



## Agile Software Development Workshop

Michael Donahue, Eastman Kodak Company

Wednesday, November 19, 2003

Open to IEEE members and non-members, **Reservation Required - See below**

6:00 PM - 9:00 Presentation

Bryant and Stratton, Henrietta Campus (**Room 126**)

1225 Jefferson Road, Henrietta, NY

<http://ewh.ieee.org/r1/rochester/comsoc/>

### Abstract

This 3-hour workshop introduces the basics of agile software development and reinforces them through a hands-on exercise performed in small groups. The primary thrust of this workshop is on the software development activities, rather than the project management and testing perspectives. The topics presented are:

- How agile processes differ from rigorous processes
- Values and principles that underlie agile software development
- An overview of three current methodologies that promote agile practices: Feature-Driven Development (FDD), Scrum, and eXtreme Programming (XP)
- Advice on how to apply effective UML-based modeling techniques within agile software projects
- Beginning with a set of requirements, perform release planning and a “barely sufficient” analysis, architecture, and design to enable the implementation of a first iterative release

**Space is limited! Make your reservation by November 17, call the Rochester Engineering Society Reservation Clerk at 254-2350 or email [res@frontiernet.net](mailto:res@frontiernet.net).**

### Biography

Michael Donahue has been a software engineer long enough to have once appreciated being called a programmer. When advised in high school that computer science was a burgeoning field, what with the race to the moon and all, he did not give the discipline much consideration. He eventually graduated from R.P.I. with a M.S. degree in applied mathematics and a minor in frisbee tossing (which may account for his somewhat tenuous grasp of physical reality). After applying numerical techniques to commercial airplane development at the Boeing Company, he moved back east and settled in Brockport. He has since been involved in several software development efforts at Kodak as an individual contributor, project lead, and manager. His current activities involve architectural and design support to consumer, professional, and output display teams. He refrains from using architect as a verb, has been known to play Saw Doctors after Jason Mraz, and thinks he would like to take a crack at running a bed and breakfast someday. He is also the developer and primary instructor for the object technology introduction, analysis and design, use case, and UML overview courses at Kodak.