

Software Engineering

Lesson 01 Software Development Processes Exercise v1.1

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Agile Approaches XP



- Learning the Planning Game
An Extreme Exercise by Joseph Bergin, Pace University
 - Email: jbergin@pace.edu
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- Idea: Understanding how it works with “User stories” respectively “story cards”

Customer Story and Task Card

DATE: 3/19/98 TYPE OF ACTIVITY: NEW: ☒ FIX: ☐ ENHANCE: ☐ FUNC. TEST: ☐

STORY NUMBER: 1275 PRIORITY: USER: ☐ TECH: ☐

PRIOR REFERENCE: RISK: TECH ESTIMATE:

TASK DESCRIPTION:
SPLIT COLA: When the COLA rate chgs. in the middle of the BIW Pay Period, we will want to pay the 1st week of the pay period at the OLD COLA rate and the 2nd week of the Pay Period at the NEW COLA rate. Should occur "automatically" based on system design.
For the OT, we will run a m/frame program that will pay or calc the COLA on the 2nd week of OT. The plant currently retransmits the hours data for the 2nd week exclusively so that we can calc COLA. This will come into the Model as a "2144" COLA

TASK TRACKING: Gross Pay Adjustment. Create RM Boundary and Place in DEEntExcess COLA

Date	Status	To Do	Comments	BIN



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- Teams and Roles
 - 7 to 10 people in one team
 - 2 Customer – responsible for specification
 - Write and explain features
 - Choose features to realize
 - 2 Monitors – responsible for process
 - Keep everyone honest and communicating
 - Measuring time and looking for deadline
 - 3 to 6 Developers – responsible for built
 - Estimating time for features
 - Developing the product with realization of features

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- Part 1: Writing and Estimating Stories (10 minutes)
 - Customers decide what they want and begin to develop feature cards--one feature per card. Keep the developers informed. Give them the cards as they are written
 - Developers self organize and discuss things with the customers. When you get a card, estimate its time in ideal minutes/seconds. Give it back to Customers velocity for the next period
 - Monitors establish communication and are responsible for time schedule



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- Part 2: Planning and Selecting Features (5 minutes)
 - Developers decide on how many minutes of effective effort they think that they can deliver in a 10 minute "build" iteration
 - Customers choose the most desirable features up to a time limit determined and announced by developers (velocity)
 - Monitors promote communication and are responsible for time line

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- Part 3: Building (10 minutes)
 - Developers draw features on the cards given above and consult with customers as needed
 - Customers develop new cards as desired
 - Monitors help in process and meeting milestones

... and so on



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Part 1: Writing and
Estimating Stories

10'

Part 2: Planning and
Selecting Features
1st Iteration

5'

Part 3: Building 1st Iteration

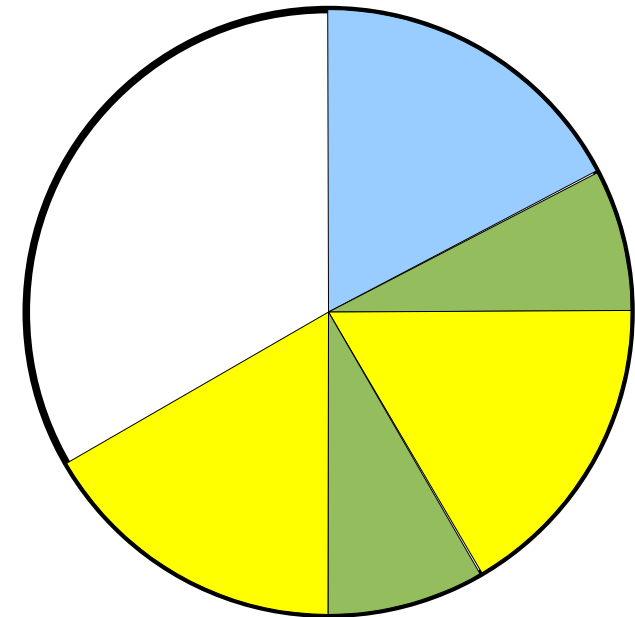
10'

Part 4: Reflection, More
Stories, and More
Estimation 2nd Iteration

5'

Part 5: Building 2nd Iteration

10'





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- What of the 12 Practices will be covered ...

