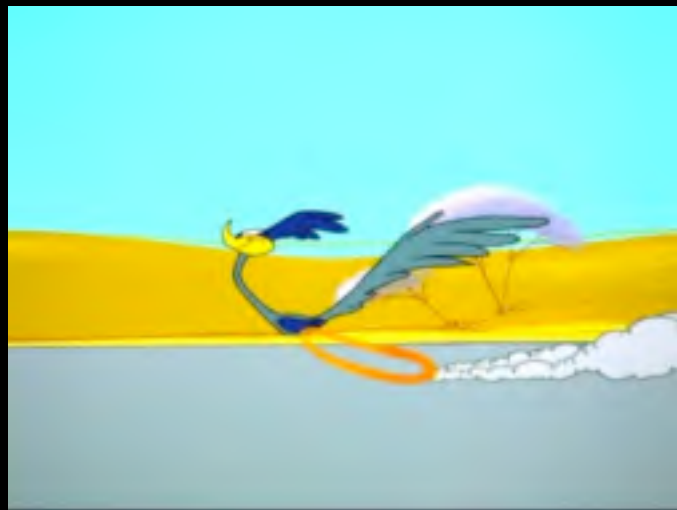


# Desenvolvimento Ágil com XP e Scrum



Guilherme Chapiewski  
[guilherme.chapiewski@gmail.com](mailto:guilherme.chapiewski@gmail.com)  
<http://gc.blog.br>



**WTF?!?**

Porque  
“ágil”?

# Quem usa isso?

- Google
- Yahoo!
- Electronic Arts
- Lockheed Martin
- Phillips
- Siemens
- Nokia
- BBC
- Oracle
- Microsoft
- ThoughtWorks
- Toyota
- Globo 😊
- ... e outras milhares de empresas no mundo todo!

# Agilidade

*“Refers to the speed of operations within an organization and speed in responding to customers [...]”*

-- <http://ccs.mit.edu/21c/iokey.html>

# Manifesto Ágil

*Individuals and interactions over process and tools*  
*Working software over comprehensive documentation*  
*Customer collaboration over contract negotiation*  
*Responding to change over following a plan*

*That is, while there is value in the items on the right,  
we value the items on the left more.*

-- <http://agilemanifesto.org>

\* Kent Beck, Mike Beedle, Arie van Bennekum, Alistair Cockburn, Ward Cunningham, Martin Fowler, James Grenning, Jim Highsmith, Andrew Hunt, Ron Jeffries, Jon Kern, Brian Marick, Robert C. Martin, Steve Mellor, Ken Schwaber, Jeff Sutherland, Dave Thomas

# Princípios Ágeis

- 1) *Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.*
- 2) *Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.*
- 3) *Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.*
- 4) *Business people and developers must work together daily throughout the project.*

# Princípios Ágeis

- 5) *Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.*
- 6) *The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.*
- 7) *Working software is the primary measure of progress.*
- 8) *Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.*

# Princípios Ágeis

- 9) *Continuous attention to technical excellence and good design enhances agility.*
- 10) *Simplicity--the art of maximizing the amount of work not done--is essential.*
- 11) *The best architectures, requirements, and designs emerge from self-organizing teams.*
- 12) *At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.*

**Descriptivo**

**X**

**Empírico**

# Scrum



# Regras simples

## PAPÉIS

- Product Owner
- Scrum Master
- Time

## REUNIÕES

- Sprint Planning
- Daily Scrums
- Sprint Review
- Sprint Retrospective

## ARTEFATOS

- Product Backlog
- Sprint Backlog
- Burndown Chart

# Product Owner



# Product Owner

- Define as funcionalidades do produto
- Define as datas dos releases
- Responsável pelo retorno do investimento (ROI) do projeto
- Prioriza as funcionalidades de acordo com seu valor de negócio
- Ajusta o product backlog a cada sprint, se necessário
- Dá o aceite final do Sprint

# Time



# Time

- Multi-disciplinar, com 7 (+-2) membros
- Define o Sprint goal e define como será feito o trabalho
- Tem o direito de fazer o que estiver ao seu alcance para alcançar o Sprint goal
- Auto-gerenciado: o time se organiza e se gerencia
- Demonstra o que foi feito para o Product Owner ao fim de cada Sprint

# Scrum Master



# Scrum Master

- Responsável pelo processo, incluindo a realização do Daily Scrum e datas e horários das reuniões
- Remove os impedimentos
- Garante que o time está sempre funcionando e produtivo
- Facilita a cooperação entre todos os membros do time
- Protege o time das interrupções externas

# Reuniões

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

# Reuniões

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

## PLANEJAMENTO

- Entendimento do Escopo
- Estimativas de complexidade
- Definição do Sprint



# Reuniões

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

## 3 PERGUNTAS

1. O que foi feito desde o último DS?
2. O que será feito hoje?
3. O que está impedindo?

- Peer-pressure
- Máximo de 15 minutos
- Comprometimento



# Reuniões

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

## DEMONSTRAÇÃO

- Apresentação das funcionalidades
- Aceitação do Product Owner



# Reuniões

- Sprint Planning

- Daily Scrum

- Sprint Review

- Sprint Retrospective

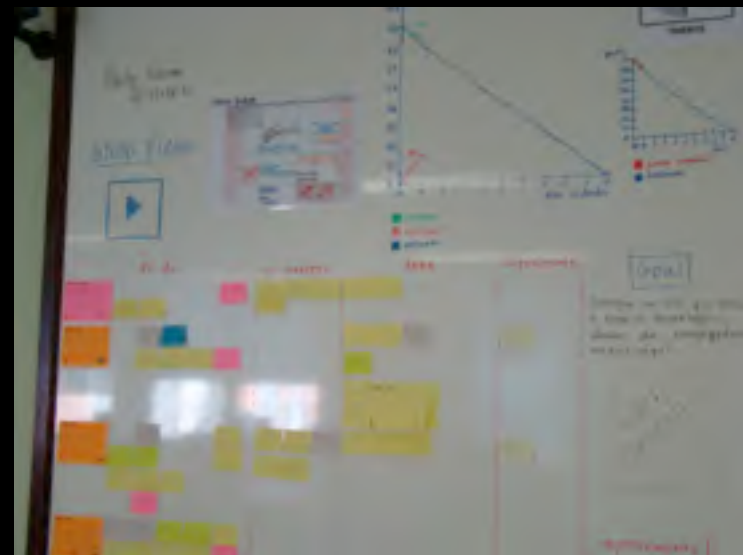
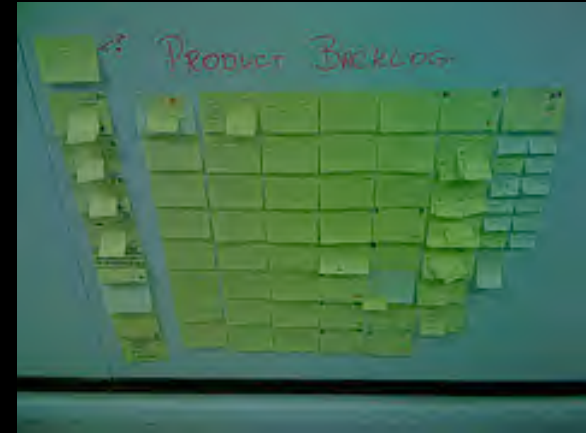


REVISÃO

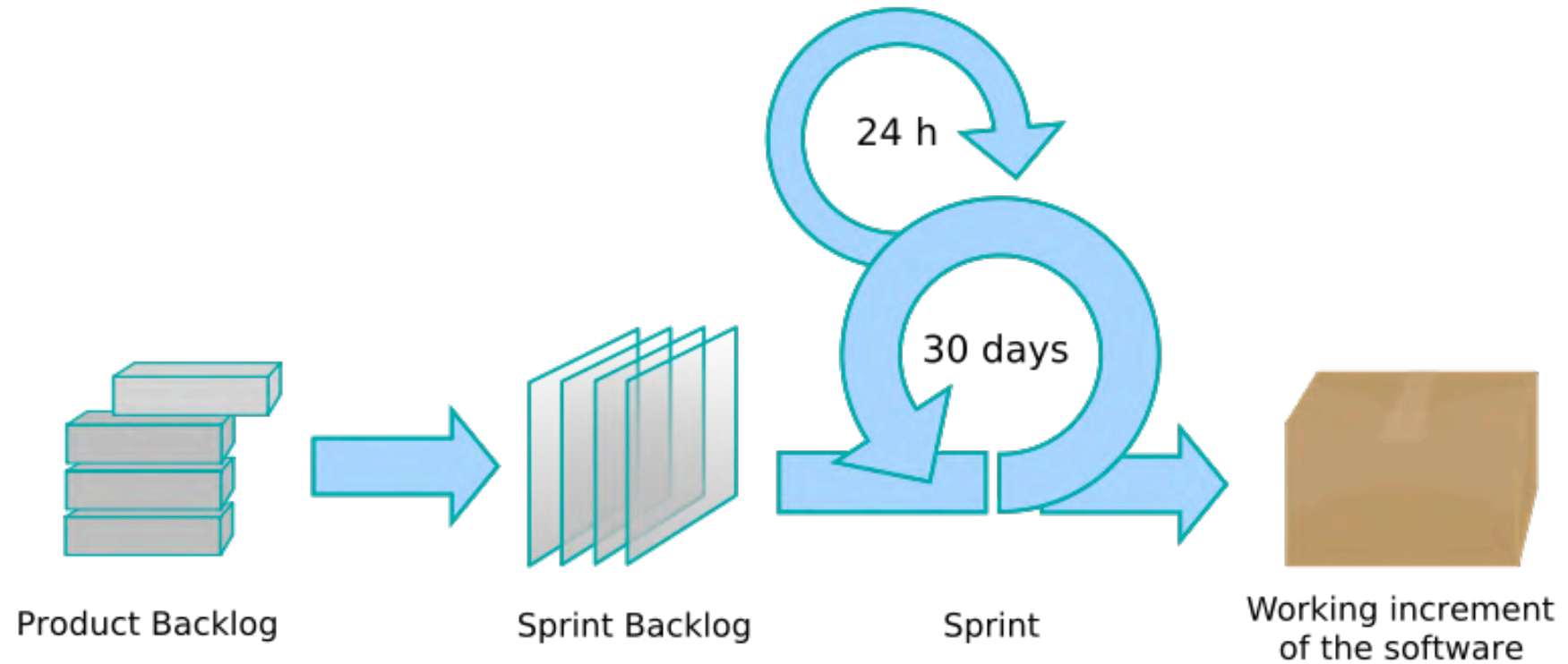
- O que foi bom?
- O que pode ser Melhorado?

# Artefatos

- Product Backlog
- Sprint Backlog
- Brundown Chart



# Scrum Flow



[http://en.wikipedia.org/wiki/Scrum\\_\(development\)](http://en.wikipedia.org/wiki/Scrum_(development))

# eXtreme Programming (XP)

# Muitas semelhanças...

## Scrum x XP

Sprint == Iteração

Sprint Planning == Iteration Planning

Daily Scrum == Stand Up Meeting

Sprint Retrospective == Reflection

# Algumas práticas do XP

- Desenvolvimento Guiado por Testes
- Integração Contínua
- Builds de 10 minutos
- Programação em Par
- Refatoração
- Metáfora

*mais em <http://improveit.com.br/xp>*

**Scrum + XP**

Perguntas?

# That's all folks!



<http://creativecommons.org/licenses/by-sa/2.5/br/>

Guilherme Chapiewski  
[guilherme.chapiewski@gmail.com](mailto:guilherme.chapiewski@gmail.com)  
<http://gc.blog.br>