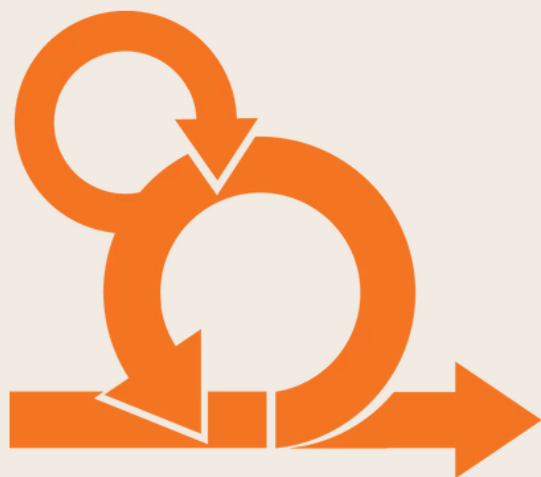




AGILE SOFTWARE DEVELOPMENT



Introduction in Agile Mindset

Course content

- Agile Mindset - Overview
- Scrum
- Extreme Programming
- Kanban
- Lean Product Development
- Other Methodologies: Crystal, FDD, DAD
- The future of Agile

Seminar content

- Agile Problem Solving
- Agile Mindset
- Agile Estimation
- Team Organization
- Limiting Work in Progress
- Delegation



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AGILE METHODOLOGIES FOR SOFTWARE APPLICATION DEVELOPMENT

Code: MLR5027

Ciclu de studii: Master

Programmes: Databases (mandatory)
Software Engineering (mandatory)
ICA, SDI, CS (optional)

Semester: 1

Hours: 2+1

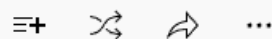
Group code Microsoft Teams: f2g6cta

Link to register in Code of Talent: TBD



Gestionarea Proiectelor Software

24 videos • 451 views • Updated 6 days ago



Un podcast despre practici, instrumente și framework-uri utilizate în managementul proiectelor în general și al proiectelor software în special.

Majoritatea subiectelor vor fi din zona managementului adaptiv (Agile) de proiecte, însă nu au fost neglijate nici cele legate de managementul predictiv (Waterfall). Podcastul s-a născut din dorința de a furniza o sursă de informație suplimentară studenților înscriși la cursurile de Gestionarea Proiectelor Software și Dezvoltarea Agila a Softwului, cursuri predate la Facultatea de Matematică și Informatică a Universității Babeș-Bolyai Cluj-Napoca dar și celor care urmează cursul de Metodologii Alternative de Management al Proiectelor se la Școala Națională de Științe Politice și Administrative, București.

În același timp acest podcast poate fi util

[SHOW MORE](#)

- | | | |
|----|--|---|
| 15 | | Gestionarea Proiectelor Software S1E09 Metodologia Scrum - Roluri
Dan Mircea Suci |
| 16 | | Gestionarea Proiectelor Software S1E08 Gestionarea așteptărilor clienților
Dan Mircea Suci |
| 17 | | Gestionarea Proiectelor Software S1E07 "Artiști și Specificatori"
Dan Mircea Suci |
| 18 | | Gestionarea Proiectelor Software S1E06 Waterfall vs. Agile
Dan Mircea Suci |
| 19 | | Gestionarea Proiectelor Software S1E05 Manifestul Agile
Dan Mircea Suci |
| 20 | | Gestionarea Proiectelor Software S1E04 Structuri organizaționale
Dan Mircea Suci |
| 21 | | Gestionarea Proiectelor Software S1E03 Analiza stakeholder-ilor
Dan Mircea Suci |
| 22 | | Gestionarea Proiectelor Software S1E02 Agil și Antifragil
Dan Mircea Suci |



First mission!

Time left:
14 days

5 minutes

P
2 Points

Level 1

Mission requirements

Attached files

Attached videos

For your succes here, your first mission is to fulfill your profile! How to do that, simple:
In the right-top corner click on your name and ... you will see your profile. There, click on edit profile button and tell us about you:

- upload your profile picture (take care, there is a limit of 2 MB for your file)
- present yourself in the community in the "About you" section

When you are ready, click the Save button.

After all is set, return to this mission and post a picture that best describes what does Agile mean to you. Your mission is complete and you have your first two points!



Agile Software Development

10/03/2022 - 02/01/2023

Category: AGILE

Your Journey Progress



Your current position

Level 1

DS Dan Sucu2



Missions to complete

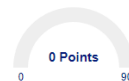
2

in Level 1

Overall Progress

Missions 0/17
Levels 0/8

Your score



Your missions in this level



Proof

2 Points

First mission!

Solve now

Time left: 14 days Time to resolve: 5 minutes



Energy level

Your energy is High



Your energy
Peers' energy

Low Medium High
< 30% 30% - 70% > 70%

Low

Nobody here

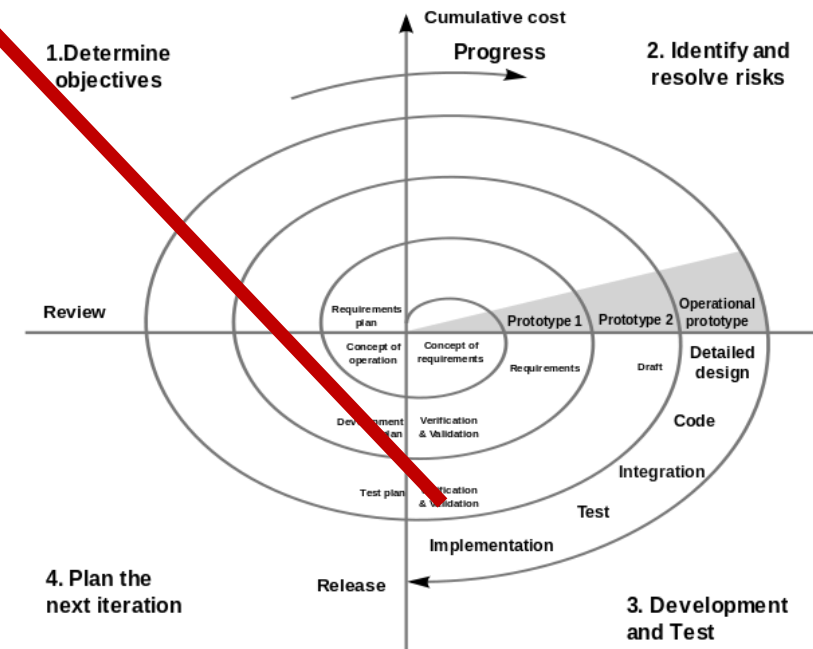
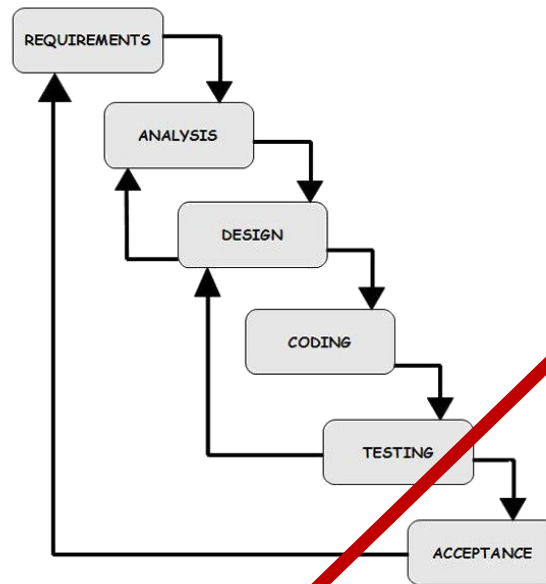
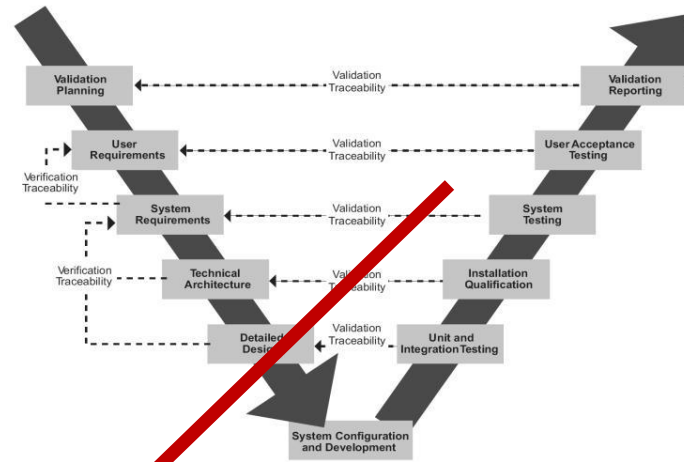
Offer help

Medium

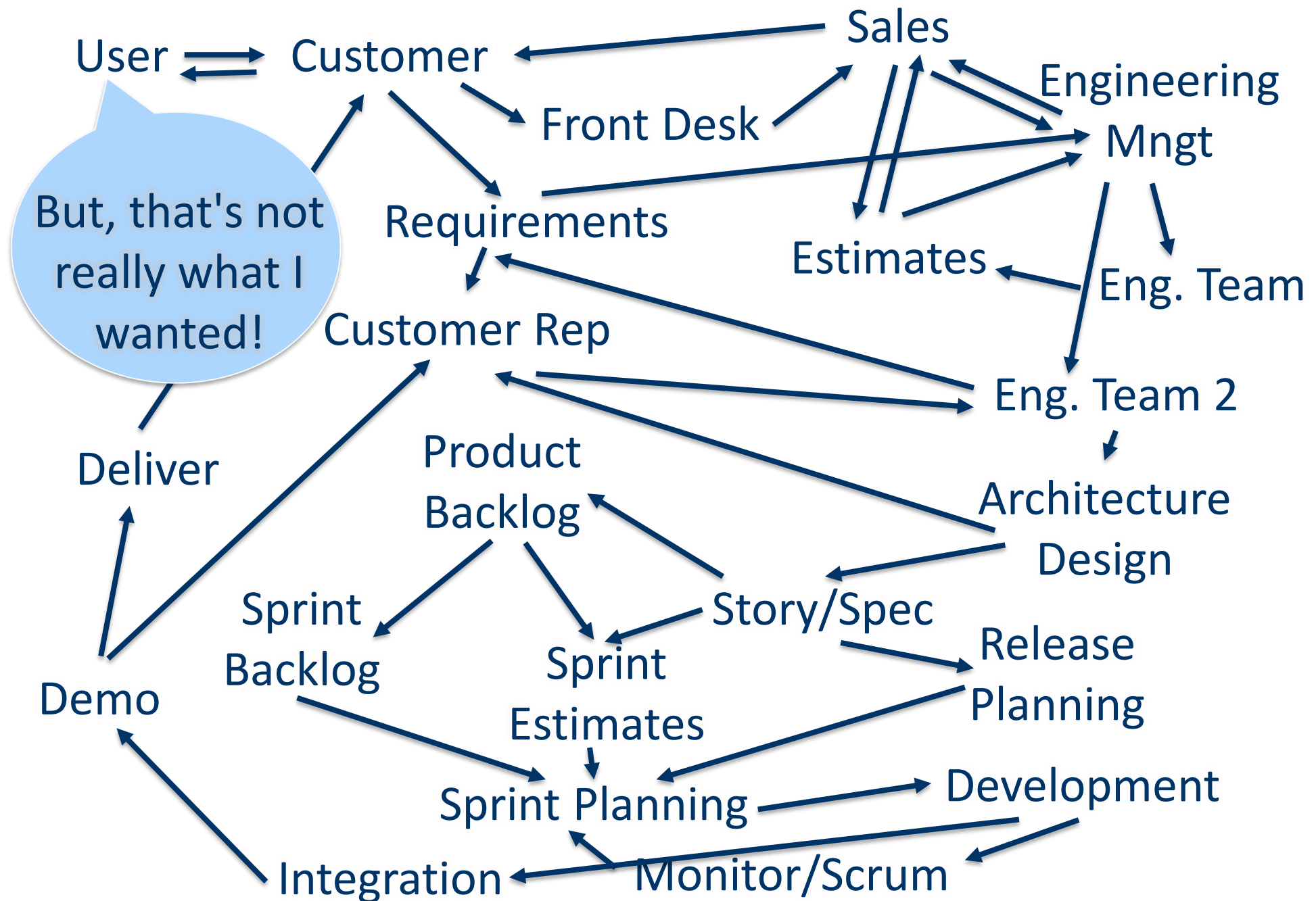
Nobody here

Boost

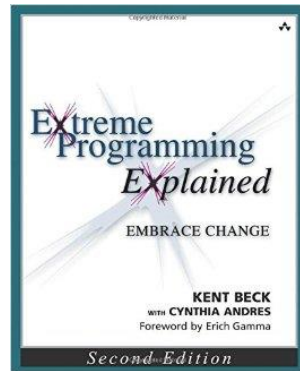
High







Agile Manifesto (2001)



XP

Kent Beck

Mike Beedle

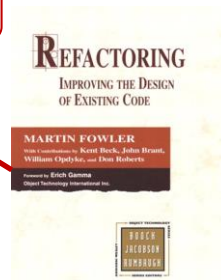
Arie van Bennekum

Alistair Cockburn

Ward Cunningham

Martin Fowler

Crystal



James Grenning

Jim Highsmith

Andrew Hunt

Ron Jeffries

Jon Kern

Brian Marick



Robert C. Martin

Steve Mellor

Ken Schwaber

Jeff Sutherland

Dave Thomas

Scrum



Model Driven
Architecture



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*

Principle 1

Our highest priority is to satisfy the customer through **early and continuous** delivery of **valuable outcome**.

*CUT THE SCOPE IN MILESTONES AND
DELIVER AS SOON AS POSSIBLE*

*BE AWARE THAT OUTPUT IS NOT
NECESSARILY OUTCOME.*



Principle 2

Welcome
changing requirements,
even late in development.
Agile processes harness
change for the customer's
competitive advantage

*CUSTOMERS DON'T KNOW WHAT
THEY WANT. THAT'S OK.*

*PRODUCT BACKLOG IS ALWAYS
CHANGING. THAT'S ALSO OK.*



Principle 3

Deliver
working versions **frequently**,
from a couple of weeks to a
couple of months,
with a preference to the
shorter timescale.

ALWAYS PAY ATTENTION TO QUALITY.

*DELIVER A FUNCTIONAL VERSION AS
OFTEN AS POSSIBLE.*



Principle 4

Business people and developers must **work together** daily throughout the project.

KEEP STAKEHOLDERS AS CLOSE AS POSSIBLE.

WORKING TOGETHER MEANS BEING TRANSPARENT, INSPECTING AND ADAPTING CONTINUOUSLY.



Principle 5

Build projects around
motivated individuals.

Give them **the**
environment and support
they need and **trust them**
to get the job done.

*AGILE IS NOT MOTIVATING PEOPLE.
LEADERS AND PROJECTS DO.*

*ENVIRONMENT MEANS CONTEXT,
CONSTRAINTS AND OBJECTIVES.*

*TRUST IS ESSENTIAL TO AGILE
PRACTICE.*



Principle 6

The most **efficient** and **effective** method of conveying information to and within a development team is **face-to-face conversation.**

EFFICIENT MEANS BEING CONCERNED ABOUT CONSUMED RESOURCES.

EFFECTIVE MEANS BEING CONCERNED ABOUT GOAL ACHIVEMENT.

INDIRECT COMMUNICATION SHOULD BE USED WITH PARSIMONY.



