



Announcements

- Time Metrics
 - Due Monday at 11:59pm for previous week
 - These are worth 2 points/week
 - Must be accurate by category
 - Need not be accurate by day of the week
- Assignment 3
 - Due next Monday
 - Estimation by analogy
 - Talk to your clients to get information (scope, platform, etc. and estimated effort) on similar projects
 - Go through wideband delta estimation process
 - So keep 3 tasks separate with no time estimate



Announcements

- Assignment 4 *DRAFT*
 - Due next Friday
 - Requirements
 - Turn in your stories so far
 - Plan
 - Turn in iteration 1 plan
 - Weeks 4-6 of class
 - 18 hours/person = 9 ideal hours/person
 - Risk Management
 - To come from lectures today and Wednesday
- Office Hours
 - One time: Today @ 2:30, Wean 8212
 - Recurring: to be announced today/tomorrow

Projects this week



- Meet with clients
 - Introduce them briefly to (their view of) XP process
 - <http://www.c2.com/cgi/wiki?ExtremeProgrammingSummary>
 - gather requirements
 - series of stories
 - assign a priority to each one
 - discuss (and pin down if possible) acceptance test(s) for each story
 - gather information about similar projects
 - how was project similar and different?
 - how much effort did the project take?
 - ascertain what domain expertise is required, start gaining it



Projects this week

- Informal work
 - Learning about protocols, applications, problems
 - Reading, setting up and running software
 - Set up CVS & jUnit before coding
 - <http://c2.com/cgi/wiki?TestingFramework>
 - <http://www.junit.org>
 - <http://sourceforge.net/projects/cppunit>
 - Prototyping
 - Build something simple to learn a new infrastructure of experiment with solutions to a problem
 - More later in lecture
- Formal work (testing, coding) begins next week
 - You'll write the plan for Assignment 4, so write it early

User Stories



Purpose: to describe required features and functionality of software

- Name or ID
- Scenario
 - An example of how a client would interact with the software to perform some task
 - Example: *Employees who are sick for more than 3 days go on DAP (Disability Absence Plan). They are paid their full pay for 190 working days, and then 70% pay up through 270 days. DAP dollars paid must be kept separate from regular pay dollars (for accounting purposes). Entry to DAP is indicated by the JL30 transaction. These are often sent to us late, after the employee has already been paid. The system must retroactively make it look as if the transaction was received on time.*
 - Example: *When creating a new WorkPlan for biweekly DAP, provide ability to use a template of commonly used steps. (A button to select a template is displayed on the GUI, but the functionality does not exist.)*
- More examples
 - <http://www.c2.com/cgi/wiki?AtsUserStories>
 - <http://www.c2.com/cgi/wiki?MonopolyUserStories>



User Stories

- Priority (customer assigned)
 - Make up a scale
- Cost
 - Ideal hours of development for one programmer
 - You assign this
 - Customer cannot set it, although they may have experience that helps you estimate more accurately
 - Do not change later, unless you have specific evidence that suggests your estimate is incorrect
- Risk
 - Needed for planning purposes
 - Pick your own scale
 - The degree to which:
 - You don't understand the problem
 - You need to learn something unknown
 - Success is outside of your control



User Story Criteria

- **Bite-sized**
 - Must be compleeteable in a single iteration
 - Say 3-15 hours of ideal effort
- **Estimatable**
 - You must be able to estimate how long it will take
- **Progress**
 - The customer must see the story as progress towards a larger goal
- **Testable**
 - The story must be testable
 - Ideally automated

Questions?



12 September 2005