Dictionary

ag·ile

/ˈajəl/

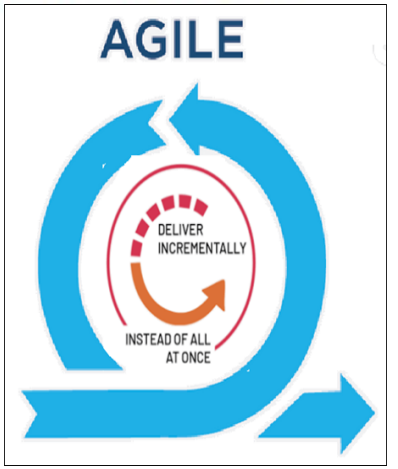
adjective

1. able to move quickly and easily.

   synonyms: nimble, lithe, spry, supple, limber, sprightly, acrobatic, dexterous, deft, willowy, graceful, light-footed, nimble-footed, light on one's feet, fleet-footed; More

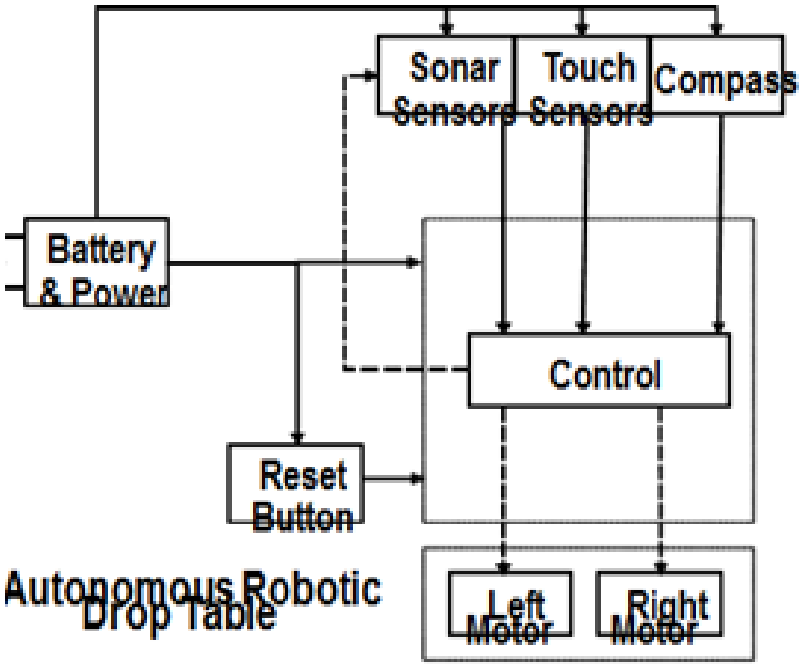
2. relating to or denoting a method of project management, used especially for software development, that is characterized by the division of tasks into short phases of work and frequent reassessment and adaptation of plans.

   "agile methods replace high-level design with frequent redesign"



Solution Implementation by Agile Management

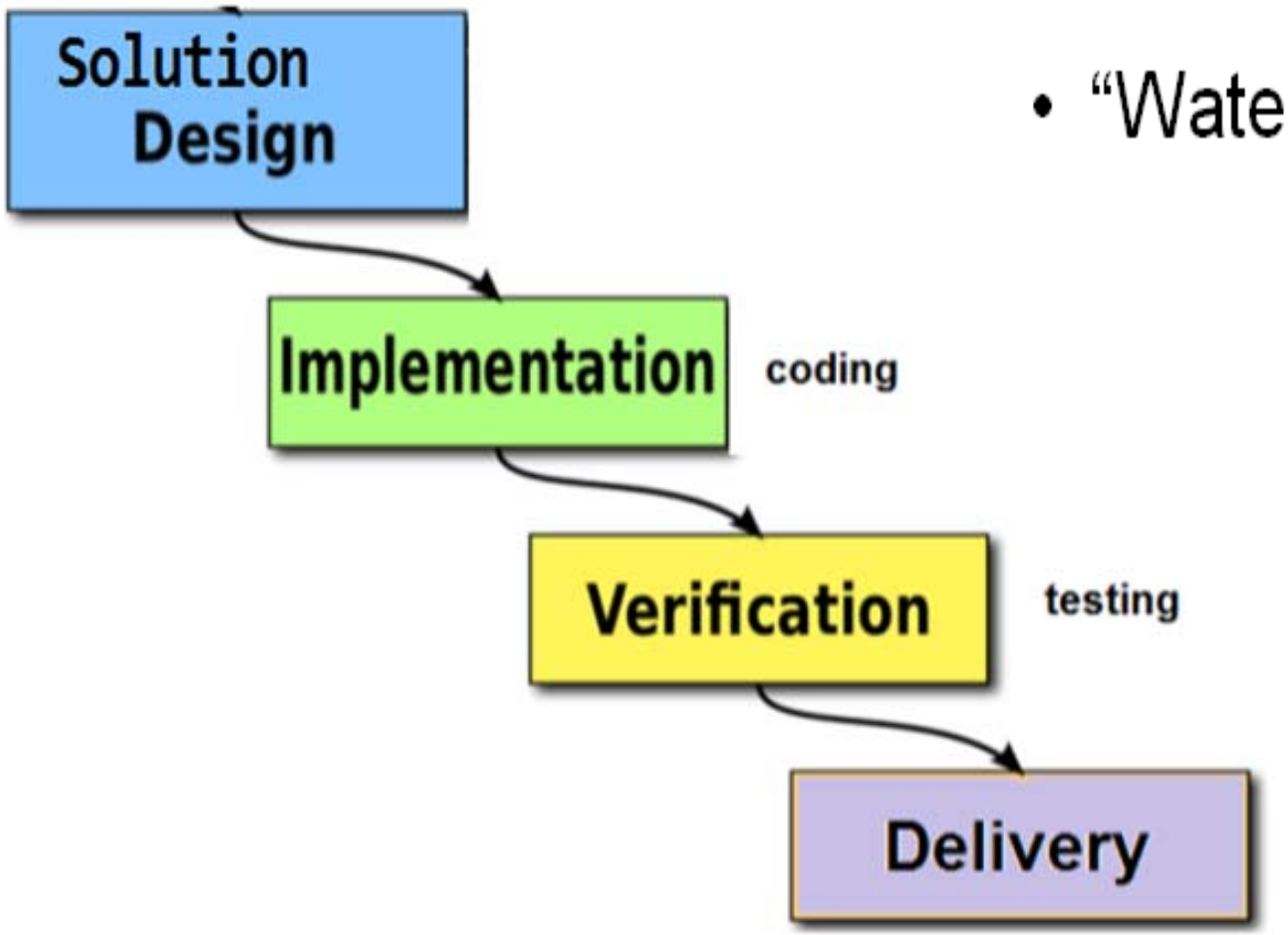
case study



Solution Implementation by Agile Management

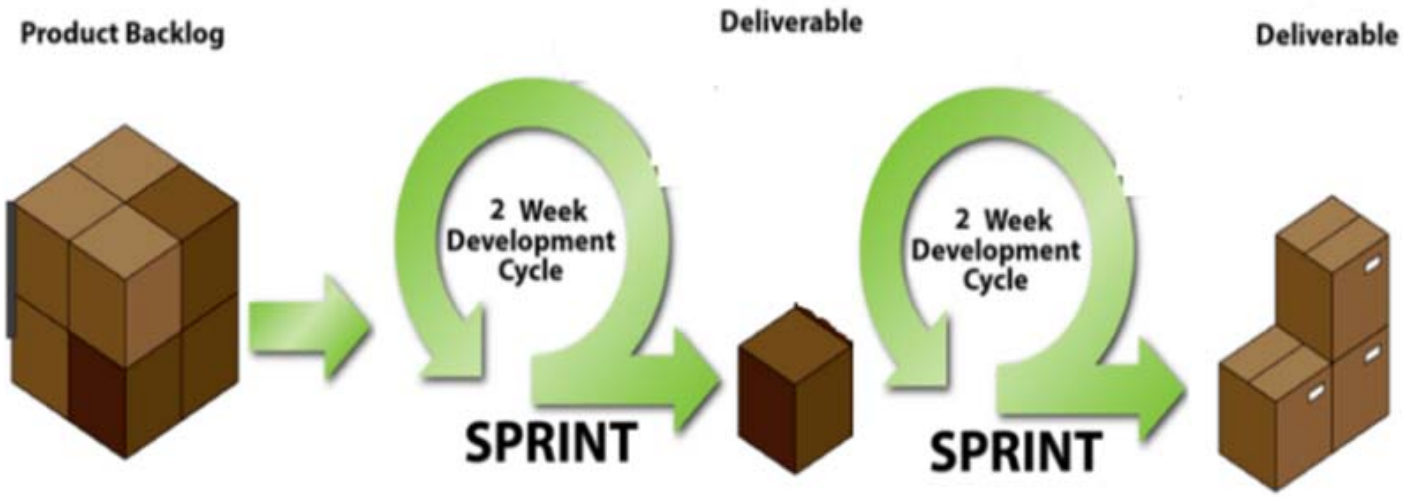
- Common Problems in Solution Implementation

Models for Development

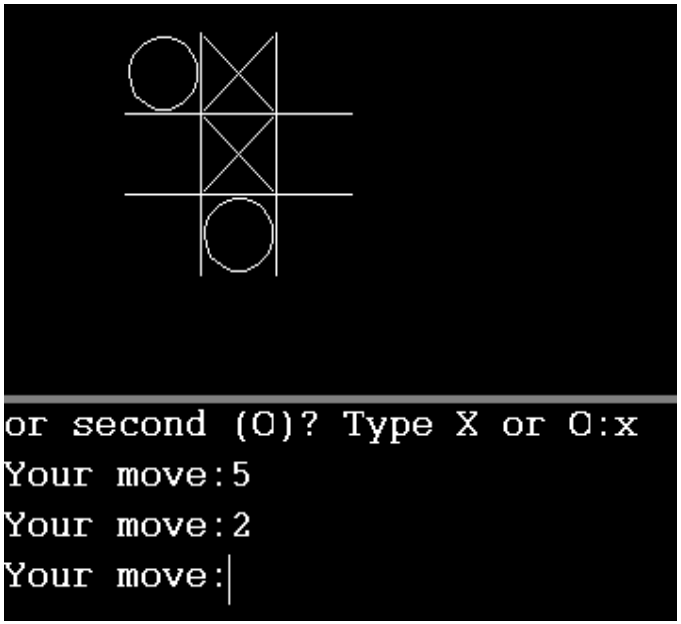


- "Waterfall" Model

Agile Model


Product Backlog
Deliverable
Deliverable
2 Week Development Cycle
SPRINT
2 Week Development Cycle
SPRINT

Agile Implementation - Ex



Tic-Tac-Toe Strategy

Center - 6
Corner - 1, 3, 7, 9
side - 2, 4, 6, 8

0. Winning combinations are: 123, 147, 159, 258, 357, 369, 456, and 789
1. If computer can win on the present move, do it.
2. If human player can win on the next move, block that winning cell.
3. If center is free, take it
4. if corner is free, take it

Agile

AGILE

Grid Display

* Placement of O and X
* Status reading of O and X formation

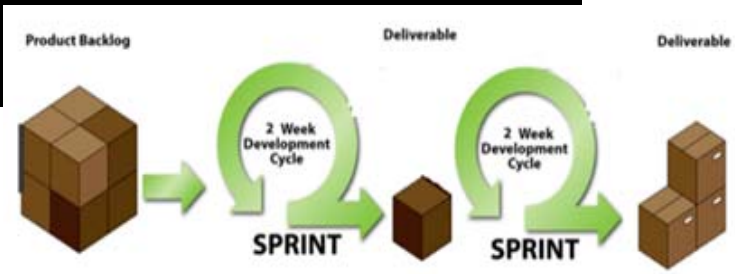
* Response of Computer by the Strategy

Test & Correction & Final Release

python

Cumulative Outcome toward the Final Big Outcome

Class Schedule for Agile Management of Solution Implementation



- **Sprint 0 (Week of):**
  - **Start from "The Final Solution Product"**
  - **Refer: Functional Operational Description of the Solution --- Final report of the last semester.**
  - Divide the final product in to 4 working pieces
- Sprint 1: (piece 1 → increment 1)
  - **Progress Presentation 1**
- Sprint 2: (piece 2 + increment 1 → increment2)
  - **Progress Presentation 2**
- Sprint 3: (piece 3 + increment 2 → increment 3)
  - **Progress Presentation 3**
- Sprint 4: (piece 4 + increment 3 → increment 4)

Team Activity

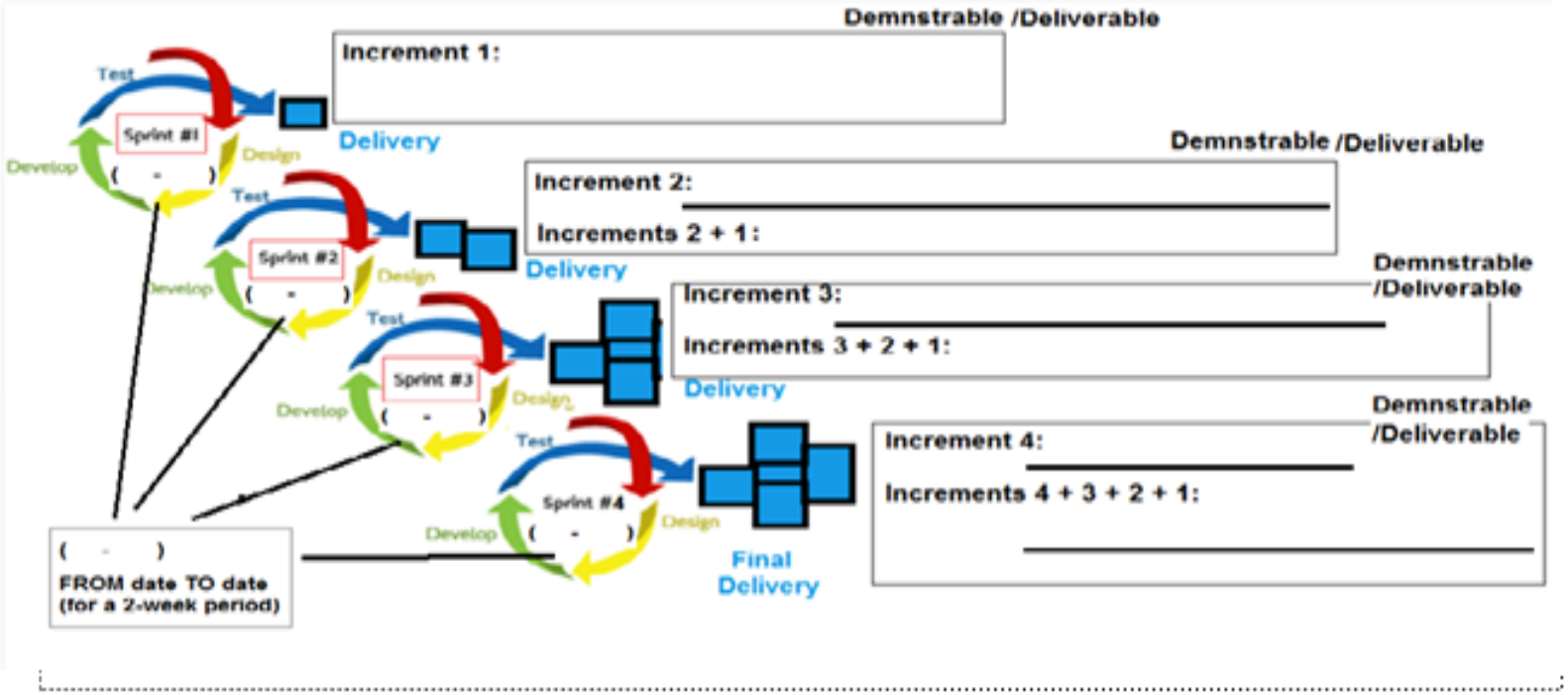
Agile Workflow Form

Agile Management Form **Senior Design II** **Date:** _____

Team Name: _____

Sprint #0

(a) Your final solution product:_____

(b) Four(4) pieces which can be connected to the final solution product: (1)_____ (2)_____

(3)_____ (4)_____