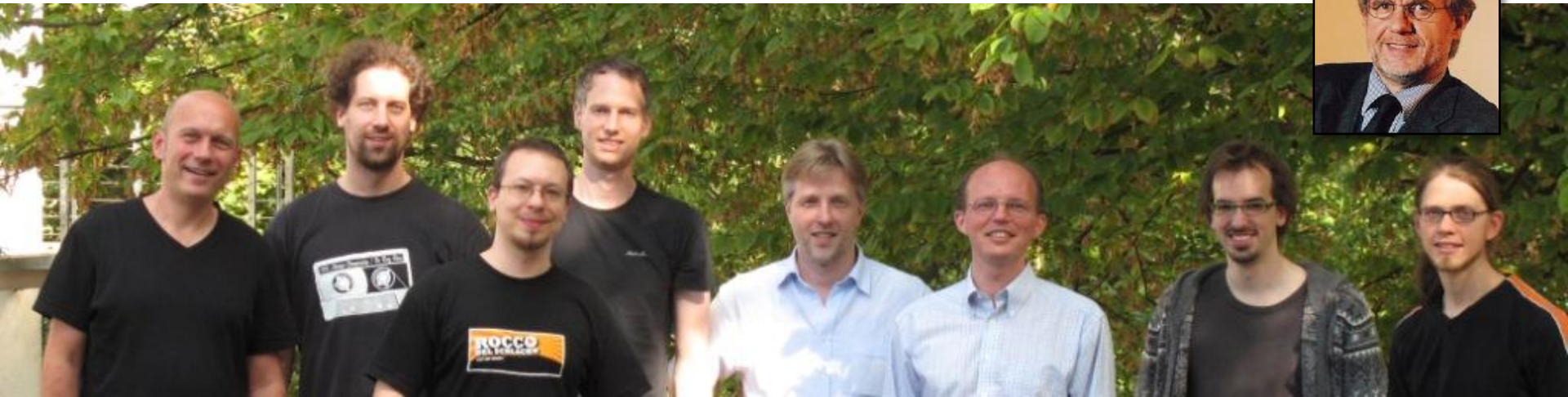




*Daniel Speicher, Pascal Bihler, Paul Imhoff, Günter Kniesel, Holger Mügge,
Jan Nonnen, Tobias Rho, Mark von Zeschau, Armin B. Cremers*

10 Years of Agile Lab Courses for International Students

SAG WAS Workshop, GI-Jahrestagung, 19. 09. 2013

2AC WAS Workshop, GI-Jahrestagung, 19. 09. 2013

XP is [... an] attempt to
reconcile humanity and productivity.

*R. Jeffries, Extreme
programming explained*

Realistisches Produkt

Entspannte energiereiche Teamarbeit

Hohe selbstverantwortliche Produktivität

Forschungsinhalte integrieren

[Zukunft: Prozess wissenschaftlich reflektieren]

Einführung ► Schlüsseldaten

≥ 1 ½ Dozenten:

„Teamleiter/Coach“, „Kunde“, „Experte“

Bis zu 16 Teilnehmer (i.d.R. 12)

3 Tage Blockseminar

4 Wochen Praktikum, Vollzeit

Elemente von Scrum, XP und jetzt Kanban

Verantwortlich: Prof. Dr. A.B. Cremers

Einführung ► „Produkte“ 2003-2013

Collaboration with other departments

2007cn: Editor for ad-hoc Network Simulations / Requirements Management Tool [Nanjing, China]

2007a: Integration of an Animation Studio with Motion Library (Blender, MotionLab)

Context Sensitive Mobile Applications

2012b: GeoQuest

2010b: Context Sensitive Adaptation of Webpages

2009b: Enhanced Mobile Gaming (youAnt)

2007b: Context Sensitive Mobile Gaming (Scotland Yard to go)

2006b: Context Sensitive Mobile Navigator (CSI Navigator)

2005b: Context Sensitive Mobile Apps (CSI PimPro)

Plug-Ins for JDT/Eclipse

2013b: CodeCaterpillar

2011b: Cultivate goes Android

2009a: Improved Cultivate

2008a: Improved UI for JTransformer

2005a: Visual Tool Support for Refactoring to Pattern (Cultivate, PatchWork)

2004b: Program Analysis by Logic Meta Programming (JTransformer, Cultivate)

2004a2: Tool Support for Pattern Management (PatchWork)

2004a1: Synchronized Logic Representation of Java Code (JTransformer)

2003b: Improved Editor for Conditional Transformations (ConTraCT)

XP Kurse, Unsere Klassik

Schedule for Agile/XP-Lab @ b-it/International Program of Excellence (First Iteration)
(as planned on 27.08.2008)

	Wednesday	Thursday	Friday	Monday	Tuesday	Wednesday
9:00	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:15						
9:30	"Stand up"	New Stories	Stand up	Stand up	Stand up	Stand up
9:45	Introduction		Development	Development	Development	Development
10:00						
10:15	Vertical Slice					(and Preparation of the Presentation)
10:30						
10:45		Estimation				
11:00						
11:15						
11:30						
11:45		Release plan				
12:00						
12:15		Task definition				
12:30						
12:45						
13:00	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
13:15						
13:30						
13:45						
14:00	"Presentation"	Task definition	Seminar	Seminar	Seminar	Development
14:15						
14:30	XP Game		Stand up	Stand up	Stand up	Presentation
14:45			Development	Development	Development	
15:00						
15:15						
15:30						
15:45						
16:00						(time used for the next iteration)
16:15						
16:30						
16:45						
17:00		Stand up				Iteration Review
17:15		Development				
17:30	Wrap up					
17:45						

Legend in Keywords

Recreation	
Breakfast	Shared, agreed on participation
Lunch	Usually shared in a cafeteria near by

Customer Negotiation	
New Stories	Presented by the customer
Release plan	Selected and ordered by the customer
Presentation	Developers present implemented stories

Planning	
Estimation	Planning Poker, Discussions
Task definition	Definition, Estimation, Commitment Peer review of task definitions

Bootstrapping the Process	
Introduction	Give overview of the lab and the day
Vertical Slice	Code simple application through all levels
XP Game	The game to learn the planning game

Being Self-Adapting	
"Stand up"	Welcome each other, Explain Stand up meetings
"Presentation"	Present the vertical slice
Wrap up	Recap what was learned/observed
Stand up	Yesterday, Today, Obstacles? Burndown!
Seminar	Ruby, ObjectiveC, Code Reviews, Techniques, Reports
Review	Keep These, Problems, Try These

Acting	
Development	Tasks, Spikes, Design, Communication Pair Programming, Simplicity, High Code Quality Test-First, Code Coverage, Continuous Integration Even more seminars if required Stand up on demand Acceptance tests defined (and automated) Introduction into tracking

Practices that are *special* to this iteration are set in *italics*.

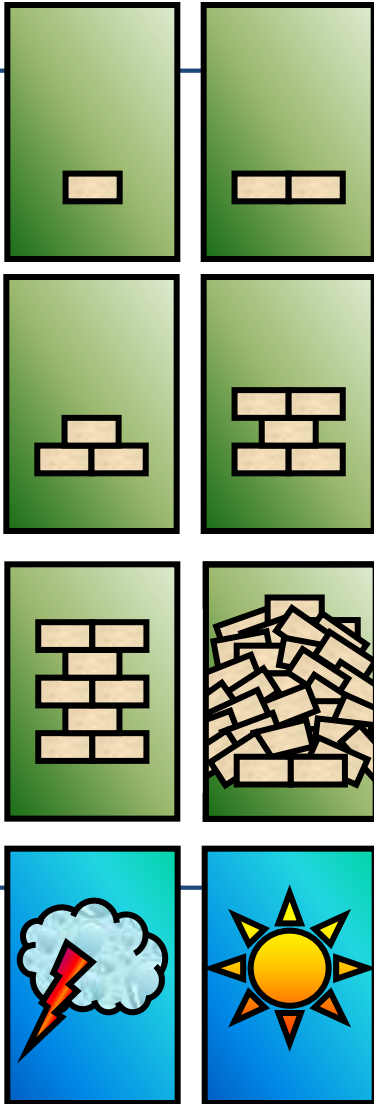
Practices that are of special **importance** are set in **bold**.

Prototype Architecture
Vertical Slice Challenge
1730 Day Review



<http://www.xp.be/xpgame/>

Planning Poker



► Use Cases vs. User Stories

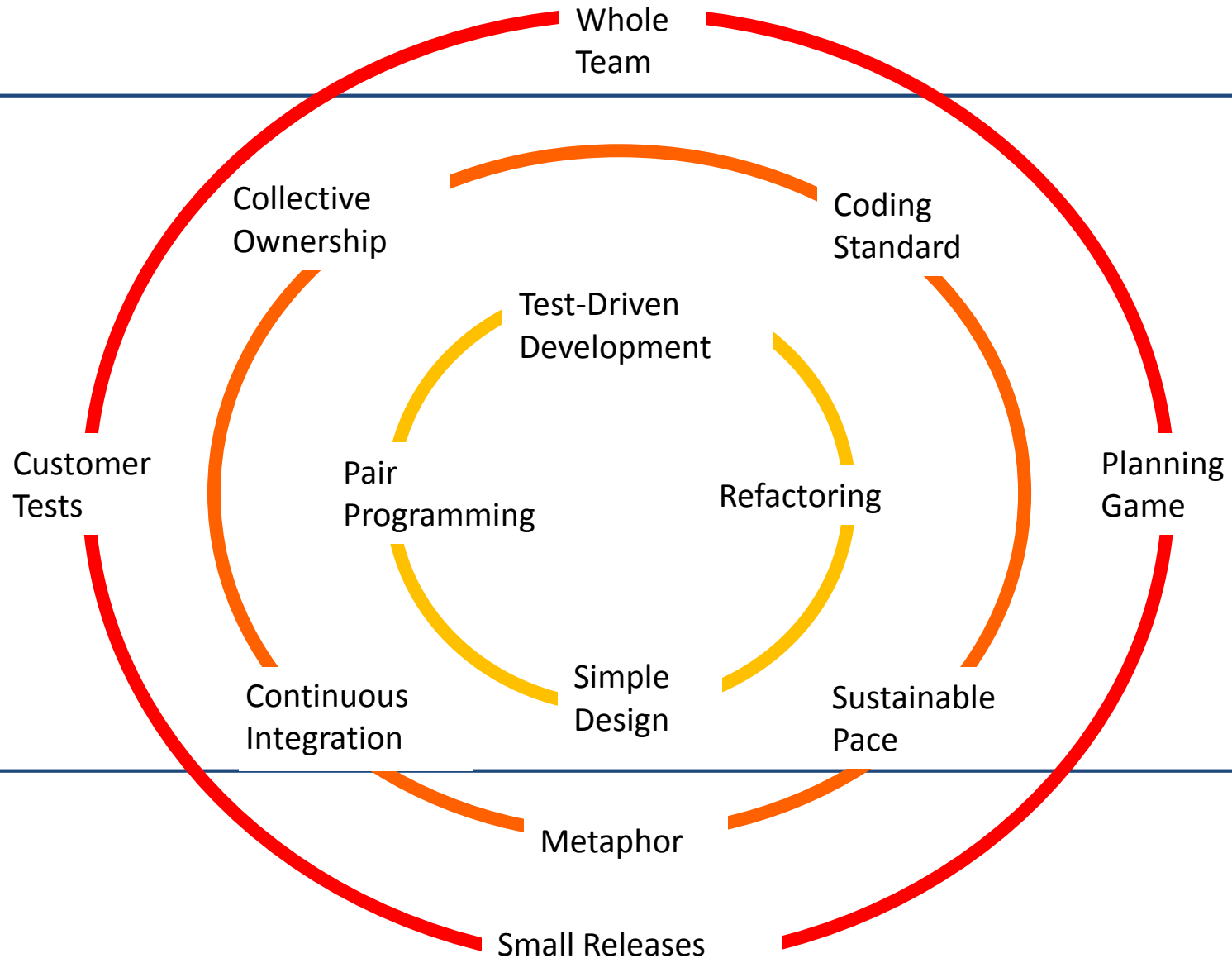


„... a user story can be sub-divided into two intact user stories ... ”

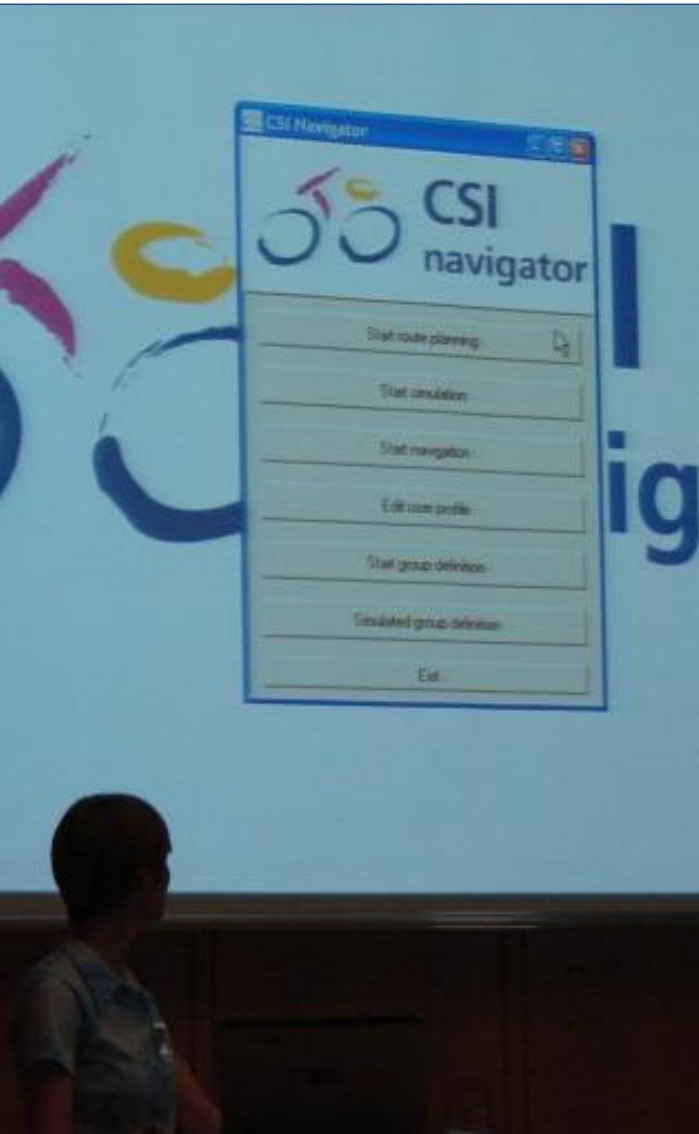
<http://alistair.cockburn.us/Are+iterations+hazardous+to+your+project%3F>

Horse: http://commons.wikimedia.org/wiki/File:Ubility_and_Cats.jpg, Remy Overkempe
Flatworm: http://commons.wikimedia.org/wiki/File:Pseudoceros_dimidiatus.jpg, Richard Ling

Extreme Programming: Core Practices

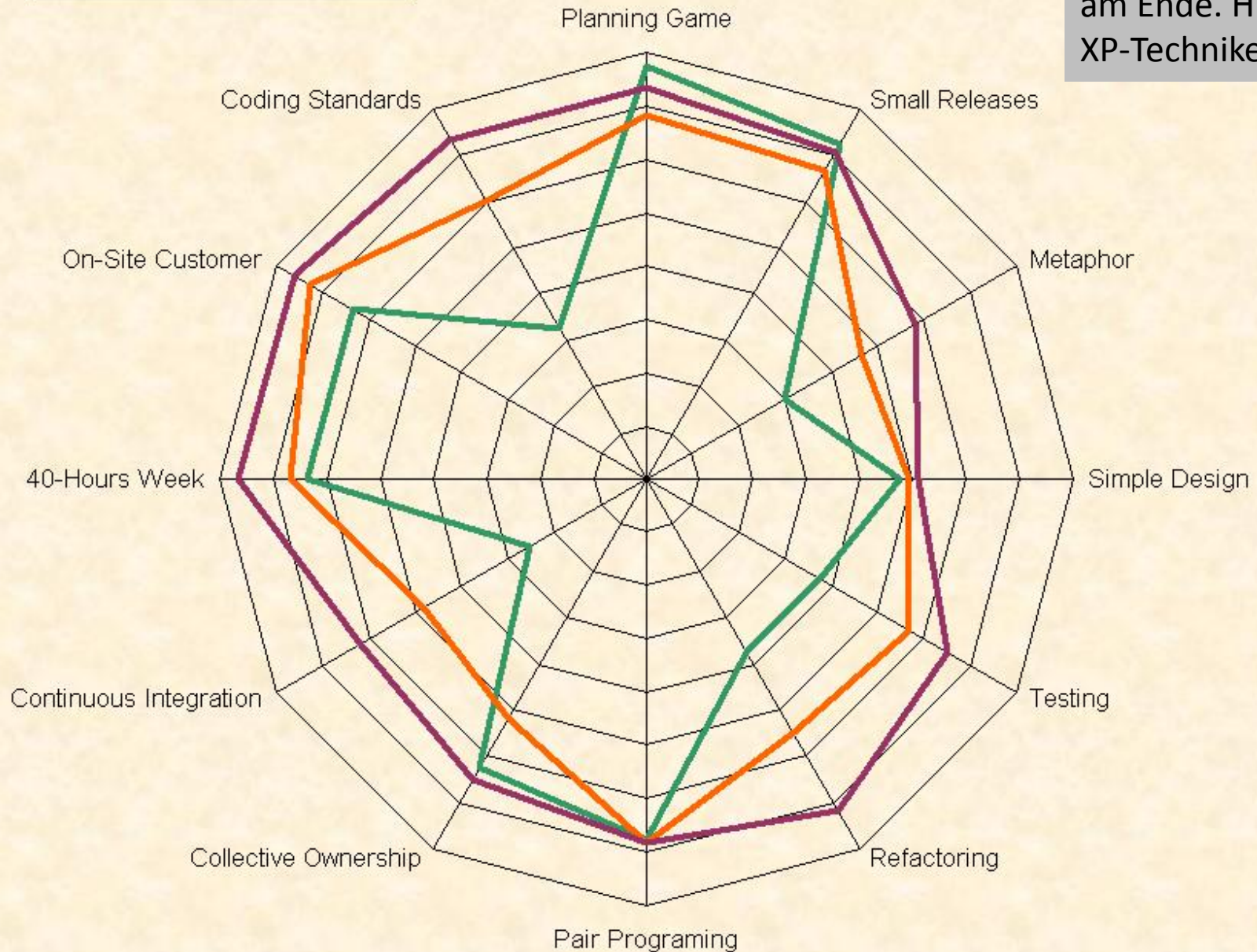


▸ Abschlusspräsentation



XP-Practices 06b

Regelmäßig
Reflexion des Labs
am Ende. Hier:
XP-Techniken 2006



Verbesserungen über die Jahre

Verbesserung ► Team Building

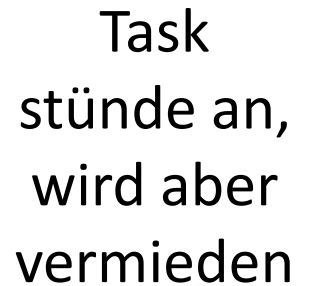


Schwierig ►

Die Planung verbraucht
mehr Zeit als wir uns
einzurechnen getrauten. ☹️

Mit Kanban entzerrt.
[Vielleicht schon zu sehr.]

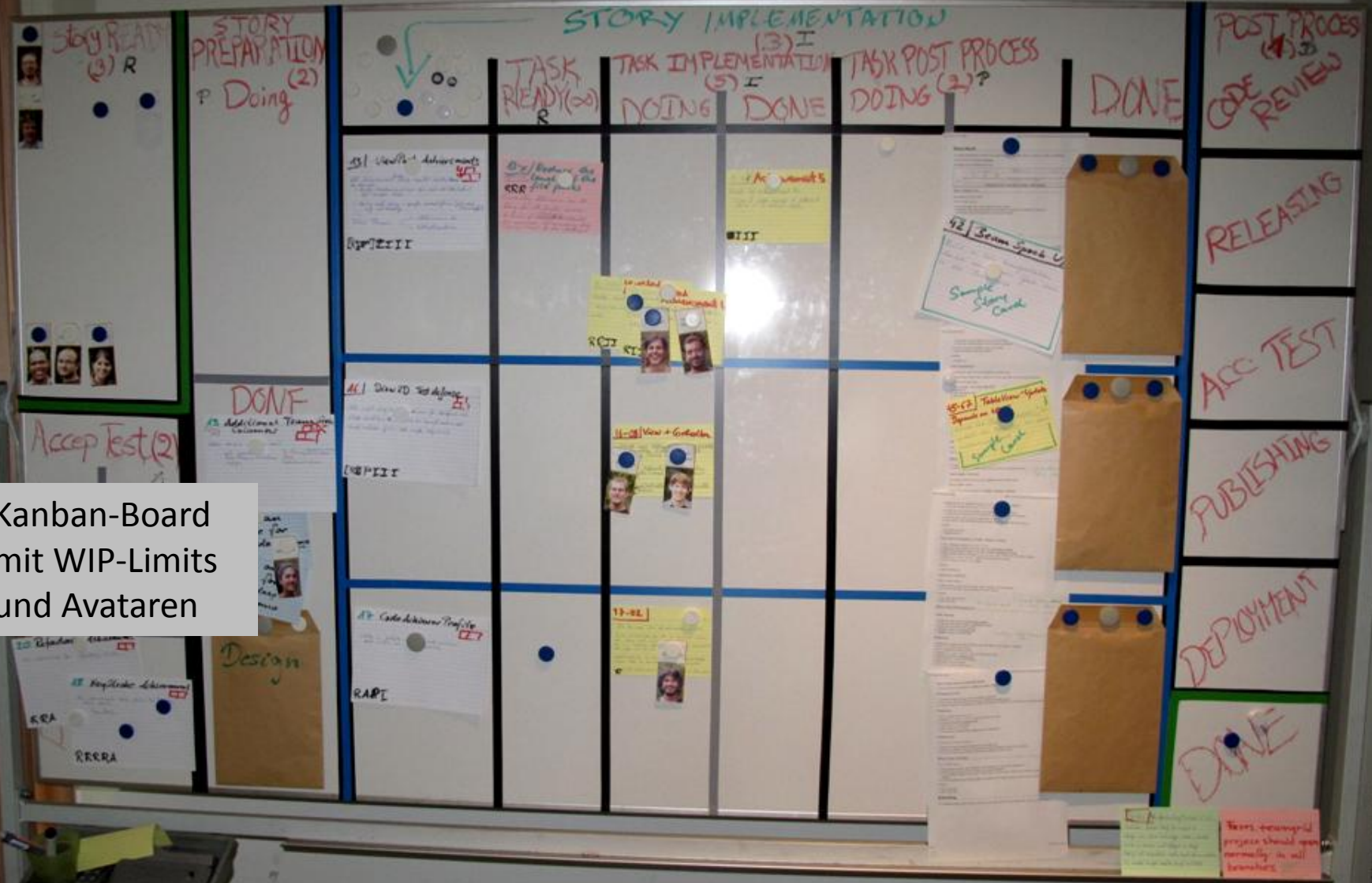
Schwierig ►



Status:
Rot ->
Gelb ->
Grün

Limits auf Work-in-Progress und Pull-Prinzip hilft.

Kanban-Board mit WIP-Limits und Avataren



Ideal ▶ 3 Dozenten (Sonst durch ausdrückliche Rollen simulierbar)



Kunde



Coach / Teamleiter



Technischer Experte

Ist ► Weiteres zum Ist-Stand (2013)

Seminar ist jetzt echtes Seminar

Professionelles Testen (weil Kundenforderung)

Code Review

Done is Done

[Zu] wenig Besprechungen

Kanban braucht/erlaubt weniger Commitment

Abspann

Inspiration haben wir uns u.a. hier geholt:



<http://www.michaelmahlberg.de/>



<http://lwscologne.wordpress.com/>



<http://mbohlen.de/>

Bonn Agile Meetup

eXtreme Programming.
Kanban.
Scrum.

Softwerkskammer

gegründet 2011



Software Craftsmanship
Communities

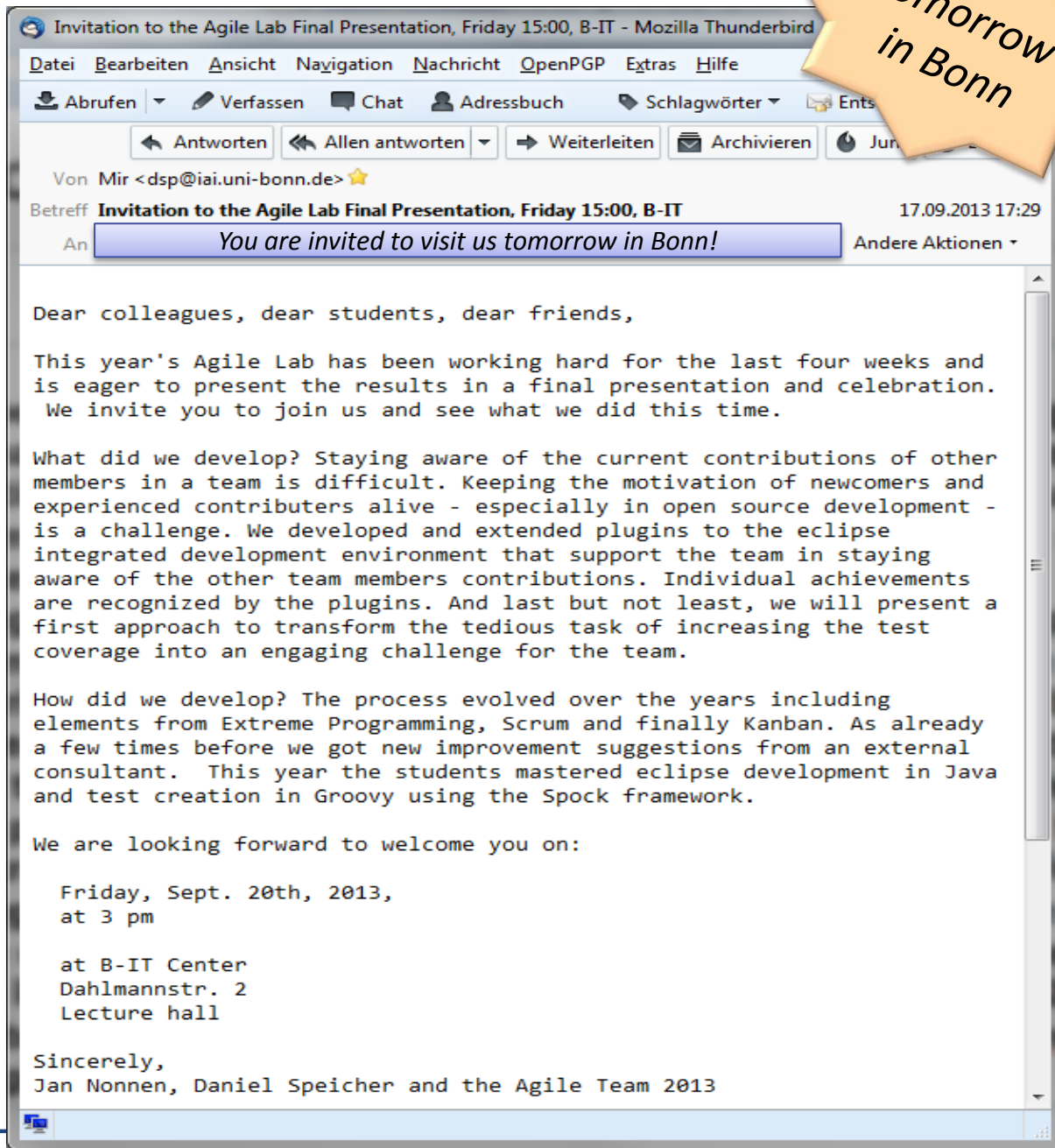
XP is [... an] attempt to
reconcile humanity and productivity.

*R. Jeffries, Extreme
programming explained*

Handle so, daß du die Menschheit, sowohl in deiner Person, als in der Person eines jeden andern, jederzeit zugleich als Zweck, niemals bloß als Mittel brauchest.

*I. Kant, Grundlegung zur
Metaphysik der Sitten*

Tomorrow
in Bonn



▸ Herausforderungen

Echtes Seminar vs. Produktionswissen

Team-Autonomie vs. Unsere Architekturideen

Ausdauer bei spät wirksamen Praktiken
vs. Cargo Cult