RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Open Elective – CS703 (C) Agile Software Development

Pre-Requisite: Software Engineering

Course Outcomes:

After completing the course student should be able to:

1. Describe the fundamental principles and practices associated with each of the agile development methods.
2. Compare agile software development model with traditional development models and identify the benefits and pitfalls.
3. Use techniques and skills to establish and mentor Agile Teams for effective software development.
4. Apply core values and principles of Agile Methods in software development.

Course Contents:

Unit-I: Fundamentals of Agile Process: Introduction and background, Agile Manifesto and Principles, Stakeholders and Challenges, Overview of Agile Development Models: Scrum, Extreme Programming, Feature Driven Development, Crystal, Kanban, and Lean Software Development.

Unit-II: Agile Projects: Planning for Agile Teams: Scrum Teams, XP Teams, General Agile Teams, Team Distribution; Agile Project Lifecycles: Typical Agile Project Lifecycles, Phase Activities, Product Vision, Release Planning: Creating the Product Backlog, User Stories, Prioritizing and Estimating, Creating the Release Plan; Monitoring and Adapting: Managing Risks and Issues, Retrospectives.

Unit-III: Introduction to Scrum: Agile Scrum Framework, Scrum Artifacts, Meetings, Activities and Roles, Scrum Team Simulation, Scrum Planning Principles, Product and Release Planning, Sprinting: Planning, Execution, Review and Retrospective; User story definition and Characteristics, Acceptance tests and Verifying stories, Burn down chart, Daily scrum, Scrum Case Study.

Unit-IV: Introduction to Extreme Programming (XP): XP Lifecycle, The XP Team, XP Concepts: Refactoring, Technical Debt, Timeboxing, Stories, Velocity; Adopting XP: Pre-requisites, Challenges; Applying XP: Thinking- Pair Programming, Collaborating, Release, Planning, Development; XP Case Study.

Unit-V: Agile Software Design and Development: Agile design practices, Role of design Principles, Need and significance of Refactoring, Refactoring Techniques, Continuous Integration, Automated build tools, Version control; Agility and Quality Assurance: Agile Interaction Design, Agile approach to Quality Assurance, Test Driven Development, Pair programming: Issues and Challenges.

Recommended Books:

1. Robert C. Martin, Agile Software Development- Principles, Patterns and Practices, Prentice Hall, 2013.
2. Kenneth S. Rubin, Essential Scrum: A Practical Guide to the Most Popular Agile Process, Addison Wesley, 2012.
3. James Shore and Shane Warden, The Art of Agile Development, O'Reilly Media, 2007.
4. Craig Larman, ―Agile and Iterative Development: A manager's Guide, Addison-Wesley, 2004.
5. Ken Schawber, Mike Beedle, Agile Software Development with Scrum, Pearson, 2001.
6. Cohn, Mike, Agile Estimating and Planning, Pearson Education, 2006.
7. Cohn, Mike, User Stories Applied: For Agile Software Development Addison Wisley, 2004.

Online Resources:

1. IEEE Transactions on Software Engineering
2. IEEE Transactions on Dependable and Secure Computing
3. IET Software
4. ACM Transactions on Software Engineering and Methodology (TOSEM)
5. ACM SIGSOFT Software Engineering Notes