Agile Software Development

L01 – Course organization

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Online lessons etiquette

✓ Mute your microphone until you want to speak
✓ Turn on your video if you participate on a discussion
✓ Use your real name
✓ Only post chat messages relevant to the lessons
✓ If you would like to speak or answer a question, use the “Raise Hand” feature
Learning goals

✓ To introduce basic concepts of Agile Software Development and current practices.

✓ The course allows students to implement agile practices during the development of a web application.
Rationale of the course

Strong connection with
MTAT.03.229 – Enterprise System Integration

Great opportunity to introduce/recall some concepts:

- Software development practices
- Development of web-based applications
- Use of cloud-based tools
Our Approach

Students will...

- Learn the concepts of agile practices (lectures)
- Learn a technology stack (practice sessions)
- Put it into practice (project)

→ Develop a project from **conception** to **deployment** by
  
  - Applying agile practices
  - Using a technology stack
Course Organization

• **Lectures**
  - Tuesdays 10:15-12:00 **ONLINE**
  - Weeks 2-7: Ezequiel Scott
  - Weeks 8-10: Orlenys López-Pintado

• **Practical sessions**
  - Group 1, Tuesdays 12.15-14.00 (Orlenys) **ONLINE**

• **Consultation**
  - Fridays 14.15 - 16.00
    - **ON-SITE (DELTA)** or **ONLINE (Zoom)**
    - **ON-DEMAND**
Course Modality

• Lectures and Practice Sessions will be held **ONLINE**, recorded, and available on **Moodle**.

• You can attend the practice sessions regardless of the group in which you are registered in SIS.

• Fridays are reserved for **on-demand** consultation.
  • We must know WHO will come **IN ADVANCE** → Answer the pool every week on **Slack**
  • We can make it **ONLINE** or **ON-SITE**, as you need and depending on the number of students
Lab instructors

Orlenys López-Pintado
orlenyslp@ut.ee

Sophio Japharidze
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<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
</tr>
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<tbody>
<tr>
<td>08.09</td>
<td>Introduction ✓</td>
</tr>
<tr>
<td>15.09</td>
<td>Test-Driven Development</td>
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<td>22.09</td>
<td>Requirements in Agile Software Development</td>
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<tr>
<td>29.09</td>
<td>Agile Software Development with SCRUM</td>
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<td>06.10</td>
<td>Code Refactoring</td>
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<tr>
<td>13.10</td>
<td>Agile at Scale</td>
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<tr>
<td>20.10</td>
<td>Web application development using Phoenix I.</td>
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<td>27.10</td>
<td>Web application development using Phoenix II.</td>
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<tr>
<td>03.11</td>
<td>Web application development using Phoenix III.</td>
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<td>Behaviour Driven Development (BDD)/Test-Driven Development (TDD)</td>
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<td>Phoenix app's architecture, a deep dive</td>
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<td>Adding Plugins</td>
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How to pass the course

- **Homeworks** (submitted in pairs) 8 points
  - 2 lab assignments * 4 points (max)
- **Project** (team-based, 4 members) 32 points
  - Evidence of the use of agile practices
  - Assessment of the delivered software (code + tests)
  - 4 Project checkpoints -- Sprint reviews (weekly)
    - 4 checkpoints * 8 points (max)
- **Final exam** 60 points
  - You need a mark of at least 20 points out of 60 to pass the course
  - Structure of the exam: Theory / Practice
**Assessment**

- All members in a team receive equal grades in labs
- **BUT**: Exceptions from equal grade rule will be made, if individuals in a team don’t participate actively
- Lab assignments: team penalties apply for late delivery
  - 24h $\Rightarrow$ -25%
  - 48h $\Rightarrow$ -50%
  - >48h $\Rightarrow$ -100%
- Sprint Reviews: Individual penalties apply for not attending the reviews.
- Don’t plagiarize!
Communication channel

Messages / Feedback

https://join.slack.com/t/asd2020/shared_invite/zt-h34v6fc4-xK9RzLLwlPriuI5glemnhA