Agile /Scrum /Kanban intro

Agile

Portnov Computer School

Topics

- **SDLC**
- ► SDLC and SQA
- Project Management and Software Development methodologies
- ▶ Waterfall overview
- Agile overview

SDLC

SDLC

- ▶ Planning
- Requirement Analysis
- Design
- ► Implementation
- ▶ Testing
- Deployment
- ▶ Maintenance

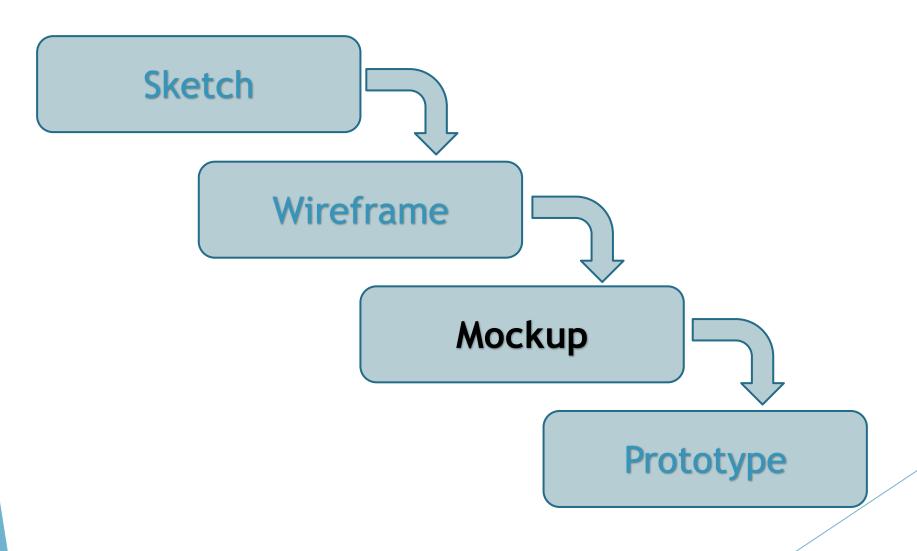
SDLC and SQA

- ► To Build Better Products, Start Quality Early
- ► How early?

QA: Planning and Requirement Analysis

- Product knowledge. Be an advocate and expert on user experience.
- Identify logical conflicts and discrepancies. Weigh in on new features.
- ▶ Identify poorly defined or unaddressed elements.
 Point out potential issues.
- Provide feedback and ask questions!
- ► Having a preview can help planning for future tests.

Application Design



QA: Application Design

- ► Can verify Human Interface Guidelines
- Can identify aspects of the design that might cause problems
- ► Will the application be likable? Boring? Annoying?
- ► Can reduce time in development

QA: Implementation and Testing

- Involved if issues were brought up during development
- Keeping track of all updates
- ► Test cases/test plans
- Bug reports
- ► Test reports
- Prioritizing tests

QA: Deployment and Maintenance

- ► On-call during releases.
- ▶ Post deployment testing.
- ► Hot-fixes testing.
- ▶ Upgrades testing.

Project Management and Software Development

Project Management and Software Development Methodologies

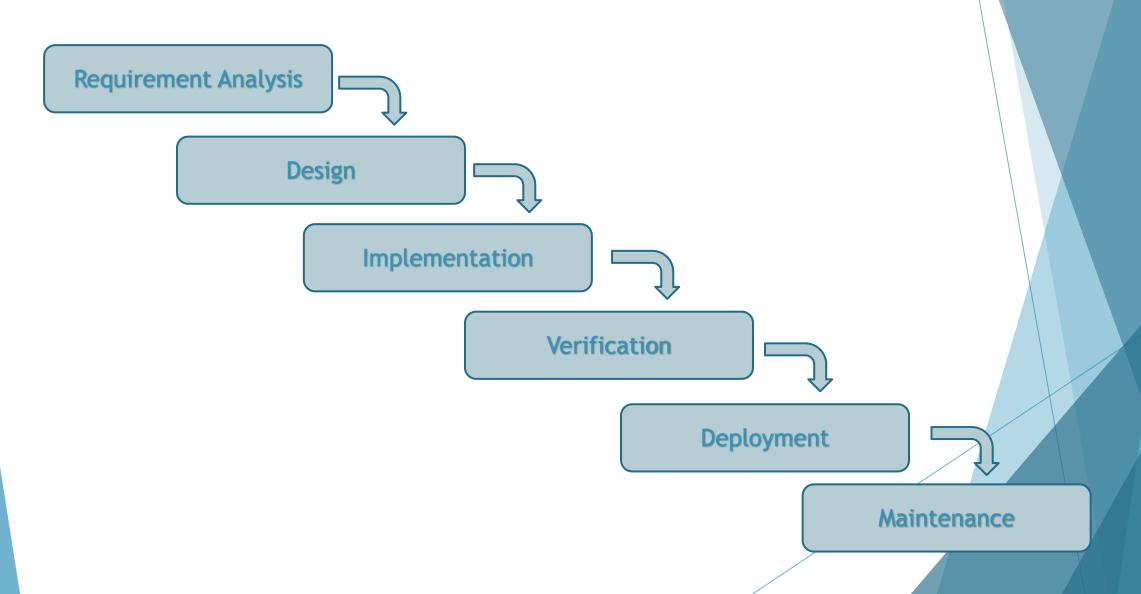
- Why do we need to learn about it?
- ▶ Benefits:
 - Make better business decisions
 - ► Improve internal communications
 - ► Save money
 - ► Iterate on your success

Project Management and Software Development Methodologies

- Waterfall development
- ► Agile development
- DevOps deployment
- Rapid application development
- etc...

Waterfall

Waterfall



Waterfall

- Waterfall methodology follows a sequential, linear process
- ► The Waterfall model originated in the manufacturing and construction industries, both highly structured environment where changes can be too expensive or sometimes impossible
- ► Each phase must be completed before the next phase can begin and there is no overlapping in the phases

Advantages and Disadvantages

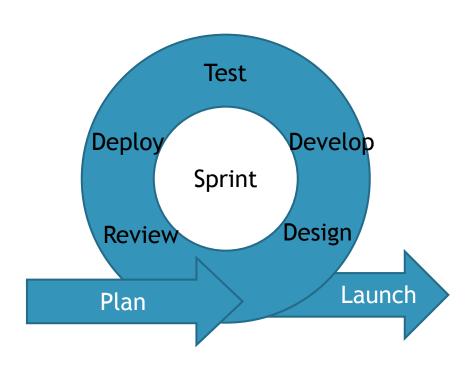
- Simple and easy to understand, use, and manage
- Phases are processed and completed one at a time
- Defined team roles
- Clearly defined stages and milestones
- Easy to arrange tasks
- Process and results are well documented

- No working software is produced until late during the life cycle
- Testing is done only at the latter phases of the project
- Doesn't allow to identify challenges at early stages of the project
- No allowance for uncertainty
- Cannot accommodate changing requirements
- Adjusting scope during the life cycle can end a project
- Integration is done at the very end, doesn't allow to identify challenges at early stages of the project

Agile

Manifesto for Agile Software Development

Agile



Agile

- ➤ Agile collaborating to iteratively deliver whatever works
- ► Agile is an incremental and iterative approach

Values

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- ► Responding to change over following a plan

12 Principles

- Customer satisfaction through early and continuous software delivery
- Accommodate changing requirements throughout the development process
- Frequent delivery of working software
- Collaboration between the business stakeholders and developers throughout the project
- Support, trust, and motivate the people involved
- Enable face-to-face interactions
- Working software is the primary measure of progress
- Agile processes to support a consistent development pace
- Attention to technical detail and design enhances agility
- Simplicity
- Self-organizing teams encourage great architectures, requirements, and designs
- ▶ Regular reflections on how to become more effective

Advantages and Disadvantages

- Continuous quality assurance
- Faster software development life cycle
- Customer-focused, increased customer satisfaction
- Flexible in accepting changes
- Empowers teams to manage projects
- Promotes efficient communications
- Ideal for projects with non-fixed funding

- Requires a high degree of customer involvement
- Assumes every team member is completely dedicated to the project
- Limited documentation
- Difficult planning at early stages
- Lack of long-term planning
- Agile recommends co-location for efficient communication

Agile vs Waterfall

- Incremental and iterative approach
- Separates a project into sprints
- Focus on customer satisfaction
- Requirements can be revised, and changes can be made any time
- Team manages the project
- Testing is performed concurrently

- Linear and sequential approach
- Divides a project into phases
- Focus on successful project delivery
- Requirements are prepared once at the start, no scope changes
- Project Manager's role is essential
- Testing phase comes only after the build phase

Agile? Scrum? Kanban?

- Agile tends to be used as an umbrella term used for flavors of Agile including Scrum, eXtreme Programming (XP), Kanban, and Scrumban
- Scrum and Kanban are subsets of Agile
- ► They are lightweight process frameworks for agile development