

IT Systems Engineering | Universität Potsdam

Introduction and Organization

Software Engineering II -Agile Software Development in Large Teams WS 2020/21

Enterprise Platform and Integration Concepts Group

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- Welcome to Software Engineering II! Thanks for joining!
- We focus on Agile software development in Scrum teams
- All details/slides on website (we'll update as fast as possible):

https://hpi.de/plattner/teaching/winter-term-2020-21/softwaretechnik-ii-agile-software-development-in-large-teams.html

HOME	PEOPLE	TEACHING	RESEARCH	PROJECT
ACHING > W	INTER TERM 2020/2	21 > SOFTWARETECHN	K II - AGILE SOFTWA	
ACHING 2 W	INTER TERM 2020/2	1 > SOFTWARETECHN	IK II - AGILE SOFTWA	
oftware	technik II - /	Agile Software	e Developmen	t in Large



Introduction: Participants

Responsible

Dr. Michael Perscheid (michael.perscheid@hpi.de)

Teaching Team (<u>swt2_20_orga@lists.myhpi.de</u>)

- Christoph Matthies (<u>christoph.matthies@hpi.de</u>)
- Ralf Teusner (<u>ralf.teusner@hpi.de</u>)
- Tutors: Wanda Baltzer, Luc Prestin, Gritta Weisheit

Students

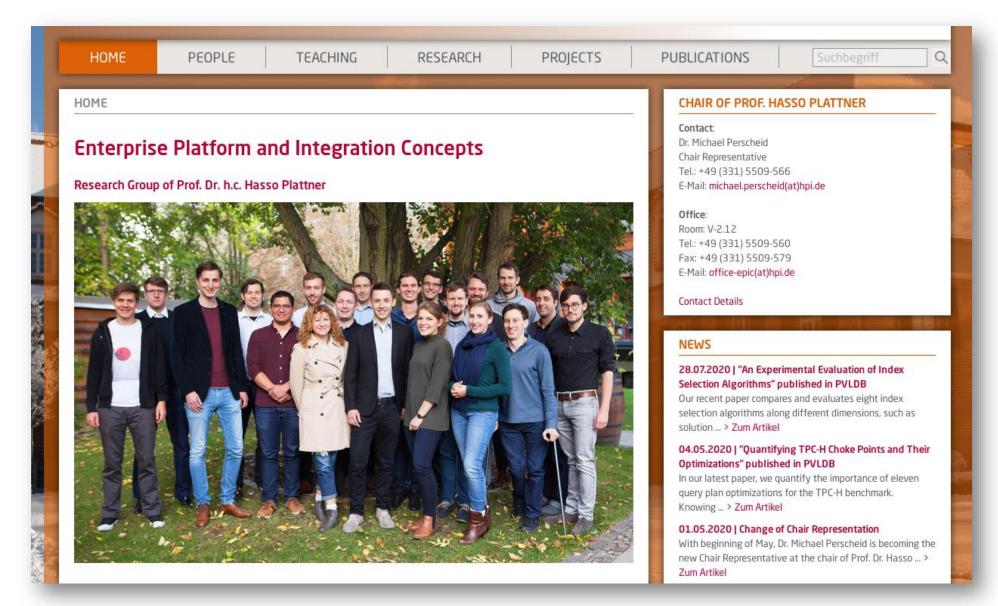
You! Without your participation this course won't work!







Introduction: EPIC Chair



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Introduction: EPIC Chair



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Introduction: You

- 3rd semester? 5th semester? 1st semester?! Not HPI?
- What are your **previous experiences**...
 - concerning software development team work?
 - concerning web development?
- What are your expectations for this course?
 - What do you hope to learn?
 - What do you hope to experience?
 - What is your personal goal?



https://docs.google.com/document/d/1aT_sP-rr-tZV5BGI8cwrallE8aL0zaXRjleVbI3pins/edit?usp=sharing

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This is a project course!

- The focus is on practical work in teams
- You will learn through experimentation and trying out collaboration techniques
- Team meetings are vital, you need to make time for them

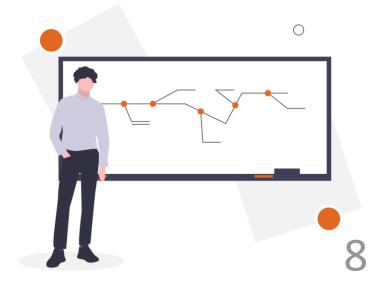
Learning Objectives

After this course, all students should have

- 1. Experience with Scrum and all of its artefacts and meetings
- 2. Learned how to scale Scrum over multiple collaborating teams
- 3. The ability to use Agile development practices, such as BDD and TDD, where appropriate
- 4. Confidence in using the full feature set of a **source code management (SCM) system**
- 5. Experienced the value of rapid release cycles and continuous integration (CI)
- 6. Learned to critically **self-assess** their role in a team

Lecture

- Scrum and Agile practices in large teams
- Guest lectures
- Agile methods beyond Scrum
- Requirements engineering
- Behavior Driven Development/Test Driven Development
- Development tools
- Continuous Integration
- DevOps
- Topics you really want?



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Software project

- One single project for all participants, entire course
- Most major project roles facilitated by you!
- You influence and organize the project!
- Realistic (coordination) challenges and problems
- Open source on GitHub (MIT license), your contributions are public
- Application deployed and hosted publicly

Have you contributed to open-source projects before?





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			HPI Hasso Plattner Institut Digital Engineering - Universität Potsdam
HPI CONNECT	JOBANGEBOTE	UNTERNEHMENSPROFILE	ALUMNI - UND STUDIERENDENPROFILE
Archiv Quality Assurance En (w/m/d) Absolventenstelle	ngineer Airfarm GmbH	veröffentlicht am 30.10.2020	Sortieren nach: Datum Arbeitgeber Suche nach: Suchbegriff
Fullstack Developer Absolventenstelle	(w/m/d)	veröffentlicht am 30.10.2020	Filtern nach: Jobs für Arbeitgeber

HPI Connect Jobportal

Time management

- Checking up on yourself part of the experience
- One fifth of the week
- Overtime discouraged



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Prerequisites

- Undergraduate program
- Softwaretechnik I
- Interest in learning and working in project teams

Course

- 4 SWS (≈8h work per week including lectures)
 - □ Some lecture slots will be used for more group work time
 - □ 6 ECTS credit points (graded)

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Grading

The final grading is determined by

- > 30%: oral exam (date tbd)
- > 45%: usage of methods and practices presented in the lecture: involvement in the development process, teamwork participation, Scrum meetings, BDD, TDD, SCM
- > 25%: *software development results* (team mark)

Completion of the introductory exercise is mandatory for passing the course.

Product Owners are exempt from the exercise (will work with the customer)

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COVID-related Course Adaptations

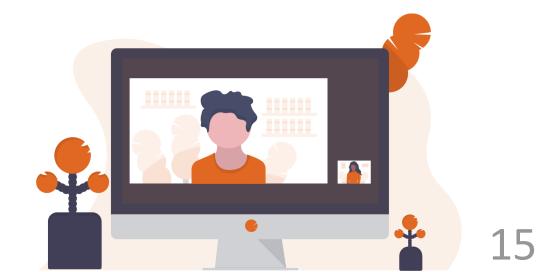
Due to COVID19, the following course adaptations have been made for the winter term 20/21. These are subject to change as the situation evolves.

- > Lectures will *not* be held in the lecture hall. They will be live streamed during regular lecture slots, enabling direct interaction and interactivity with the presenter. We rely on course participants engaging actively.
- > We will be using a Discord instance as a central collaboration and communication platform.
- > Participation is capped at a maximum of 30 participants.
- > Team size is capped at a maximum of 8.
- > Large meeting spaces (at Campus III) will be provided, which allow team meetings with adequate distances. Attendance sheets will be used.
- > It will be possible to attend team meetings virtually as well.

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Virtual lecture format

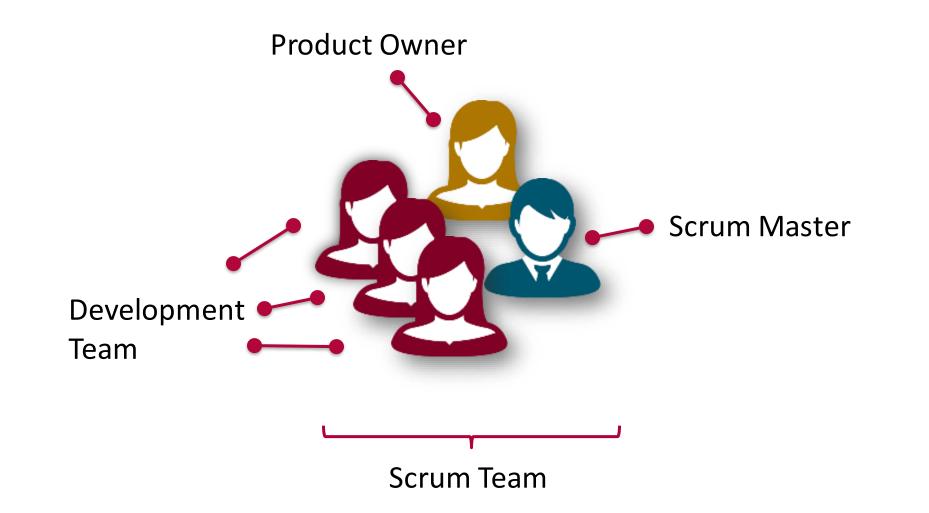
- Live, so that we can interact
- Please let us know what works (and what doesn't)
- We're learning too!
- Anything that you really liked in other lectures?



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SWT II Setup





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Participants form teams of **absolute max 8** participants **Recommended: 5-6 team members**

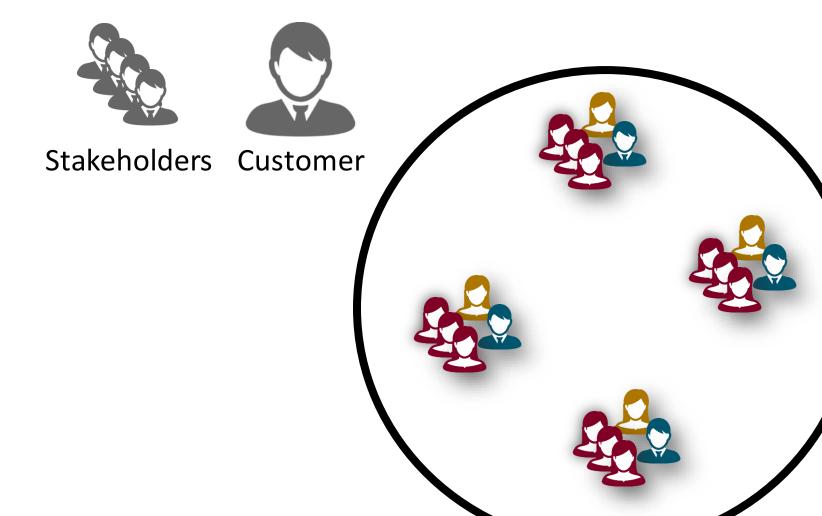
Each team consists of

- 1 Product Owner (PO)
- 1 Scrum Master (SM), who is also ½ developer
- Development Team members



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PO Coach









SWT II Setup

Teaching Team Roles

Customer

- Represents the clients & stakeholders of the developed software
- Has ideas and requirements for the software to be built

Product Owner Coach

- Main contact point for team POs
- Helps in dealing with customer requirements & process
- Tutors as Scrum consultants
 - Present during all major meetings
 - □ Open for questions, advice, help & (crazy) ideas
 - □ Coordinate with them!

Project

Collaborative software development

Web development

- Programming framework: Ruby on Rails (who has used that?)
- Minimal core will be provided
- Results will be open source on GitHub (well-known at this point?!)

Engineering focus

- Understanding of web (MVC) stack and components (404 is error, ok is ...?)
- Avoiding "patchwork" (UI, Workflows, Data)
- Maintainability of the code base (tests, quality, etc.)
- Functionality (not on top of the list for a reason)

Project



Remote teams are now having "coffee raffles"

- Less physical interactions means fewer chance encounters at the coffee machine
- Less talking about stuff that isn't work-related, less Mensa
- More chance to lose contact
- An application to bring some of that back

And make it even better?!

- Social contacts are really important! Can an application help me remember things?
- What is the ideal remote "social recharge"?
- What is the digital equivalent of a "watering hole"?

Project

Sounds interesting?

- Maybe you'd like to try out the role of Product Owner?!
- Connect with the customer and find out more!
- Do your own research!

Change and Adaptation

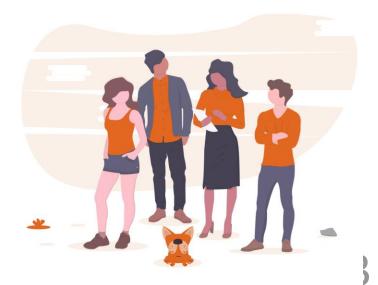
- Requirements Engineering is part of this course
- Discussion and meetings with the customer
- Requirements might change



Mail your team choice to <u>swt2_20_orga@lists.myhpi.de</u>
 Until Sunday, November 15
 W/houvill ho DO and SM2

- □ Who will be PO and SM?
- □ Three suggestions for weekly meeting slot

POs: mail us suggestions for first customer meeting
 As soon as possible (please, gives you more time)
 As close to November 16 as possible





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Discord

- Sign-up! (link on the website)
- Team discussions
- Make a channel for your team
- Coordinate meeting times
- Strongly recommended as a single point of communication



Introduction and Organization — Software Engineering II

To get started in Rails...

- Tutorial exercise based on GitHub issues
- Need a GitHub account

swt2-intro-exercise

```
Accept the assignment —
```

Rails Exercise '20

Once you accept this assignment, you will be granted access to the rails-exercise-20-chrisma repository in the swt2-intro-exercise organization on GitHub.

Accept this assignment

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Rough Schedule

27.11. Project Kick-Off

- Sprint 1 (2 weeks)
- Sprint 2 (2 weeks, academic X-Mas break)
- Sprint 3 (2 weeks)

No schedule survives contact with reality

- Real teamwork brings real challenges
 - □ Actually writing a software is vital
 - External constraints may change
- Schedule can adapt
 - □ Also according to your suggestions



January: Intermediate Presentation

- Last weeks: Kanban Iteration
- End of semester in February: Final Presentation



Literature

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General literature

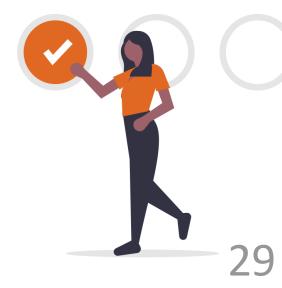
- Verner, June M. et al. "In the 25 years since The Mythical Man-Month what have we learned about project management?." *Information and Software Technology* (1999)
- Meyer, Bertrand. Agile!: The Good, the Hype and the Ugly. Springer Science & Business Media, 2014.
- Kniberg, Henrik. Scrum and XP from the Trenches. Lulu.com, 2015.
- Sutherland, Jeff, and Ken Schwaber. The Scrum Guide The Definitive Guide to Scrum: The Rules of the Game. Scrum.org (2013).

If you can't find these items in the library or online, please send us an email. We might be able to help.

Lectures

- Friday, 09:15 10:45
- Friday, 11:00 12:30

Check the website for major changes





What to do next

- Sign up for communication channels
- **Form teams** (how many are planning to take part in the course?)
 - Discord
 - Email/message us if you'd like to be assigned
 - Discuss who takes on roles of Product Owner, Scrum Master and developers
- Find time slots that work for all team members
 - If none can be found, rearrange teams
 - Time for collaborative work is crucial!
- Send team composition & meeting time slot proposals to teaching team
- Start Ruby on Rails Intro exercise





Want to talk about team composition amongst yourselves?
What is the best song that deals with computers?