

Introduction to Agile Methodologies

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Content

- ▶ Chaos
- ▶ Short History of Agile
- ▶ Scrum

SixSq Sàrl

- ▶ Founded in 2007 by three partners
- ▶ Based in Geneva, Switzerland
- ▶ Privately held, limited liability company

- ▶ sixsq.com



SixSq Services

▶ Products and Services

- SlipStream™: Automated deployment orchestration of multi-machine deployment in clouds
- StratusLab: open source IaaS cloud solution

▶ Consultancy and Training/Coaching

- Automation of development processes and practices
- Agile and Scrum training and coaching
- Cloud and virtualization technologies



Chaos

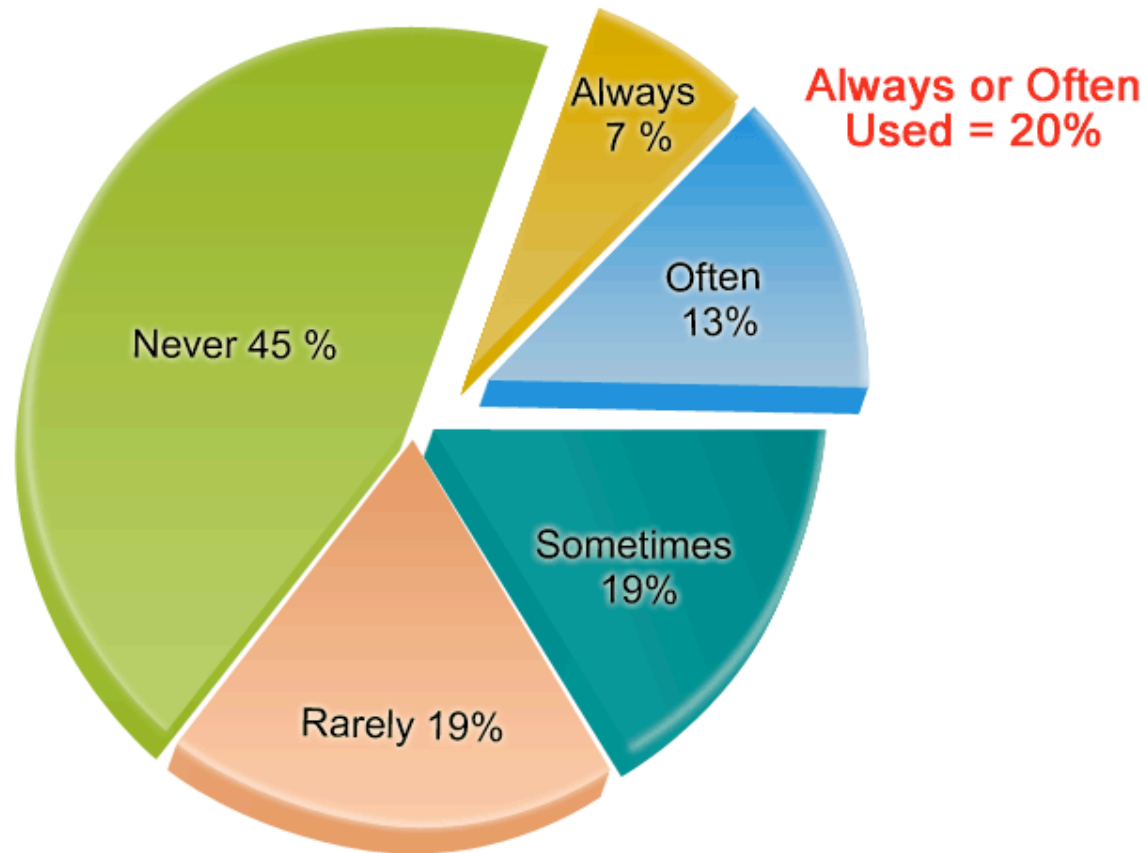


Chaos in the Software Industry

- ▶ 1994: 15% success rate
- ▶ 1994: ~170% over budget
- ▶ 2004: 34% success rate
- ▶ 2004: ~70% over budget

Are we building the right system?

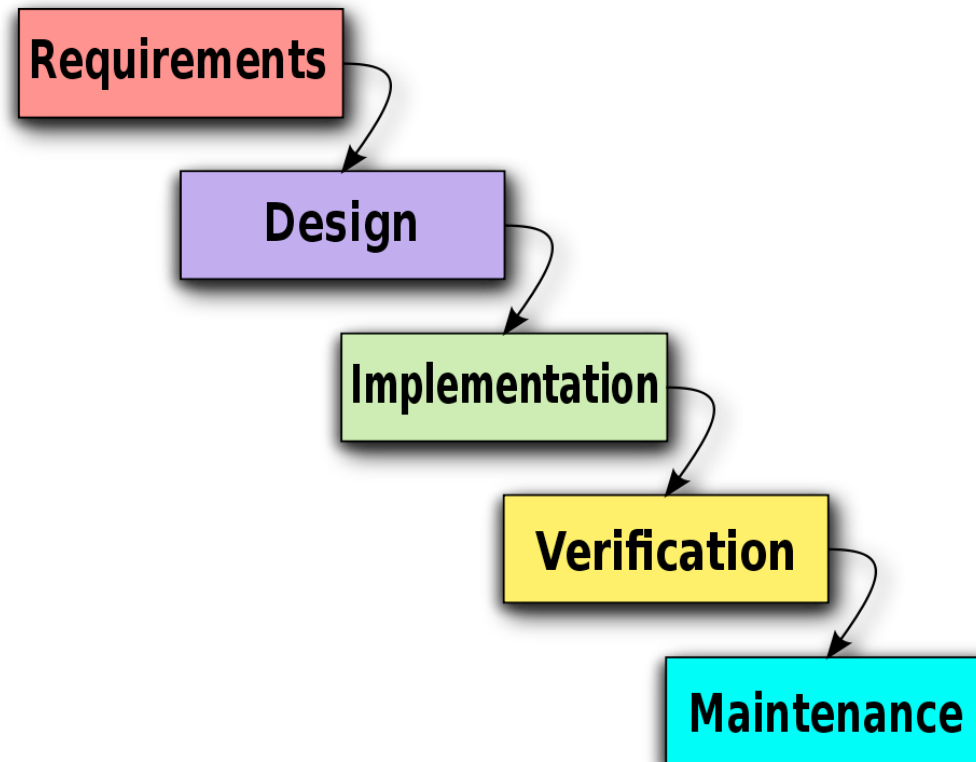
Features and Functions Used in a Typical System



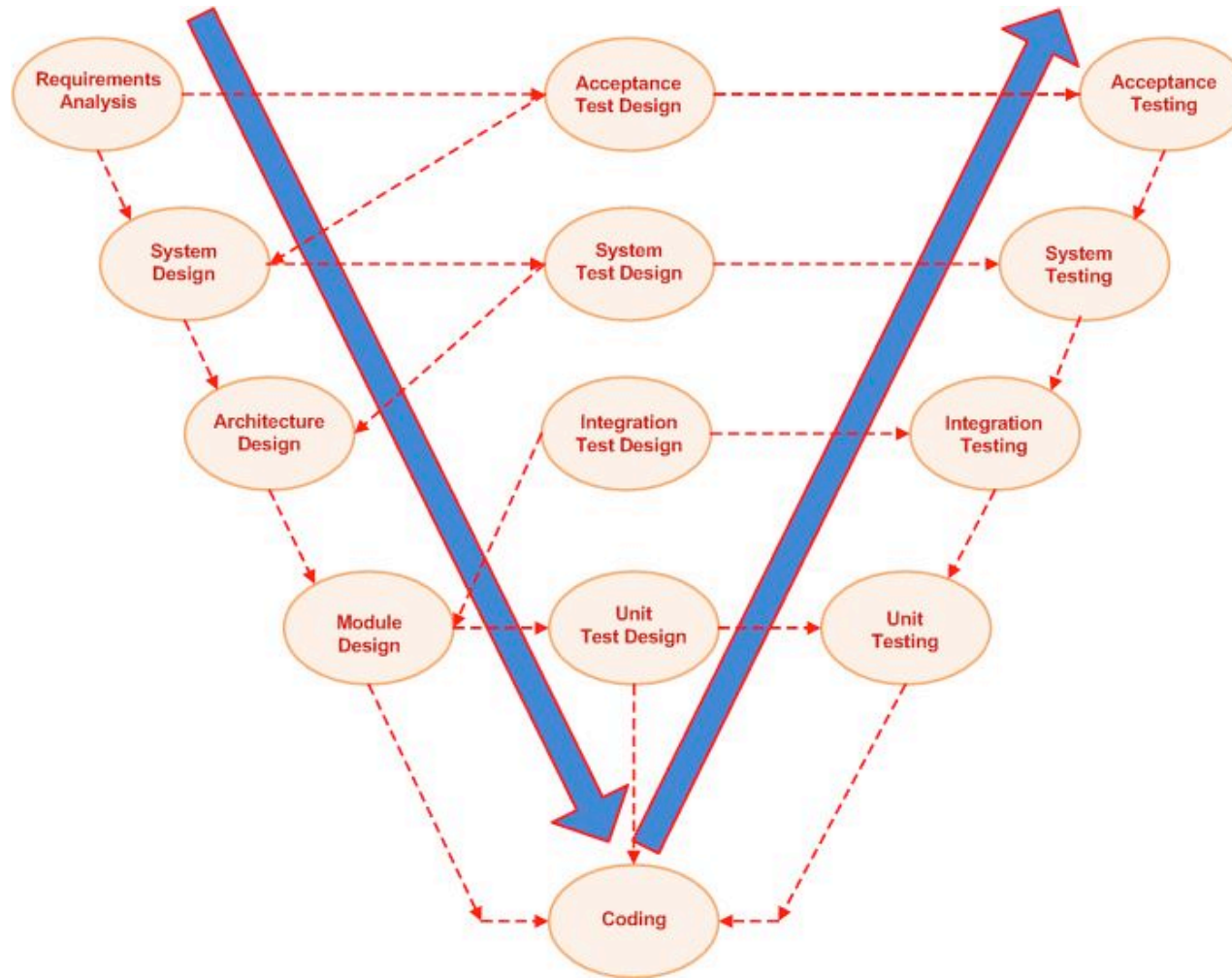
Standish Group Study - Reported at XP2002 by Jim Johnson, Chairman

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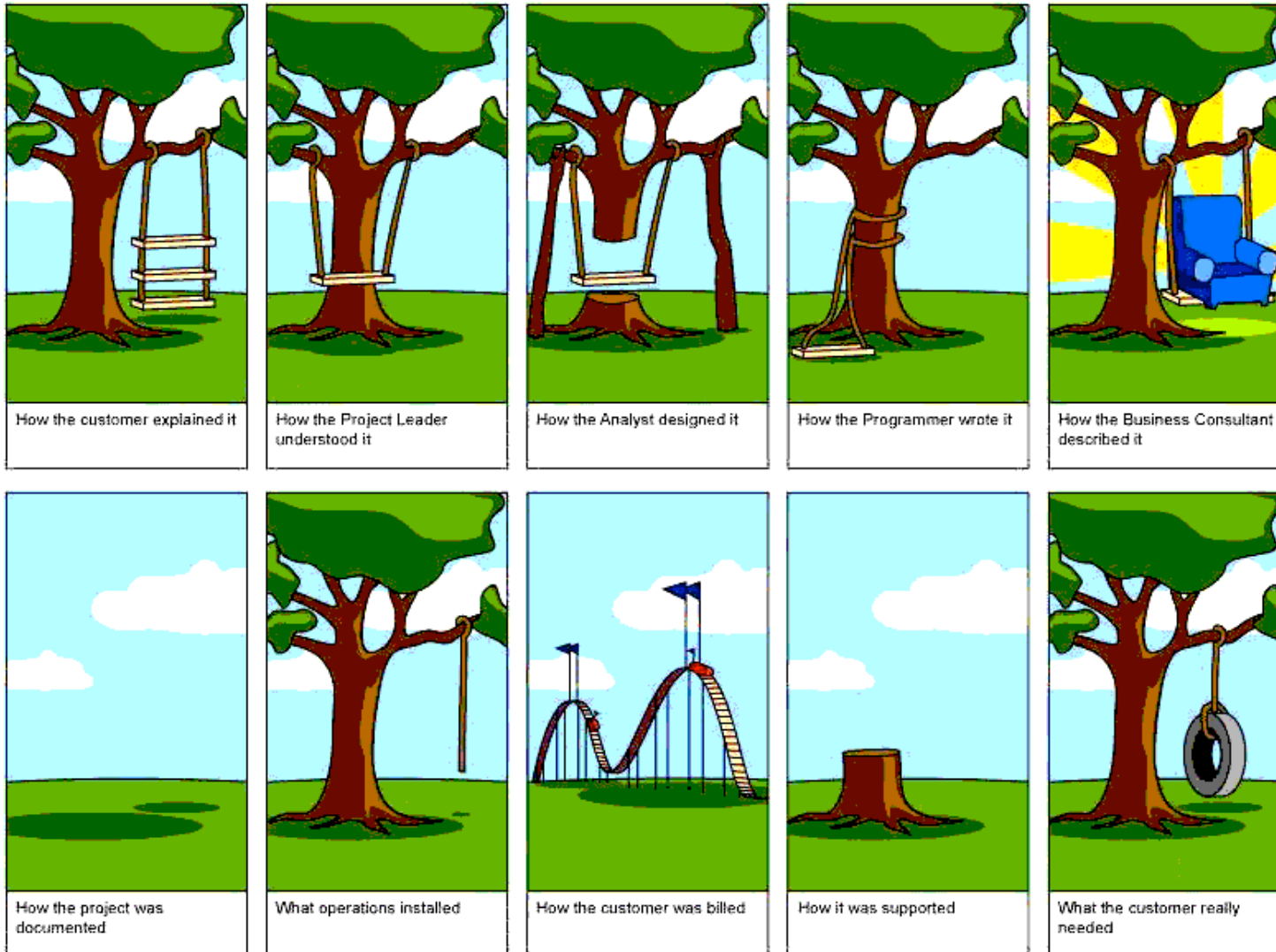
Waterfall Model



'V' Model



What's the problem?!!



Short History of Agile



Lean

- ▶ Associated to **Toyota** and created by Sakichi Toyoda
- ▶ **'Stop the line'** culture
- ▶ Articulated around the concept of **continuous improvements**
- ▶ Puts the **human at the heart** of the process

Agile Manifesto: 2001

**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
Dave Thomas**



Agile Manifesto

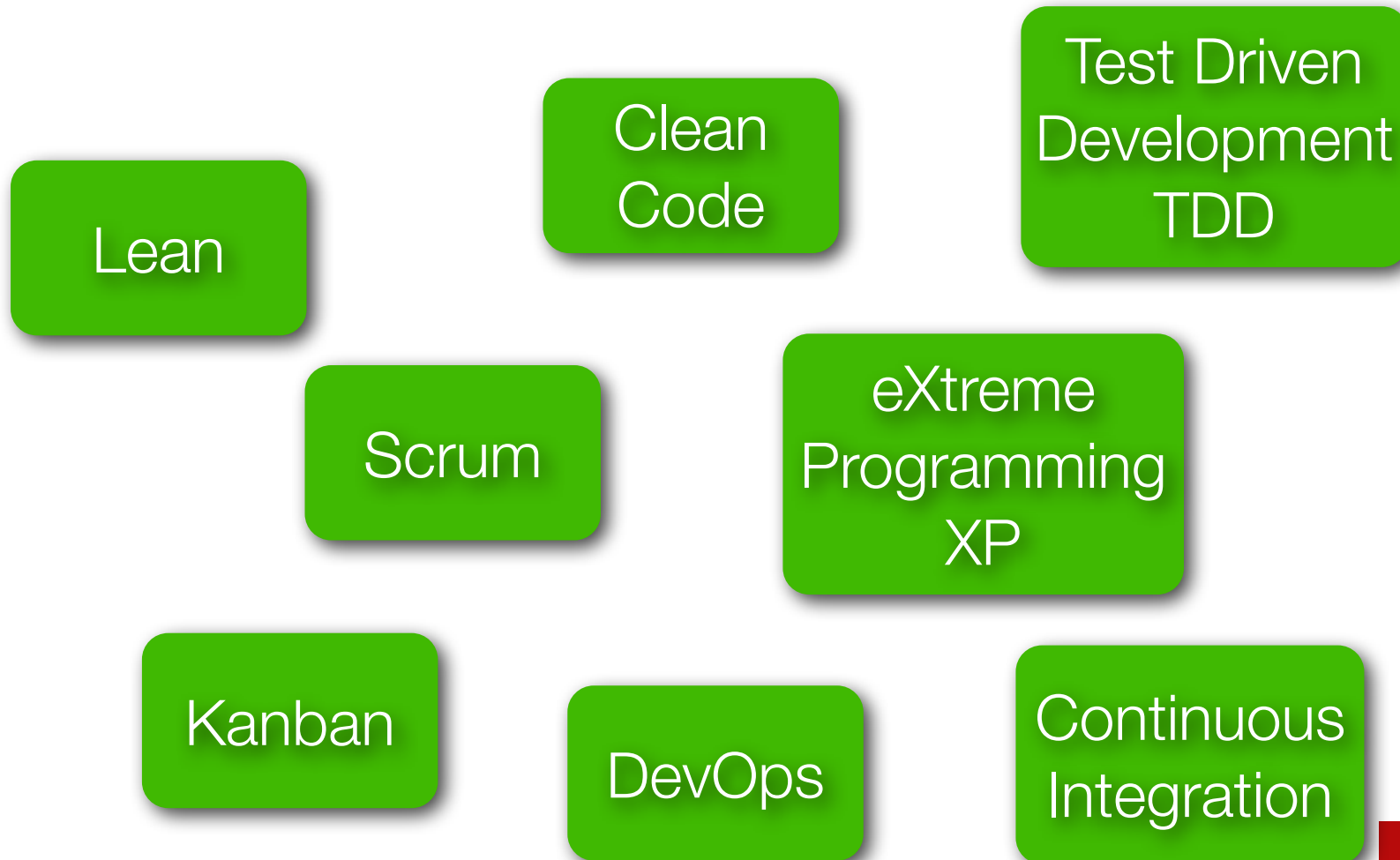
“We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

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 Eco-System



Scrum



Scrum



Formal

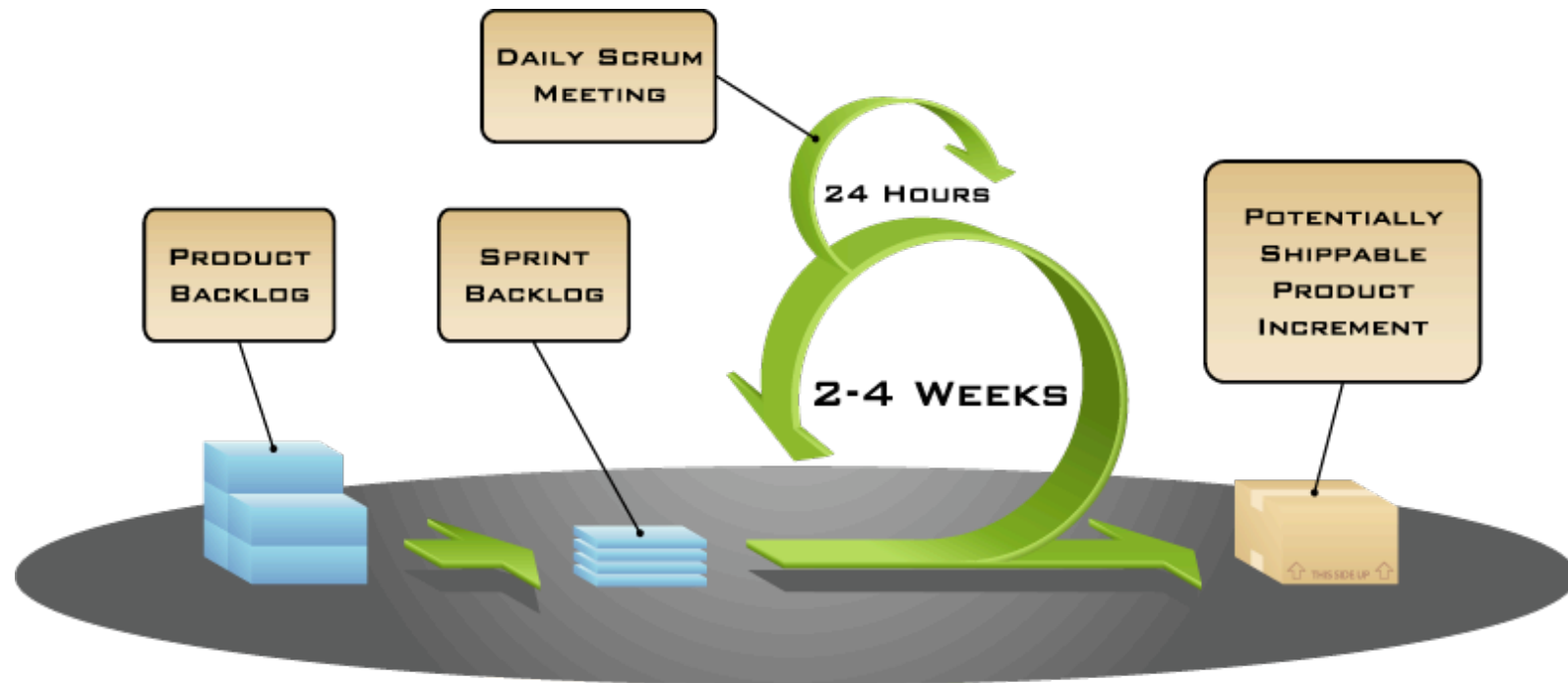


Iterative



Scrum

Scrum



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Scrum

- ▶ **Scrum Master:**

Servant of the team, protector of the process

- ▶ **Product Owner:**

Visionary and responsible for the product

- ▶ **The Team:**

The Engine!!

- ▶ **Product Owner Proxy (optional):**

Proxy on the side of the provider



Scrum Life Cycle

- ▶ **Product Back Log:**

 - Requirements ordered by priority

- ▶ **Planning Meeting:**

 - Team estimates the development costs + commits

- ▶ **Sprints:**

 - Development cycles of 1 to 4 weeks

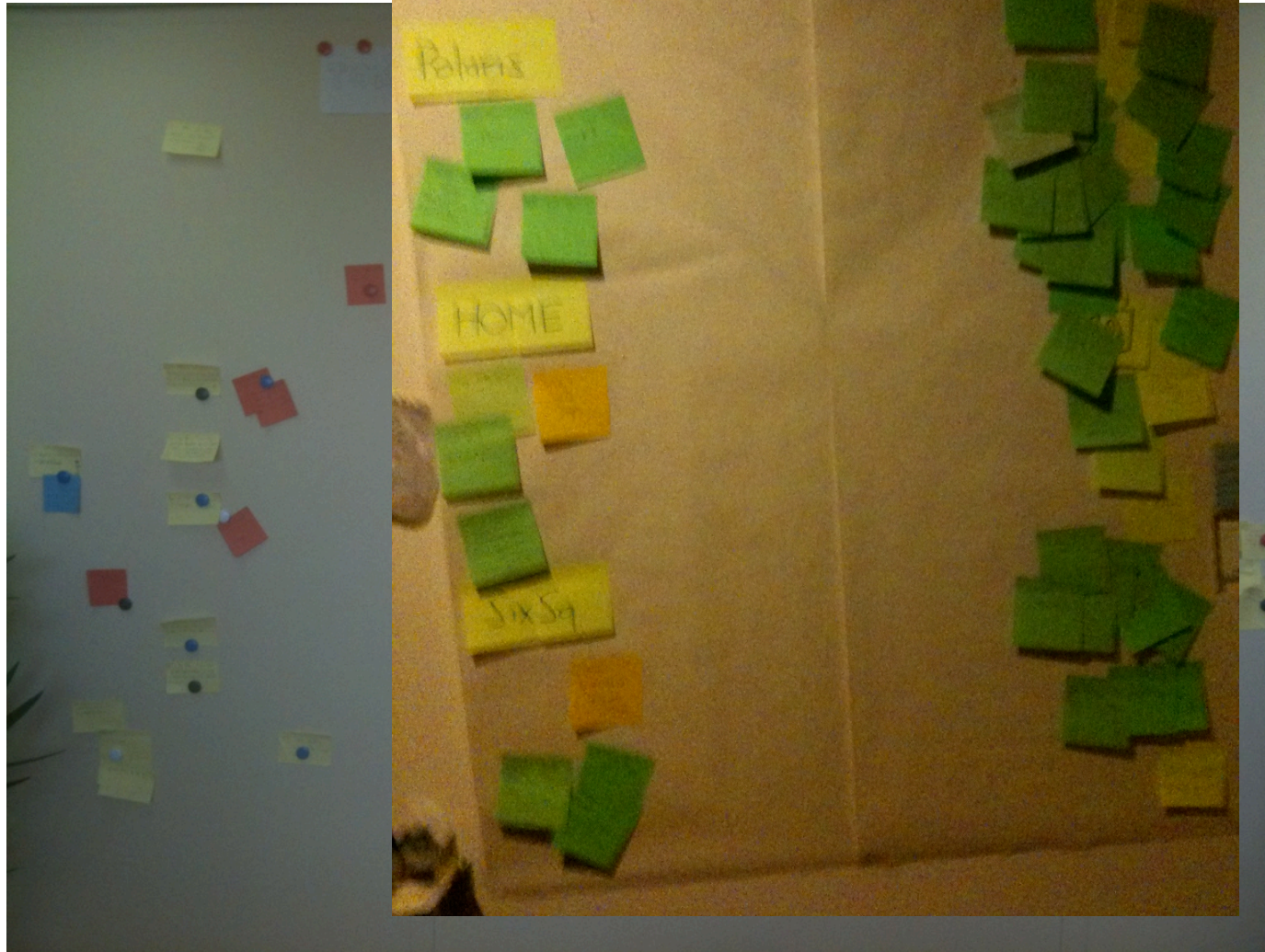
- ▶ **Demo:**

 - Product demonstration

- ▶ **Retrospective**



Scrum Board



Stand-up Meeting

- ▶ Daily meeting at set time
- ▶ Metaphor of the **Chicken and the Pig**
- ▶ 3 questions
 - What was your contribution to the project since the last stand-up?
 - What will be your contribution to the project in the next 24 hours?
 - What impediments have you encountered
- ▶ 15 minutes max!!

Scrum Dysfunction: Scrum Butt's

“We do Scrum **BUT we don't**

... run demos”

... have a Product Backlog”

... have Product Owner”

... do sprints”



www.sixsq.com

Thanks...

