



Approved by Chair:

Dec 15, 2021

Signature

### COURSE SECTION INFORMATION

**Agile Software Development  
T127 (Computer Programmer Analyst)**

**Teacher's Name** Abid Rana  
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**Course Code** Comp2151

**Course Sections**

45894,45895,45896

**Academic Year** 2021-2022

**Term** Winter 2021

**All academic inquiries will be replied to within three business days.**

### LIST OF TEXTBOOKS AND OTHER TEACHING AIDS:

1. A Guide to the Scrum Body of Knowledge (<https://www.scrumstudy.com/sbokguide>) **3<sup>rd</sup> Edition**
2. Blackboard: <https://bb-gbc.blackboard.com> (Handouts and other materials provided by the instructor)

### Course Delivery Mode

- **Lectures:** All sessions except mid-term and final exams will be online.
- **Labs:** All sessions will be in-person, and students must attend all the classes on campus.

***Any variation to the above note will be posted on the blackboard in advance.***

### Detailed Evaluation System

Assessment Tool:	Description:	Outcome(s) assessed:	EES assessed:	Week:	% of Final Grade:
Lab Work	Hands on exercises (8 Labs @2.5%) to be completed during the scheduled lab time	1-5	1-11	Weekly	20%

<b>Quizzes (5@2% each)</b>	Quizzes given through QuizAtKlass® during the lecture	1-5	1-11	TBA	10%
<b>Group Project</b>	Students will work in groups on a software development project using the Scrum process framework. Each group will have to document the sprints, tasks and commits.	1-5	5,8,9,10, 11	Week 12	25%
<b>Midterm Exam</b>	Multiple Choice Exam on topics 1 to 6	1 to 3	2-11	Week 7	20%
<b>Final Exam</b>	Multiple Choice Exam on the entire course	1 to 5	2-11	Week 15	25%
				<b>Total</b>	<b>100%</b>

### Learning Schedule / Topical Outline (subject to change with notification)

Week	Topic	Outcome(s)	Content/Activities	Chapter/ Reference
1,2	1	1	<b>Introduction to Agile Software Development Methodologies</b> Evolution of Agile methodologies and the Agile Manifesto Predictive vs adaptive approaches Brief history of Scrum Scrum Body of Knowledge and the SBOK Guide. Scrum principles, aspects and processes.	1 & Class Notes
3,4	2	1,2	<b>The Scrum Framework</b> Principles, Aspects, Processes Roles, Values, Events, and Artifacts Empiricism, time boxing, self organized and cross functional teams, collaboration, iterative development Personas, User Stories, Epics	2,3,4 & Class Notes
5,6	3	2	<b>Project Justifications, Quality, Risk and Change Management.</b> Product Owner, Scrum Master and the scrum team Popular HR theories and their relevance to Scrum	5,6,7 & Class Notes
7	1-5	1-5	<b>Mid Term Exam (Multiple Choice)-20%</b>	
8	<b>INTERCESSION</b>			
9			<b>Scrum Processes</b>	8-12
10	6	4	<b>Test-driven development</b>	Class Notes
11	7	4,5	<b>Software Design Patterns: MVC and MVVM, Singleton</b>	Class Notes
12	8	4,5	<b>Software Design Patterns: Iterator, Observer and Facade</b>	Class Notes
13	9	1-5	<b>Course Review</b>	Class Notes

14	10	1-5	Final Comprehensive Exam (Multiple Choice)-25%	
15	1-10	1-5	Project Presentations (online)	

**Please note: this schedule may change as resources and circumstances require.**

For information on withdrawing from this course without academic penalty, please refer to the College Academic Calendar: <http://www.georgebrown.ca/Admin/Registr/PSCal.aspx>