

Hands-on course , 2
day(s)
Ref : MAG

Participants

IT managers, systems managers, business and project managers but also all those who wants to learn an agile approach to implement a project process.

Pre-requisites

Basic knowledge of project management software.

Next sessions

Agile Modeling for project management

OBJECTIVES

Methods known as "Agile" have certain advantages. They allow better control of project time, cost and production. This course, after describing the basic agile methods, provides details of Scrum and eXtreme programming.

1) Introduction

2) eXtreme Programming

3) Scrum

4) Software engineering and RAD (Rapid Application Development)

5) Synthesis

1) Introduction

- Approaches more adapted to new technologies.
- Communication. Competence and commitment of resources.
- Iterative and incremental life cycle. Change acceptance Panorama.
- Presentation of the main agile methods: Crystal Clear, XP, Scrum, FDD, DSDM, RAD, ASD.

2) eXtreme Programming

- Best development practices. Quality.
- Define the context of use. Measure and establish the requirements for success.
- A continuous project process. Design, validation and continuous integration. Development and delivery iterations.
- A constant feedback. Test-driven development. Planning with customer scenarios.
- The client integration. Pair programming.
- Assessment of costs and deadlines. Estimation of scenarios. Individual and team velocity.
- Actors. Roles and responsibilities.

Case study

Scenarios description by user's stories.

3) Scrum

- Features. Actors and roles. Product Owner. ScrumMaster.
- Product Backlog. Stories, features, sprint backlog, tasks.
- Evaluate of the size of the stories : planning poker. Assessing the amount of work.
- Planning a release, planning a sprint. Review, retrospective.
- Monitoring: update sprint and release burn down chart.
- The meaning of the finish for a release, a sprint.
- Adaptation of scrum context. Subcontracting. Tools.

Case study

Achieve the sprint 0: identify features. Estimate the size of the stories : planning poker. Build a release plan. Develop a sprint backlog.

4) Software engineering and RAD (Rapid Application Development)

- Programming: Test-driven development, simple design and redesign.
- Collaboration: pair programming, collective code responsibility, coding rule, metaphor, continuous integration.
- RAD : the origin of agile methods. Key concepts: time box, participatory approach, actors.
- DSDM, an evolution of the RAD method.

5) Synthesis

- Agile answers to project risks.
- The success factors of an agile project.