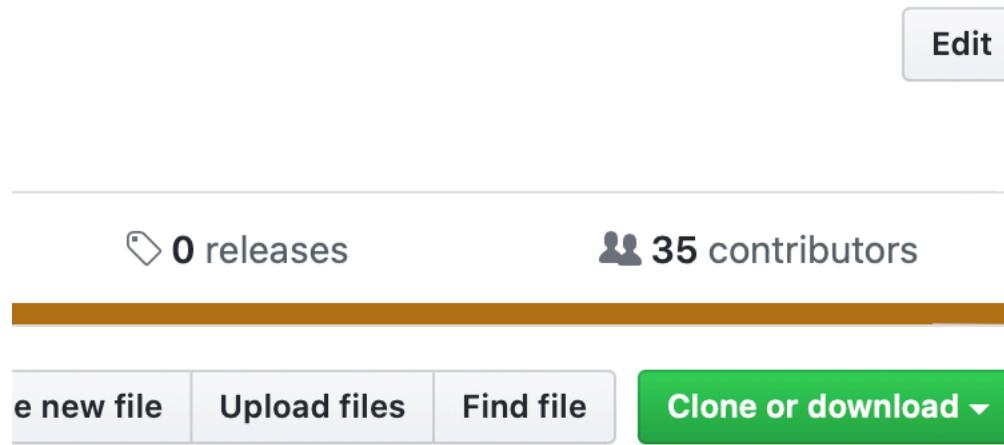
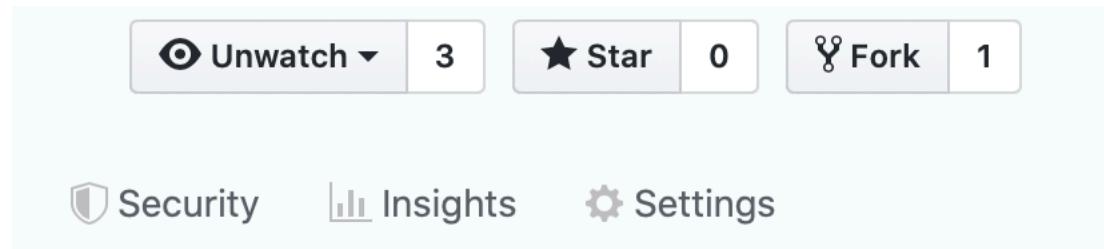
("Selected" + str(modifier_obj))

mirror_ob.select = 0

bpy.context.selected_objects =

data.objects[one.name].select

Results



Results

```
ProjectOne-master — -zsh — 138x38
Last login: Thu Jan 16 14:38:48 on ttys000
[javiergs@en4119450m ~ % cd /Users/javiergs/Desktop/ProjectOne-master/
[javiergs@en4119450m ProjectOne-master % ls
Frame_36.java      Panel_14.java      Panel_29.
PanelInterface.java Panel_15.java      Panel_31.
Panel_01.java       Panel_16.java      Panel_32.
Panel_02.java       Panel_17.java      Panel_33.
Panel_03.java       Panel_18.java      Panel_34.
Panel_05.java       Panel_19.java      Panel_35.
Panel_06.java       Panel_20.java      Panel_37.
Panel_08.java       Panel_22.java      Panel_39.
Panel_09.java       Panel_23.java      Panel_4.j
Panel_10.java       Panel_24.java      TabInterf
Panel_11.java       Panel_25.java      Tab_21.ja
Panel_12.java       Panel_26.java      Tab_28.ja
Panel_13.java       Panel_27.java      Tab_30.ja
[javiergs@en4119450m ProjectOne-master % javac *.java
Panel_31.java:1: error: package java.swing does not exist
import java.swing.*;
^
Panel_32.java:13: error: constructor Object in class Obj
        super("                ");
        ^
required: no arguments
found: String
reason: actual and formal argument lists differ in leng
2 errors
javiergs@en4119450m ProjectOne-master % ]
```

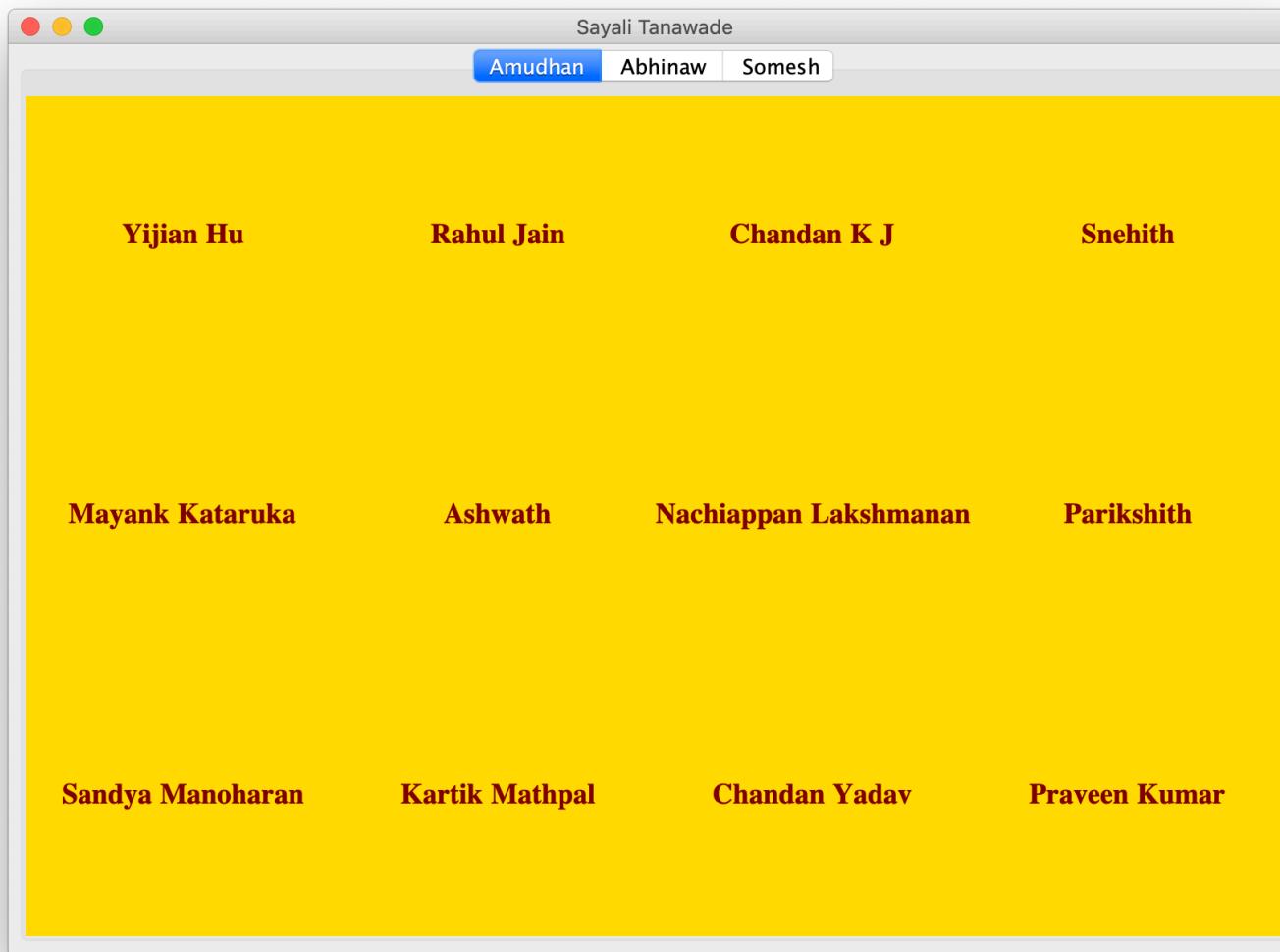
```
1  import javax.swing.*;
2  import java.awt.*;
3
4  public class Panel_32 {
5
6      /*
7      * @author [REDACTED]
8      * @Created on - 23 January 2020
9      */
10
11     Panel_32()
12     {
13         super(" [REDACTED] ");
14     }
15
16 }
```

Results

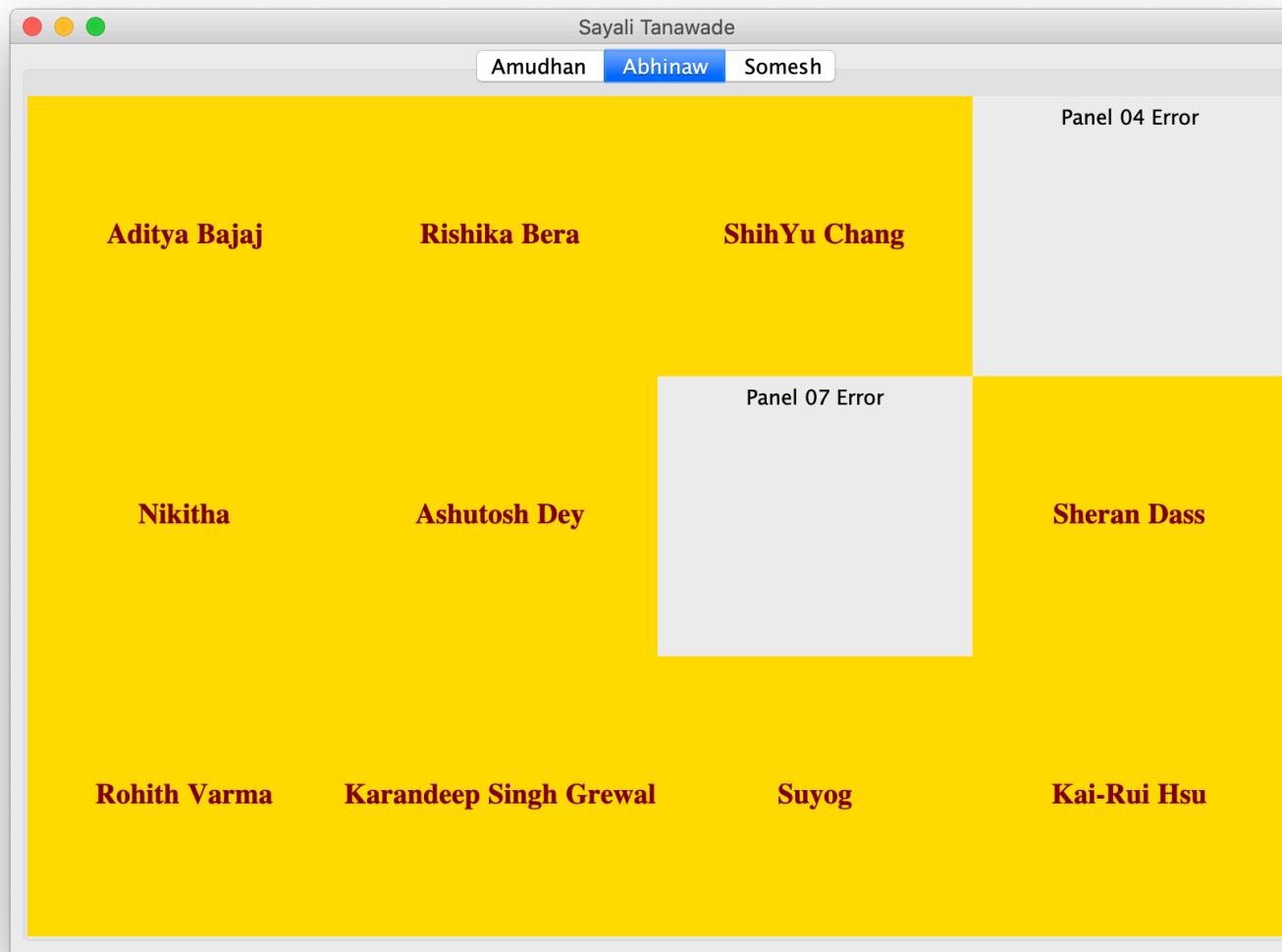
```
Last login: Thu Jan 16 14:38:48 on ttys000
[javiergs@en4119450m ~ % cd /Users/javiergs/Desktop/Proj
[javiergs@en4119450m ProjectOne-master % ls
Frame_36.java      Panel_14.java      Panel_2
PanelInterface.java Panel_15.java      Panel_3
Panel_01.java       Panel_16.java      Panel_3
Panel_02.java       Panel_17.java      Panel_3
Panel_03.java       Panel_18.java      Panel_3
Panel_05.java       Panel_19.java      Panel_3
Panel_06.java       Panel_20.java      Panel_3
Panel_08.java       Panel_22.java      Panel_3
Panel_09.java       Panel_23.java      Panel_4
Panel_10.java       Panel_24.java      TabInte
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Panel_31.java:1: error: package java.swing does not exist
import java.swing.*;
^
1 error
javiergs@en4119450m ProjectOne-master %
```

```
1  import java.swing.*;
2  import java.awt.*;
3
4  /**
5  * @author: [REDACTED]
6  */
7
8  public class Panel_31 extends PanelInterface
9  {
10
11     public Panel_31()
12     {
13         super(" [REDACTED] ");
14     }
15 }
```

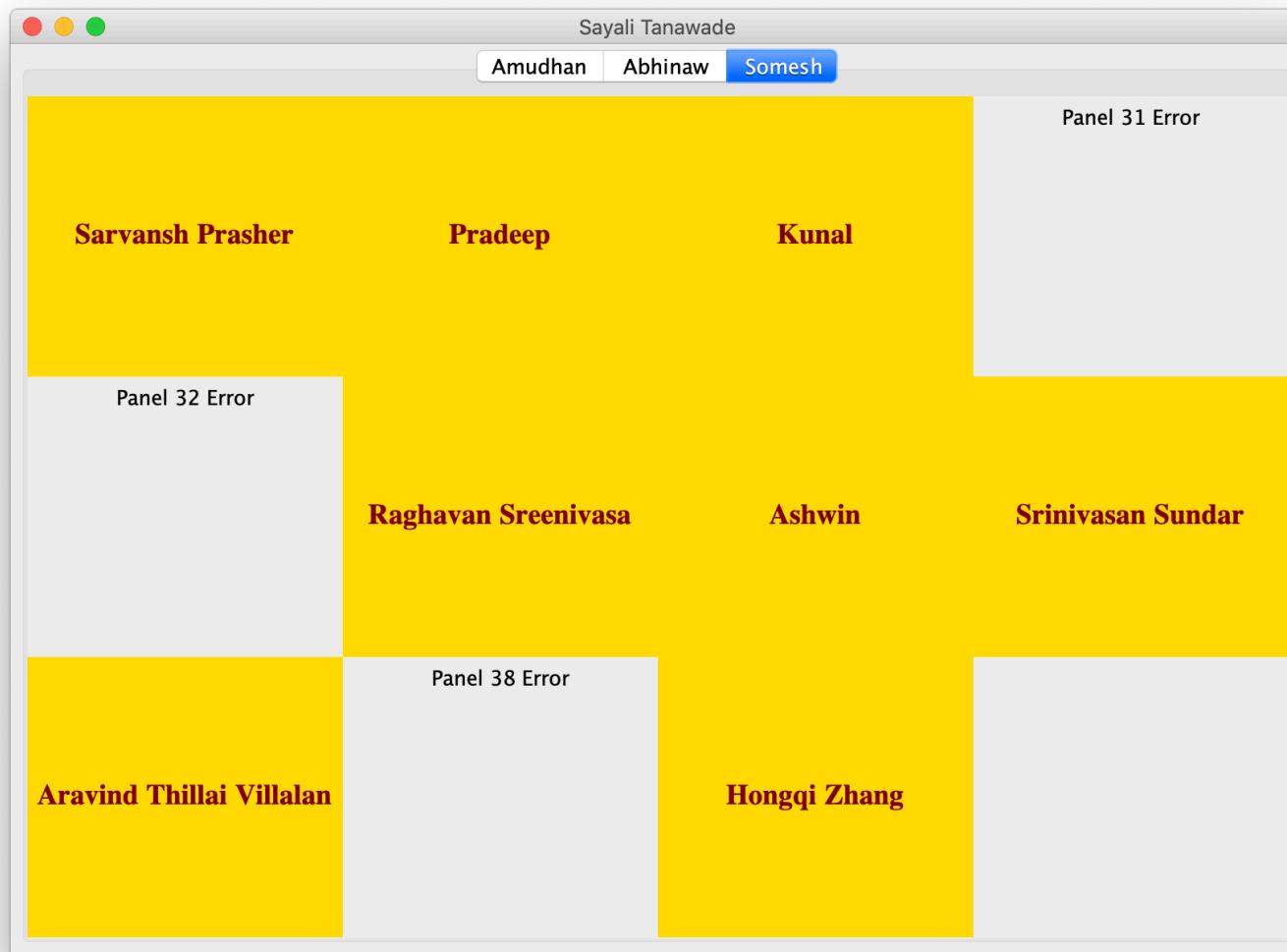
Results



Results



Results



Agile Overview | People

Resources

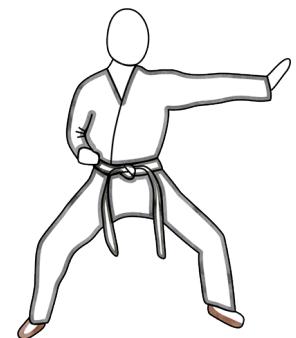
Product Owner (Product):

- Vision
- Prioritize
- Conceptual and Technical Integrity



Master (Team)

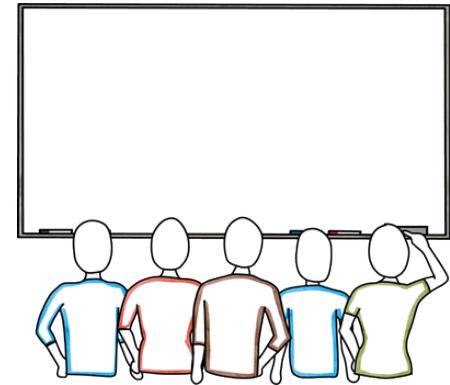
- Leader – Enables **teams to self-organize, self-manage**
- Clearing obstacles
- Enforce the process



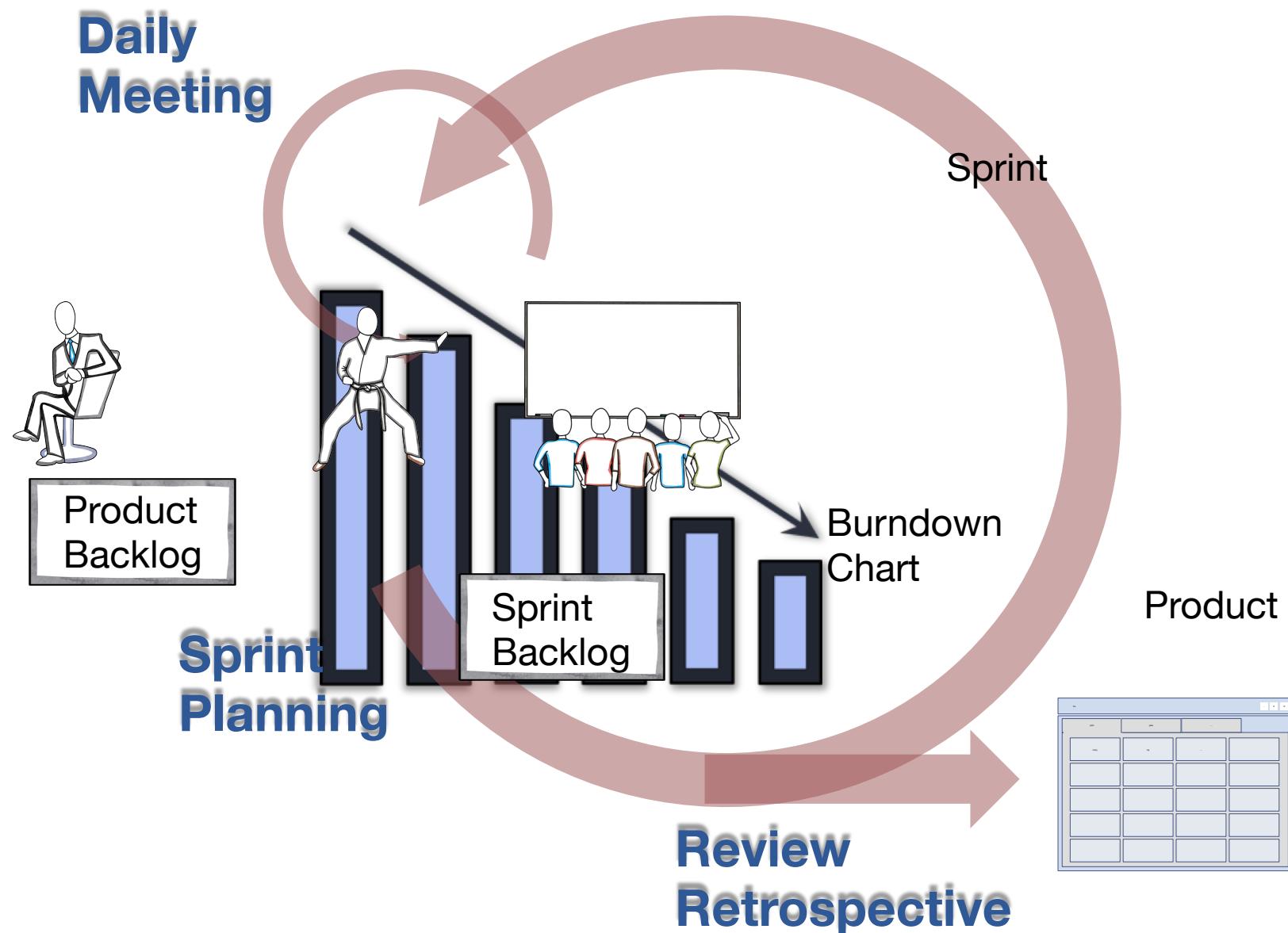
Resources

Team Members (Work)

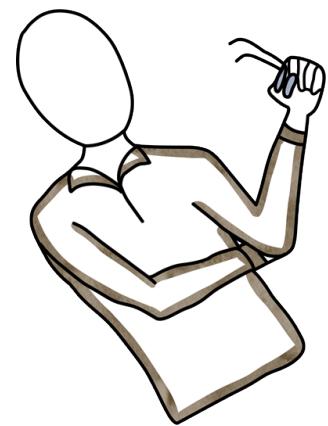
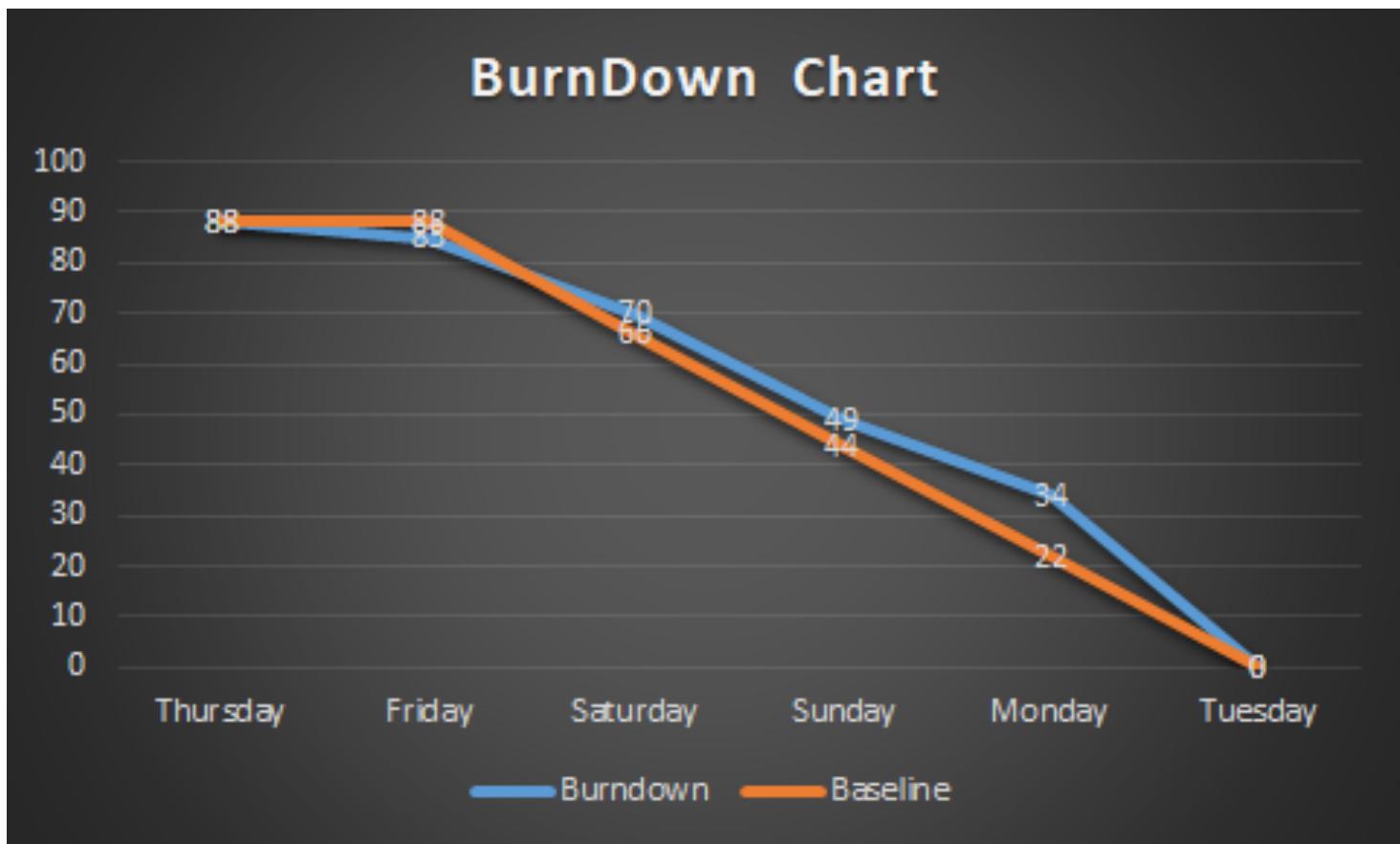
- Do the work to get the product done (7 +/- 2)
 - Developers, Testers, Etc.
 - **Skilled and Cross-functional** team
-
- Team **makes decisions**
 - Team is **measured constantly**



Process and Ceremonies

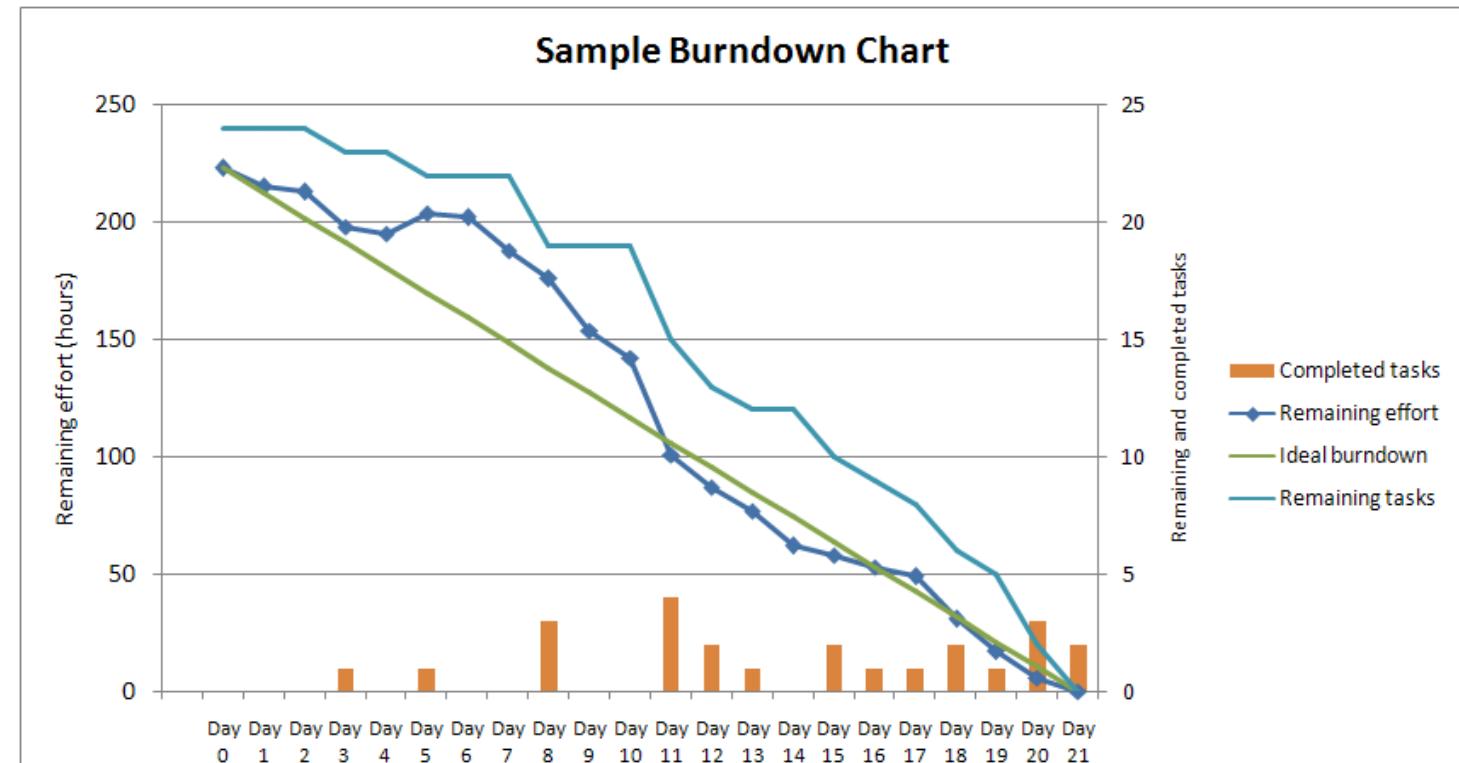


A project



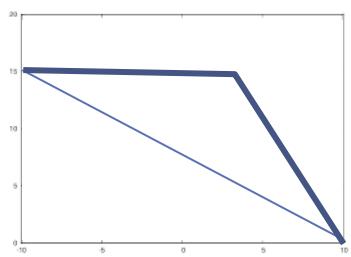
Burndown Chart

Work
Remaining
(Hours)

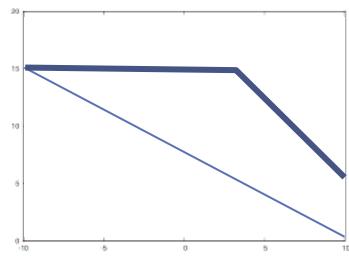


days

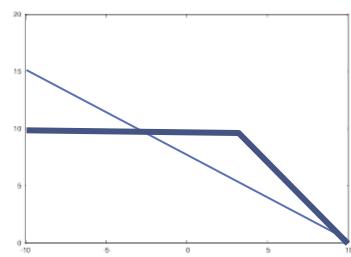
Burndown Chart



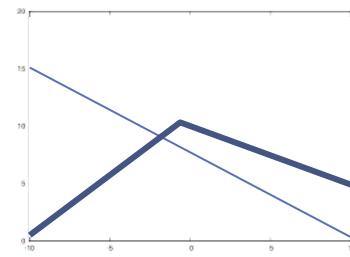
A



B



C



D

Lab 2

*types.Operator):
X mirror to the selected
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        mirror_mod.use_y = False
        mirror_mod.use_z = True
```

```
    selection at the end -add
    mirror_obj.select= 1
    mirror_obj.select=1
    bpy.context.scene.objects.active = mirror_obj
    ("Selected" + str(modifier))
    mirror_obj.select = 0
    bpy.context.selected_objects = []
    data.objects[one.name].select = 1
```

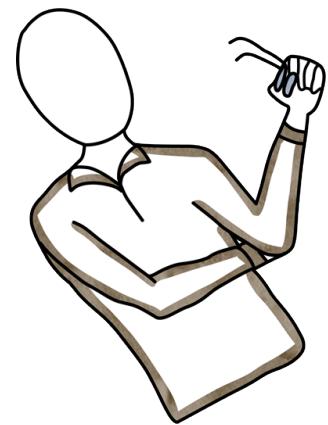
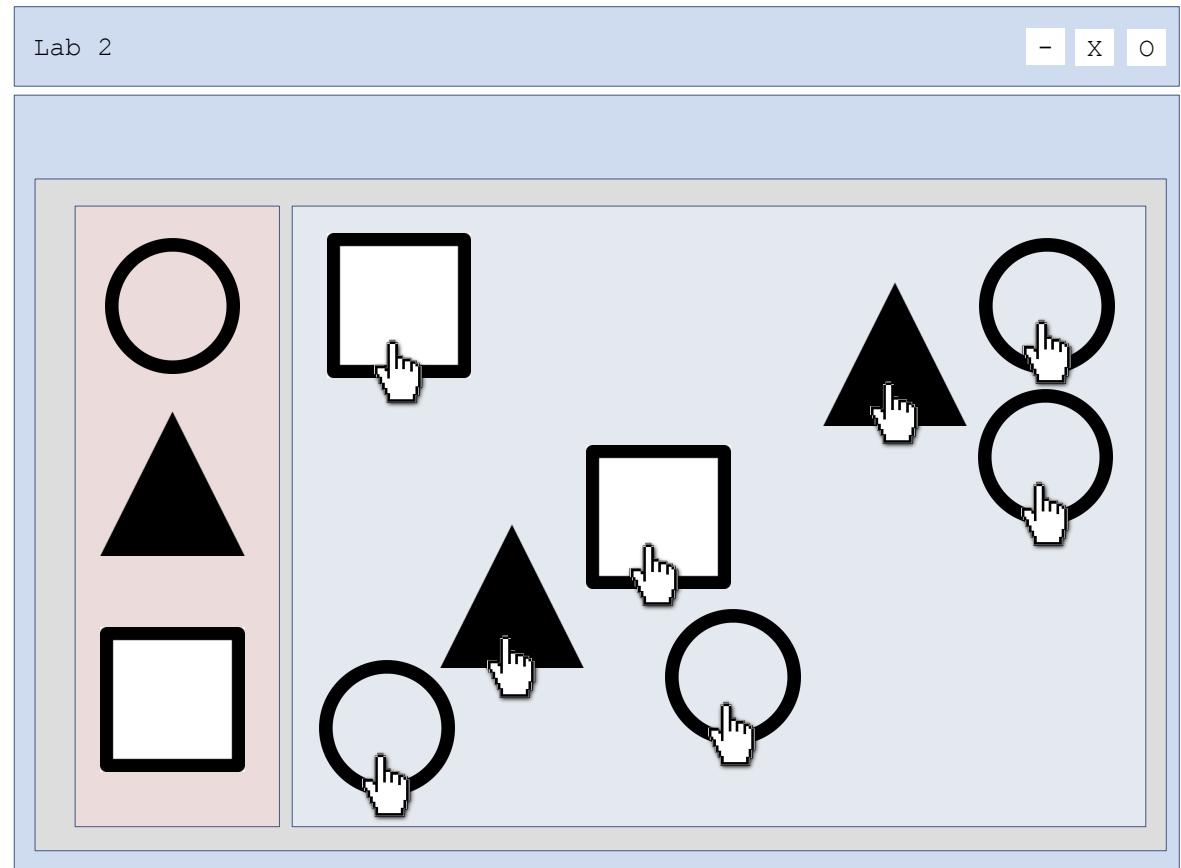
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        mirror_mod.use_z = True
```

Lab 2

1. GUI

2. Click to Create

3. Drag and Drop



3

Agile Overview | Failure Scenarios

Scenario 1

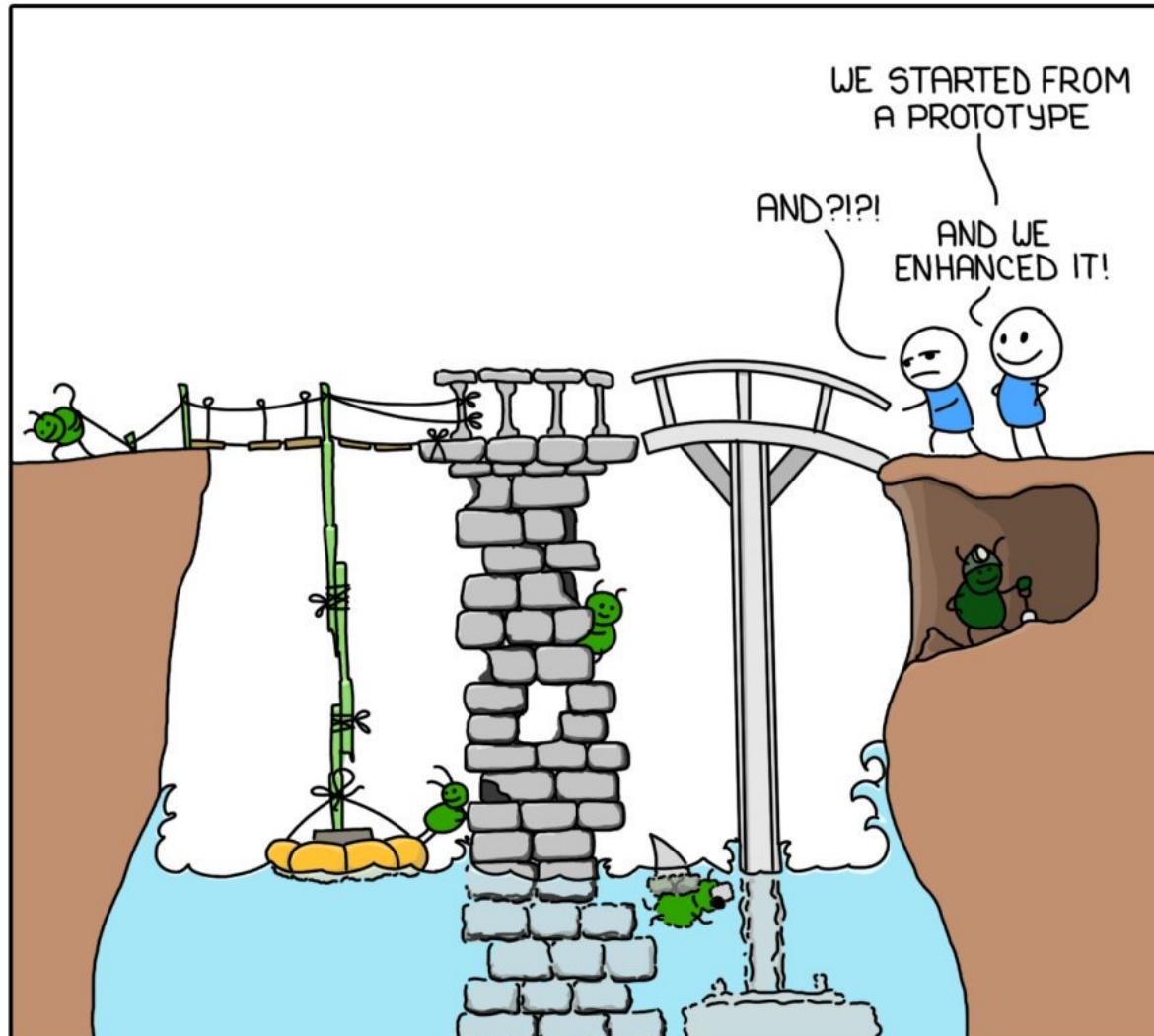
What do you think about this statements:

- *“This task became a much larger endeavor than previously expected”*
- *“About half-way through the **sprint**, I requested additional peer programming to help overcome some strange behavior in dependency management”.*



Scenario 2

PRODUCTION READY



MONKEYUSER.COM

Agile Principles

1. Our highest priority is to **satisfy the customer** through **early and continuous delivery** of valuable software. **Welcome changing** requirements, even late in development.
2. **Working software** is the primary measure of progress. **Deliver working software frequently**, with a preference to the shorter timescale.
3. Build projects around **motivated individuals**. People must **work together daily** throughout the project.

Agile Principles

4. The best software emerge from **self-organizing teams**.
5. The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation**.
6. **Simplicity** is essential. Continuous attention to **technical excellence** and **good design** enhances agility.
7. At regular intervals, the team reflects on how to become more effective, then **tunes and adjusts** its behavior accordingly.

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```
selection at the end -add
```

```
    ob.select= 1
    mirror_ob.select=1
    bpy.context.scene.objects.active = mirror_ob
    ("Selected" + str(modifier_index))
```

SER516 – Software Agility

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OPERATOR Spring 2020

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