

HOCHSCHULE DARMSTADT
UNIVERSITY OF APPLIED SCIENCES

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Agile Software Development

Part 0: General Topics

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General Topics

How to get the most out of this course ?

- **Participate.** The first few lectures are especially important, as they provide a general base for the understanding of the further lectures.
- **Take notes.** Each set of lecture slides is prefixed with a number, roughly corresponding to units or chapters. Each slide has at the upper right corner a unique ID in the form **slide set . page number** which lets you easily associate your notes with a particular slide.
-  Questions with such a **blue question mark** are intended for brainstorming and discussion during the lecture. Don't be shy to participate.
- If you don't understand something: **Ask.**
- **More questions:** Feel free to pass by my office (D14/1.09) or schedule an appointment.
- **Slide sets** will be available for download after we worked through the set. The user name is _____ and the password is _____

General Topics

Laboratory

Tell me and I will forget;

Show me and I may remember;

Involve me and I will understand.

Chinese Proverb

- V2+P2 vs. P2+V2
- Reflection: How can this or that concept be applied in a real world setting ?
- Participants in one lab group form an agile software development team.
- Practical challenge: Apply new concepts in the lab.
- What should be developed in the lab ? --> More details later.

General Topics

Literature

K. Beck. *Extreme Programming Explained. Embrace Change*. Addison-Wesley, 2nd edition, 2005

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A. Cockburn. *Agile Software Development*. Addison-Wesley, 2002

T. DeMarco, T. Lister. *Peopleware*. Dorset House Publishing, 2nd edition, 1999

J. Highsmith. *Adaptive Software Development*. Dorset House Publishing, 2000

J. Highsmith. *Agile Project Management*. Pearson Education, 2004

M. Poppendieck, T. Poppendieck. *Lean Software Development*. Addison-Wesley, 2003

K. Schwaber, M. Beedle. *Agile Software Development with Scrum*. Prentice-Hall, 2002

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