Tutorial 6

1. What are the key motivations for using an Agile method of software development?

2. What are the 7 principles of Lean Software Development? Is it a framework or a methodology?

3. Describe the key features of eXtreme Programming, contrasting them with similar techniques in the waterfall approach.

4. What are the differences between refactoring and re-engineering?

5. What planning activities take place in XP?

6. How is XP managed?

7. How is software designed in XP?

8. How is code produced in XP?

9. What role does testing play in XP?

10. How well does XP work in practice?

11. How does the User Stories approach differ from designing software with use cases? How is it similar?

12. What is a user story and how is it different from an epic or a spike?

13. How soon do developers start coding in a User Stories approach? Is this a good or bad thing?

14. What documentation goes with a single user story? Why is this good?

15. What features make good stories?

16. What are user roles, user proxies and personas? How are they used?

17. What is a low fidelity prototype?

18. Why are acceptance tests important? Where are the test details recorded?

19. How are non-functional requirements documented?

20. What unit is the effort needed for each user story measured in?   How is it estimated?