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
Teachers

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Course Organization

• **Lectures**
  - Tuesdays 10:15-12:00 ONLINE
    - Lectures 1-6: Ezequiel Scott
    - Lectures 7-8: Orlenys López-Pintado

• **Practical sessions**
  - Group 1, Tuesdays 12:15-14:00 (Orlenys) ONLINE

• **Consultation**
  - Tuesdays 18:15 – 20:00
    ON-SITE (DELTA) or ONLINE (BBB/Zoom/Skype)
    ON-DEMAND
What is your main course expectation?

I expect to...

A. learn a new programming language
B. understand what ASD is
C. get experience with team-work
D. apply ASD to my own projects
E. something else (please write it in the chat box)
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.03.094] or [LTAT.05.003] Software Engineering
[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)
• apply practices and technology in a project (teamwork)

→ from conception to deployment
What programming languages do you speak?

Draw a ✔ inside the corresponding circle(s):

- Java
- C++/ C#
- PHP
- Ruby
- Python
- Javascript
- Other:
<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>07.09</td>
<td>Introduction, ✔</td>
<td>Web application development using Phoenix I.</td>
</tr>
<tr>
<td>14.09</td>
<td>Test-Driven Development</td>
<td>Behaviour Driven Development (BDD)/Test-Driven Development (TDD)</td>
</tr>
<tr>
<td>21.09</td>
<td>Requirements in Agile Software Development</td>
<td>Web application development using Phoenix II.</td>
</tr>
<tr>
<td>28.09</td>
<td>XP and code refactoring</td>
<td>Phoenix app's architecture, a deep dive</td>
</tr>
<tr>
<td>05.10</td>
<td>Scrum</td>
<td></td>
</tr>
<tr>
<td>12.10</td>
<td>Agile at Scale</td>
<td></td>
</tr>
<tr>
<td>07.12</td>
<td>Lecture 14</td>
<td>Demos</td>
</tr>
<tr>
<td>09.11 – 30.11</td>
<td>Lectures 10-13</td>
<td>Project checkpoints</td>
</tr>
<tr>
<td>02.11</td>
<td>Project introduction</td>
<td></td>
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How to pass the course

- **Homework Assignments** (submitted in pairs) 10 points
  - 2 homework assignments
- **Project** * (team-based, 4 members) 40 points
  - Software process design
  - Use of agile practices
  - Assessment of the delivered software (code + tests)
  - 4 Project checkpoints -- Sprint reviews (weekly)
    - 4 checkpoints * 8 points (max)
  - Demos 3 bonus points
- **Final exam** *
  - You need a mark of at least 20 out of 50 points
  - Structure of the exam: Theory / Practice 50 points

(*) mandatory
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
- Homework 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

https://join.slack.com/t/asd2021workspace/shared_in_vite/zt-ur6jsi1x-~20iGBnE0~xDFlL6zm0~Lg