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# *Agile introductie*

**Just Enough!**

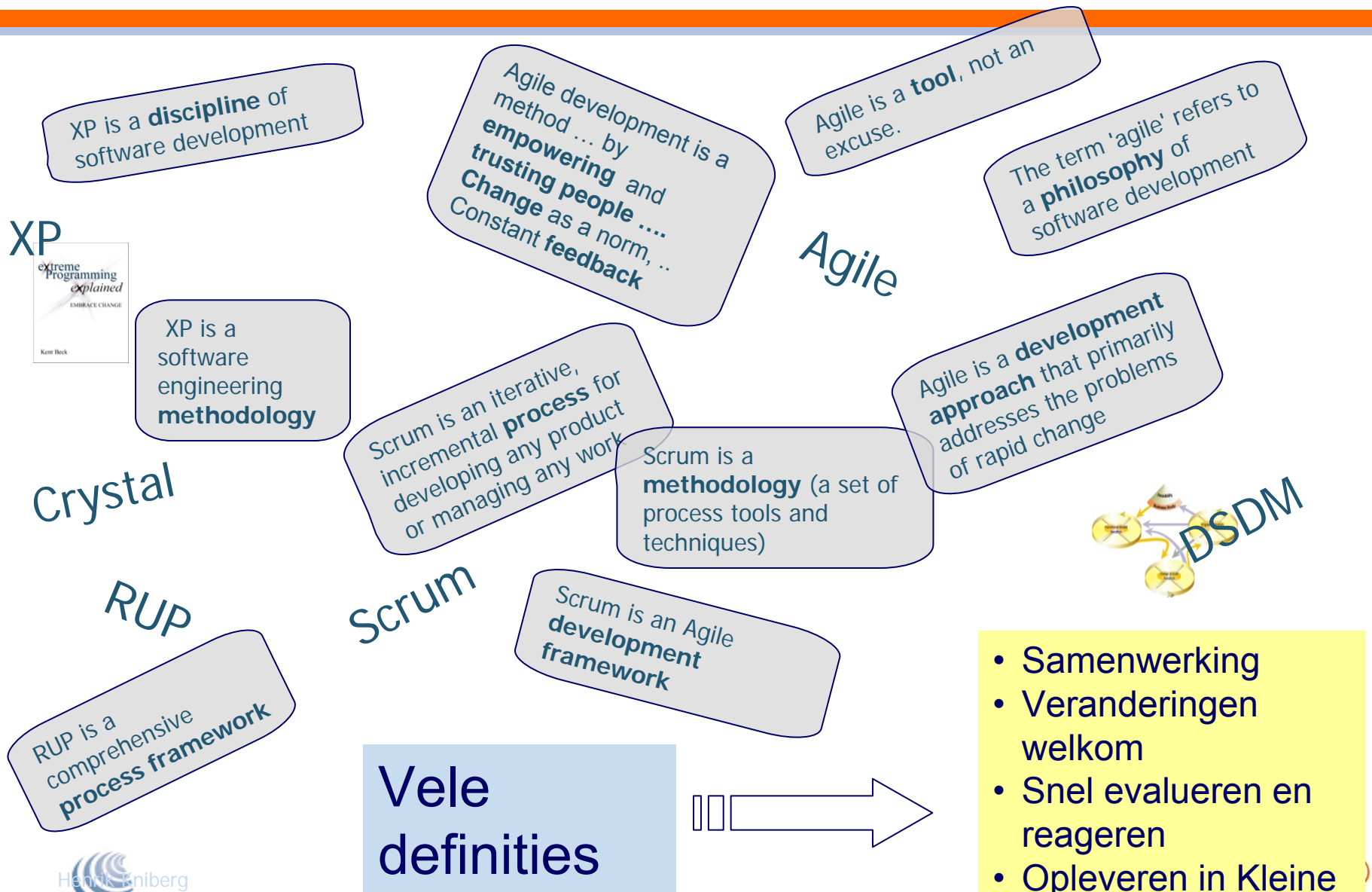
12 September 2011

Nathan Yousef (lid bestuur AC/NL)

# Backlog voor vandaag

TO-DO	IN PROGRESS	DONE
<p data-bbox="123 368 440 682">Wat zijn enkele kenmerken?</p> <p data-bbox="388 611 705 925">Wat houdt de manifesto in?</p> <p data-bbox="123 805 440 1119">Hoe wordt Agile in de praktijk ingevuld/ toegepast?</p> <p data-bbox="388 999 705 1313">Mythes/beloftes van Agile .....</p>		

# Agile is ... kenmerken



# Agile is ... kenmerken

- Requirements gaande weg uitwerkt
- Wijzigingen in requirements
- Review & feedback vanaf begin
- Iteratief & Incrementeel ontwikkelen
- Co-located self-organizing team
- “Empowered teams” met beslissing bevoegdheid
- Weiging documentatie
- “shippable” product na elke iteratie

# Agile historie

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- 1991: RAD
- 1995: DSDM
- 1993-96:  
Scrum ideas (Jeff Sutherland, Ken Schwaber)
- 1996-99: XP
- 2001-02 :  
Ken Schwaber, Mike Beedle, Agile Software Development with SCRUM

## 2001: Agile manifesto

*[Kent Beck Mike Beedle Arie van Bennekum Alistair Cockburn Ward Cunningham  
Martin Fowler James Grenning Jim Highsmith Andrew Hunt Ron Jeffries Jon Kern Brian Marick  
Robert C. Martin Steve Mellor Ken Schwaber Jeff Sutherland]*

# Backlog voor vandaag



# Agile Manifesto

## Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

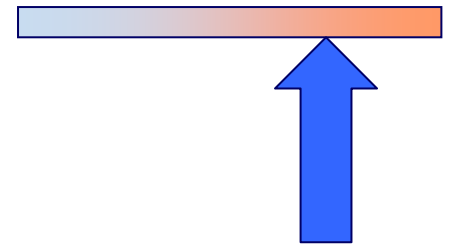
**Individuals and interactions** over processes and tools

**Working software** over comprehensive documentation

**Customer collaboration** over contract negotiation

**Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.



# Agile Manifesto: 12 principes

<p><b>1</b> <u>Working software</u> is the primary measure of progress.</p>	<p><b>7</b> Our highest priority is to satisfy the customer through <u>early and continuous delivery</u> of valuable software.</p>
<p><b>2</b> Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.</p>	<p><b>8</b> <u>Welcome changing</u> requirements, even late in development. Agile processes harness change for the customer's competitive advantage.</p>
<p><b>3</b> Continuous attention to technical excellence and good design enhances agility.</p>	<p><b>9</b> <u>Deliver working software frequently</u>, from a couple of weeks to a couple of months, with a preference to the shorter timescale.</p>
<p><b>4</b> <u>Simplicity</u>--the art of maximizing the amount of work not done--is essential.</p>	<p><b>10</b> Business people and developers must work together daily throughout the project.</p>
<p><b>5</b> The best architectures, requirements, and designs emerge from <u>self-organizing</u> teams.</p>	<p><b>11</b> Build projects around <u>motivated individuals</u>. Give them the environment and support they need, and trust them to get the job done.</p>
<p><b>6</b> At <u>regular intervals</u>, the team <u>reflects</u> on how to become more effective, then tunes and adjusts its behavior accordingly.</p>	<p><b>12</b> The most efficient and effective method of conveying information to and within a development team is <u>face-to-face conversation</u>.</p>

# Agile Manifesto :

Working software over comprehensive documentation

Hoeveel documentatie?

- Sw zonder documentatie is moeilijk te onderhouden (beschrijving + ontwerp beslissingen)
- Een mate van Documentatie nodig ook in afstemming met klant, opdrachtgever en eind gebruikers
- Te veel documentatie : kost veel tijd om et maken en te ondergehouden (consistentie met de code)

Waar ligt het evenwicht?

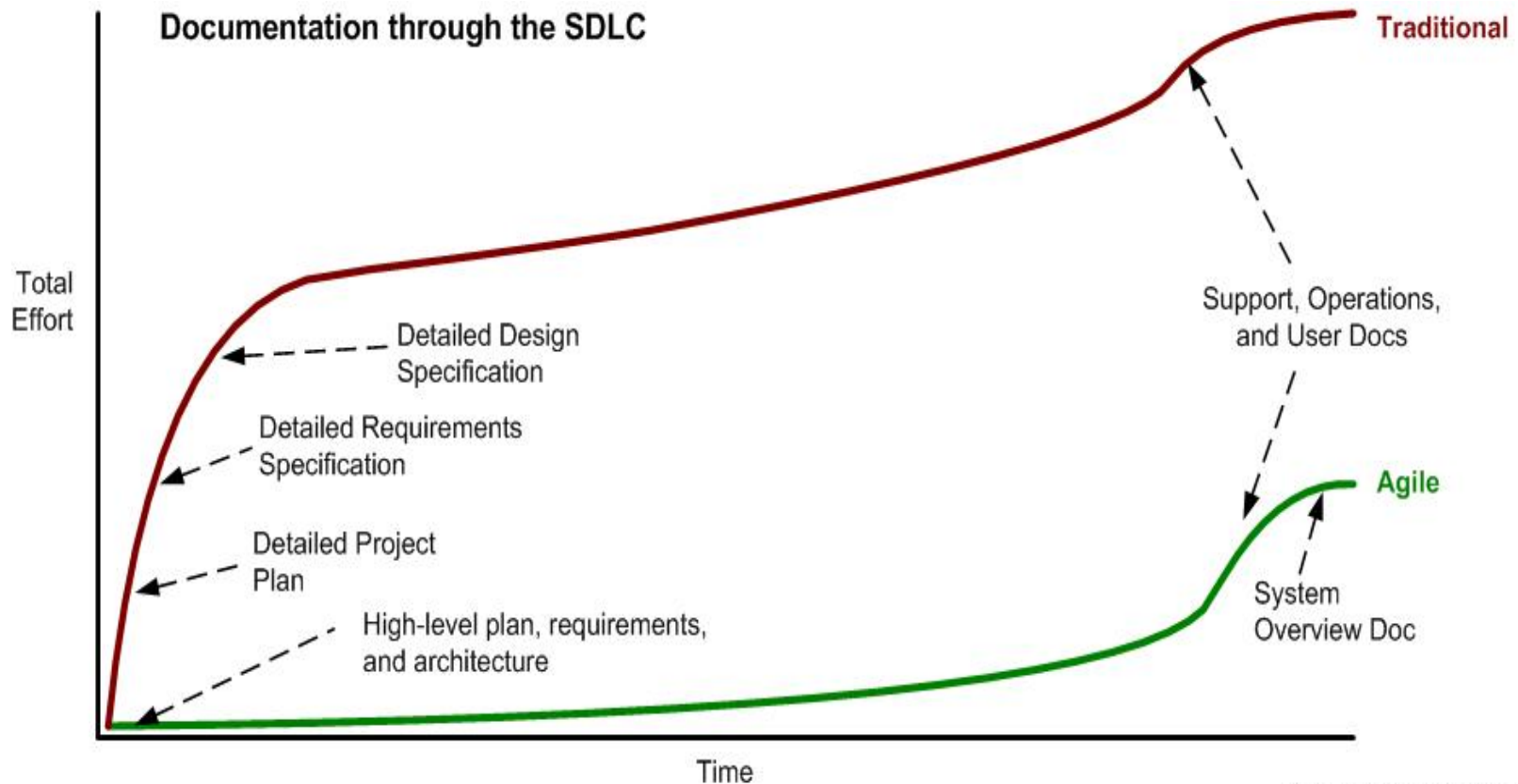
Documentatie Code



ING 

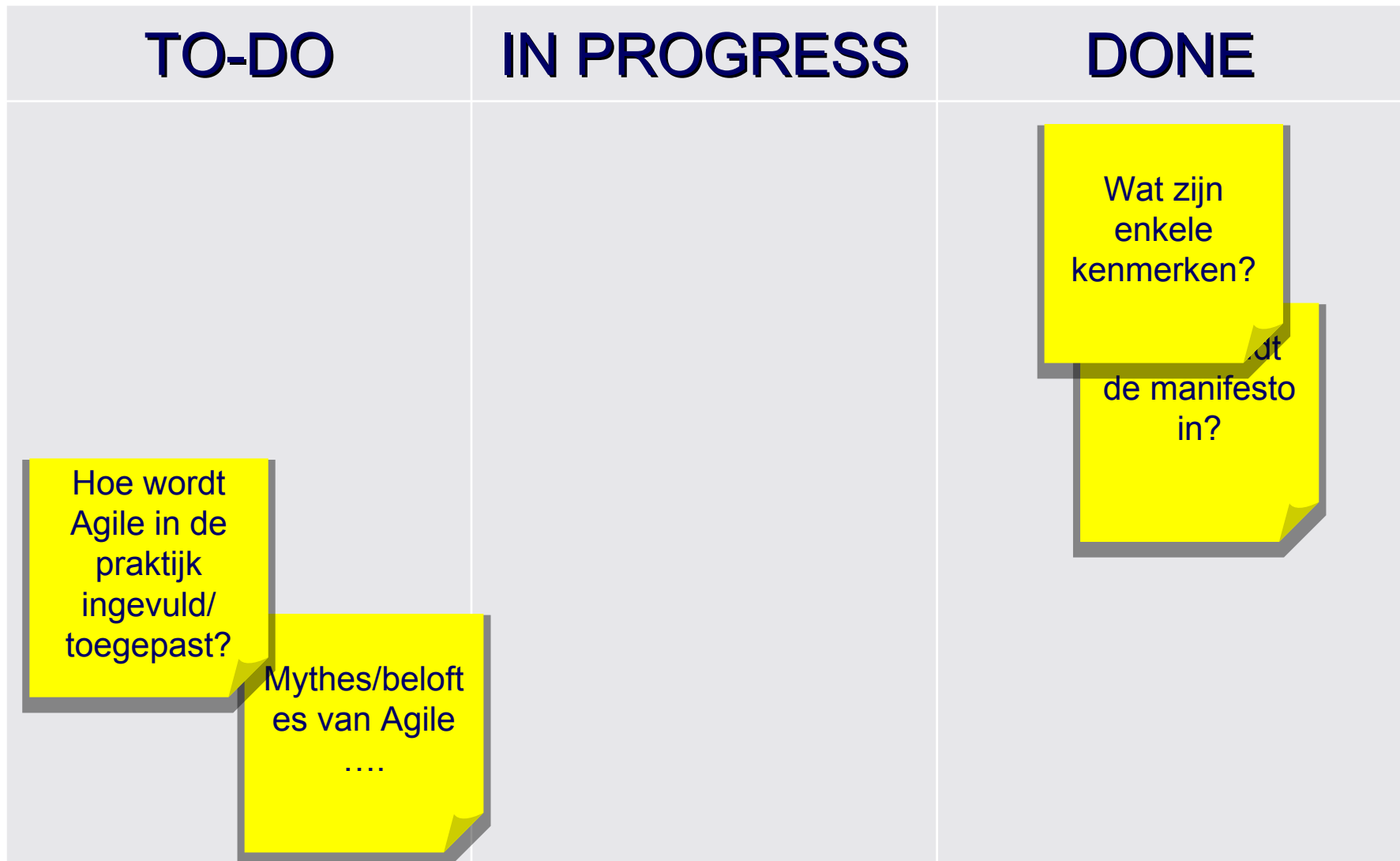
# Agile Manifesto :

Working software over comprehensive documentation



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# Backlog voor vandaag



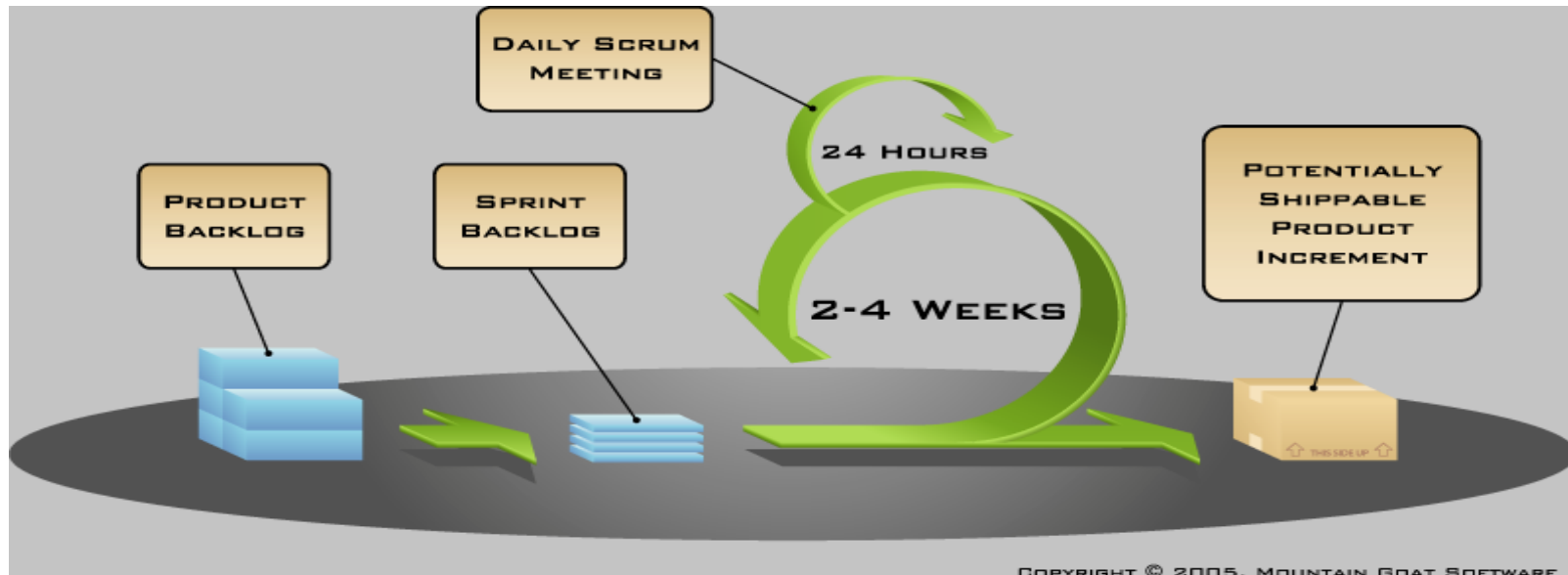
# Hoe wordt Agile in de praktijk

## Scrum:

- Product owner
- Scrum Master
- Team

- Release planning
- Sprint planning
- Sprint review
- Sprint retrospective
- Daily scrum meeting

- Product backlog
- Sprint backlog
- Burn down charts
- Definition of Done



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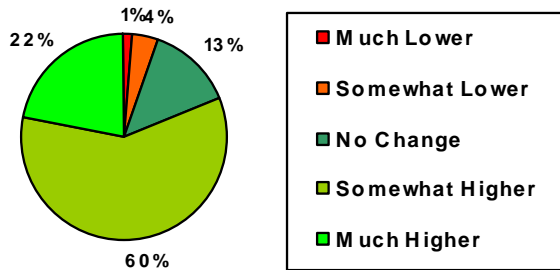
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# Mythes/beloftes van Agile

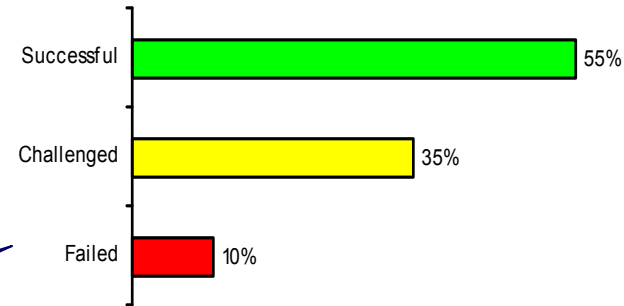
- Productiviteit, kwaliteit, kosten:

Agile Approaches affected Productivity: 82% of respondents say Higher



Bron: Scott W. Ambler

Perceived Agile Project Success Rates



Year	Organization	Author	Size	Productivity	Quality	Cost
2003	Shine	Johnson	131	93%	88%	49%
2006	Agile Journal	Barnett	400	45%	43%	23%
<b>2007</b>	<b>Microsoft</b>	<b>Begel, et al.</b>	<b>492</b>	<b>14%</b>	<b>32%</b>	<b>16%</b>
<b>2007</b>	<b>UMUC</b>	<b>Rico, et al.</b>	<b>250</b>	<b>81%</b>	<b>80%</b>	<b>75%</b>
2008	AmbySoft	Ambler	642	82%	72%	72%
2008	IT Agile	Wolf, et al.	207	78%	74%	72%
2008	Version One	Hanscom	3,061	74%	68%	38%
<b>Average</b>				<b>67%</b>	<b>65%</b>	<b>49%</b>

Bron: Ivar Jacobson International

# Mythes/beloftes van Agile

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Agile ≠ discipline

Agile ≠ Geen documentatie

## Aandachtspunten bij implementatie:

Combinaties van Agile met

- CMMI , ISO
- Architectuur (EA)
- Prince 2?
- Programma & portfolio management
- ...

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# Vragen ?

Voor meer info. of reacties :

Nathan Yousef

020 - 6523292

[nyousef@agileconsortium.nl](mailto:nyousef@agileconsortium.nl)