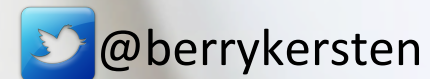


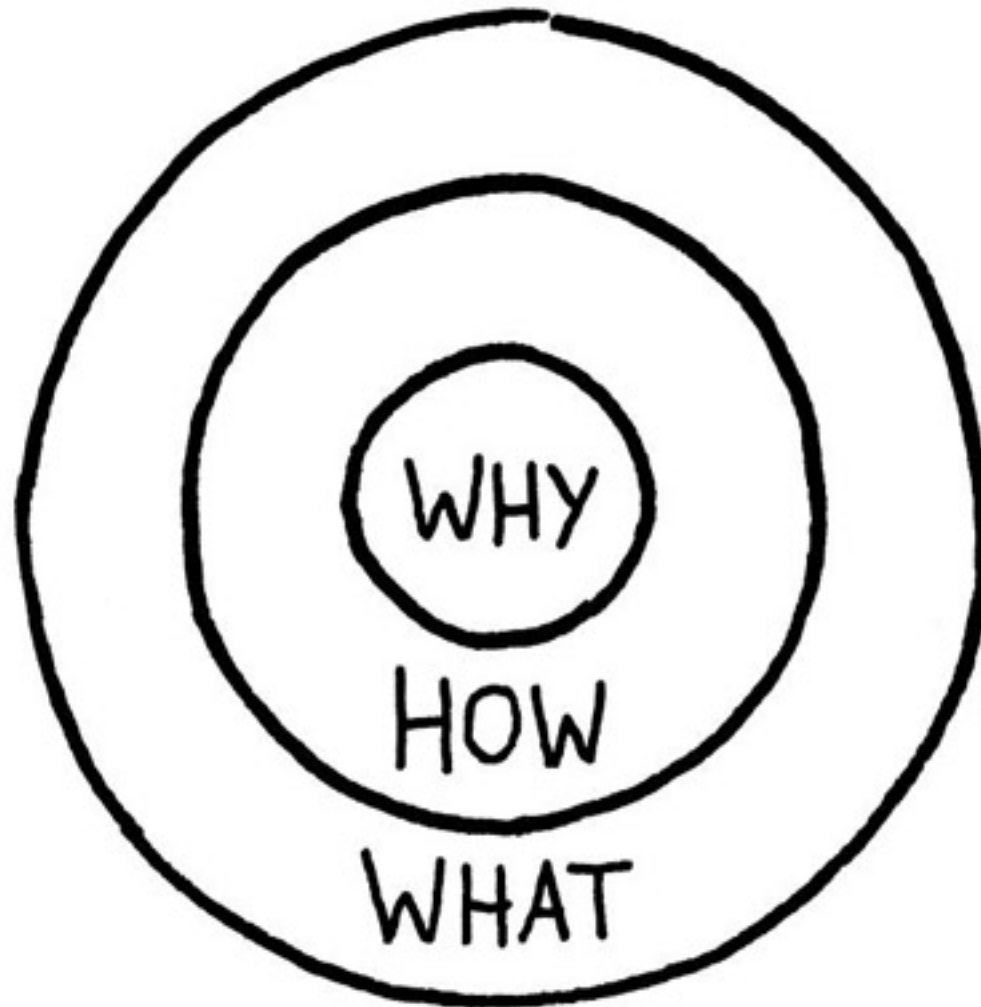
bartosz



Speel open kaart !

De Information Radiator als ultieme vorm van testrapportage





bartosz 

Aanleiding



Manifesto for Agile Software Development

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

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

Blah Blah Blah Blah Blah Blah Blah Blah

Blah Blah Blah Blah Blah Blah Blah Blah

Blah Blah Blah Blah Blah Blah Blah Blah

Blah Blah Blah Blah Blah Blah Blah:

Individuals and interactions over processes and tools

Blah Blah Blah Blah Blah Blah blah blah blah

Blah Blah Blah Blah Blah Blah blah blah blah

Blah Blah Blah Blah Blah blah blah blah

blah blah blah blah blah blah blah blah

blah blah blah blah blah blah blah blah

Principles behind the Agile Manifesto

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

Informatieoverdracht

Working software is the primary measure of progress

Indicatoren

Business people and developers must work together daily throughout the project

Betrokkenheid en feedback



Confucius

**“ Tell Me and I Will Forget,
Show Me and I May Remember,
Involve Me and I Will Understand ”**

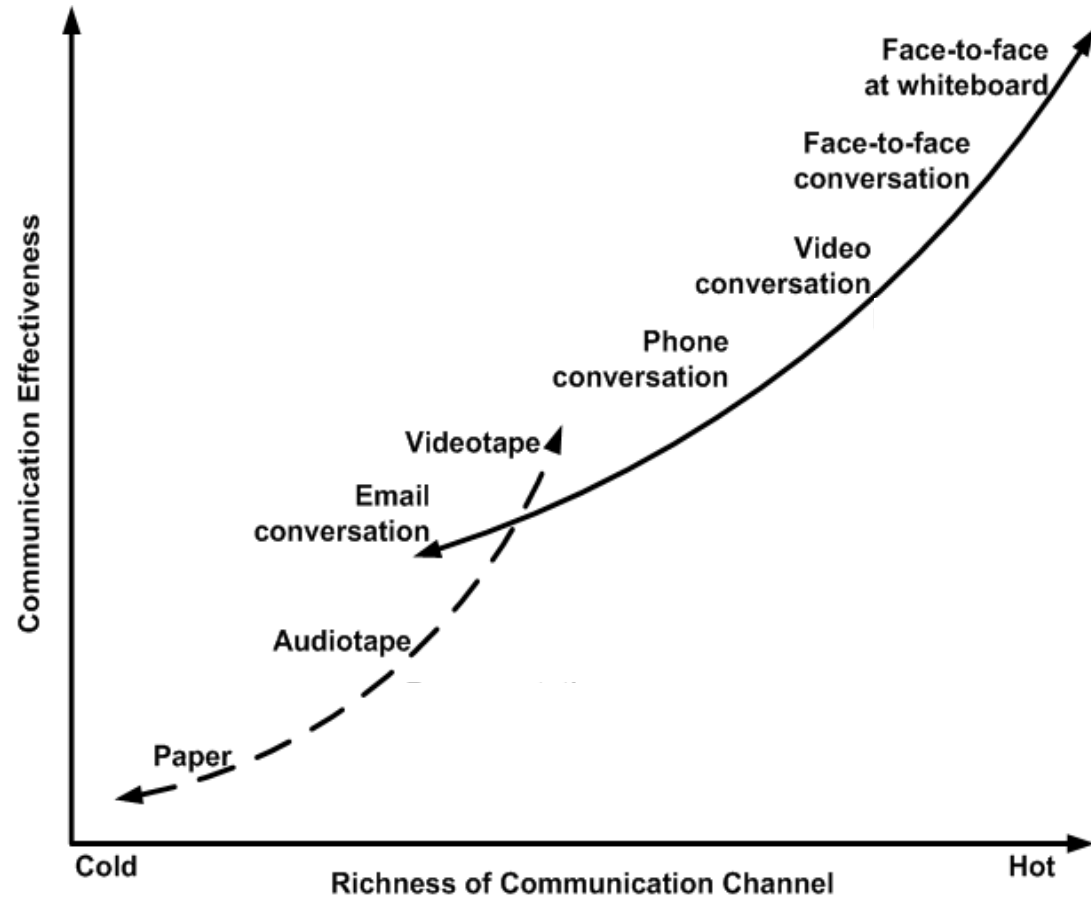


Stephen R. Covey

**“ Without involvement,
there is no commitment ”**

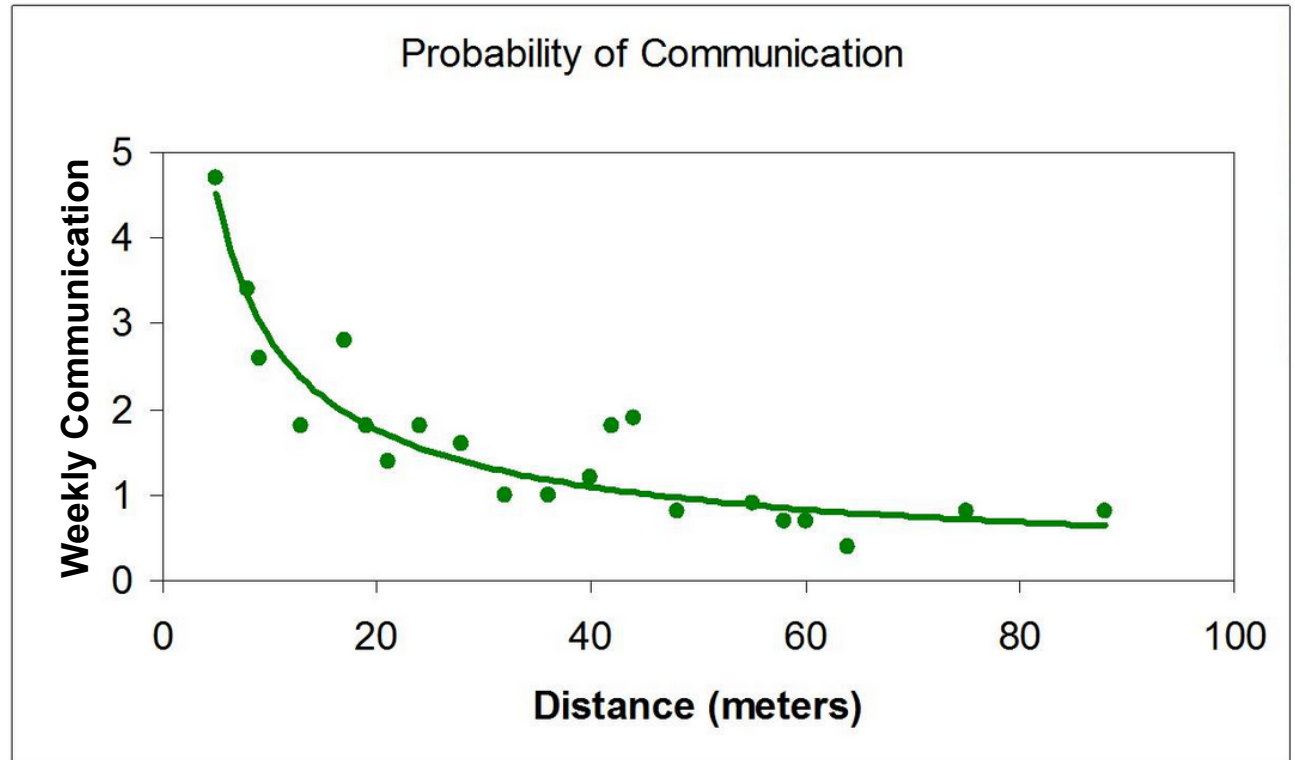


Dr. Alistair Cockburn

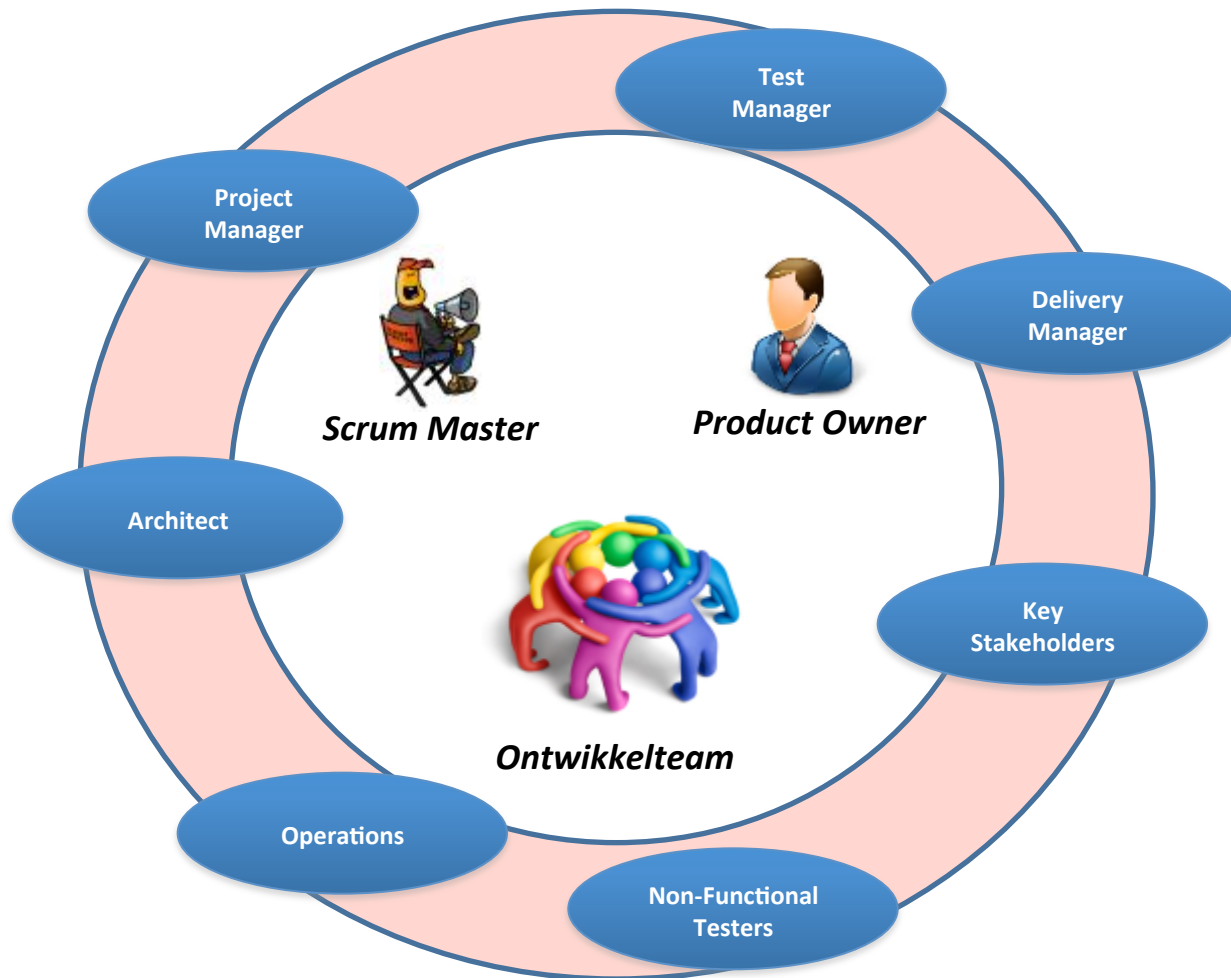




Prof. Dr. Thomas J. Allen







Communicatie

- Klassieke rapportage
- Informatie nauwelijks gelezen
- Verborgene informatie
- Foutieve informatie
- Onduidelijke informatie

Zelf-organisatie

- Te veel informatie brengen
- Te weinig informatie halen
- Routinematig proces
- Trage feedbackloop
- Lage betrokkenheid





Toyota

XP

**Open
kaart**

**Proces
Progressie
Prioriteiten**

**Stimuleren
Verantwoordelijkheid**

**Uitdagen
discussie**

Maken
we het
juiste
product ?

Maken
we het
product
juist ?

Proces
Progressie
Prioriteiten

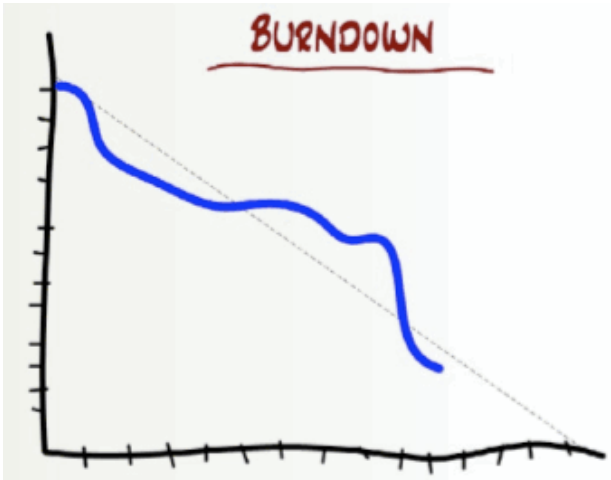
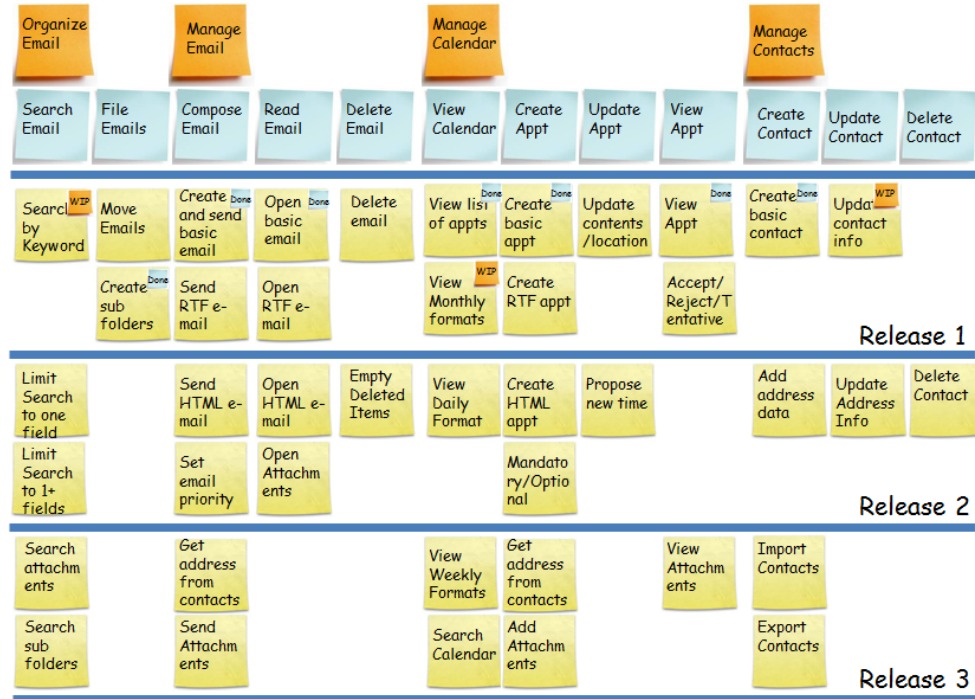
Maken we het snel genoeg ?

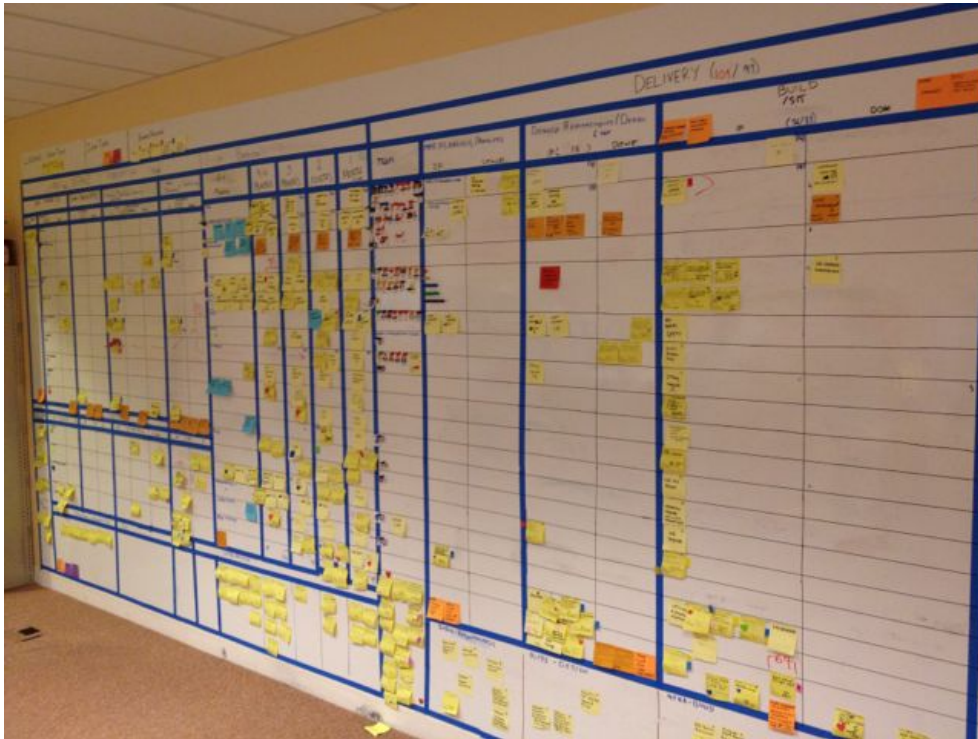
bartosz

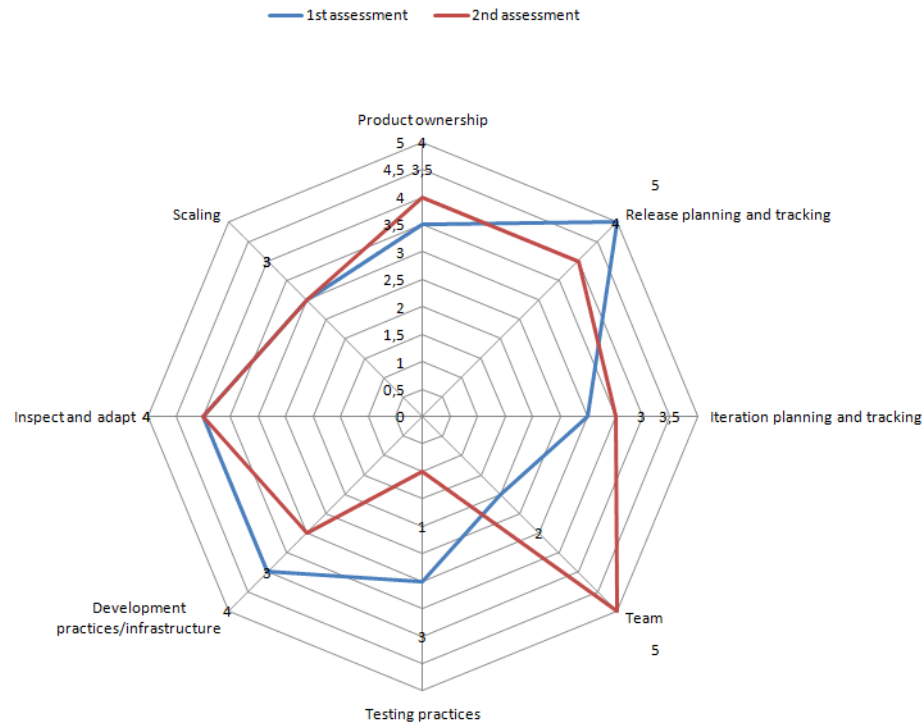
Information Refrigerator

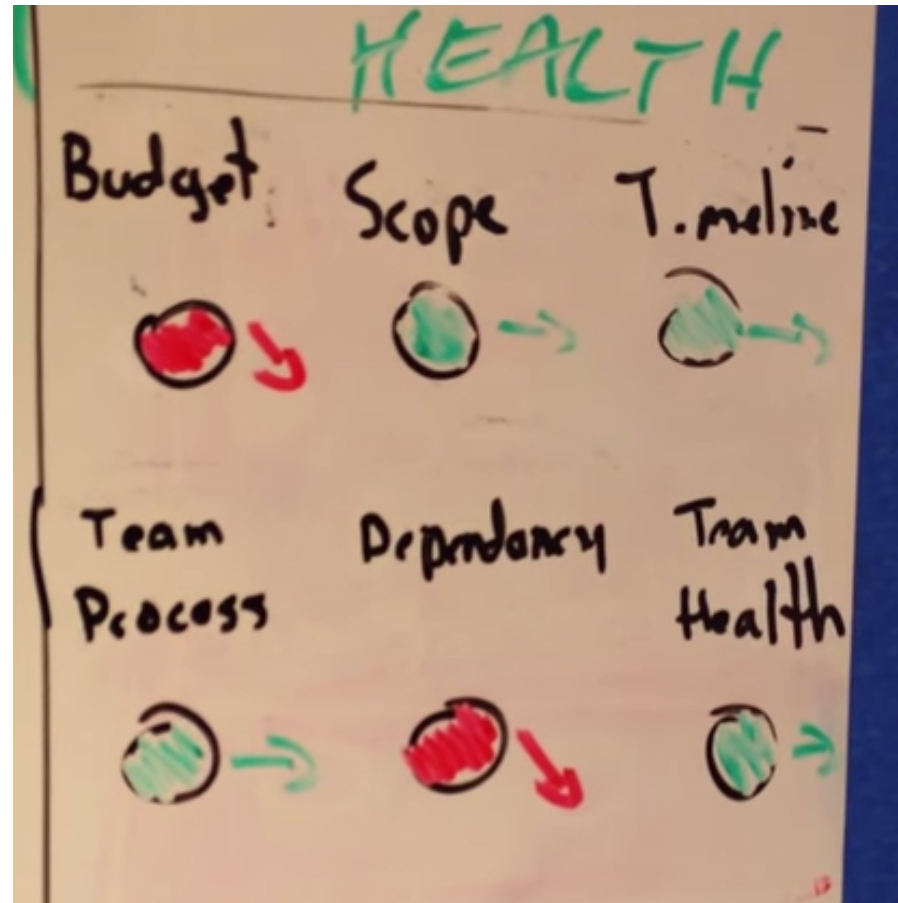


Story	To Do	In Process	To Verify	Done
As a user, I... 8 points	Code the... 9 Code the... 2 Test the... 8	Test the... 8 Code the... DC 4 Test the... SC 8	Test the... SC 6	Code the... Test the... SC 8 Test the... SC Test the... SC Test the... SC 6
As a user, I... 5 points	Code the... 8 Code the... 4	Test the... 8 Code the... DC 8		Test the... SC Test the... SC Test the... SC 6

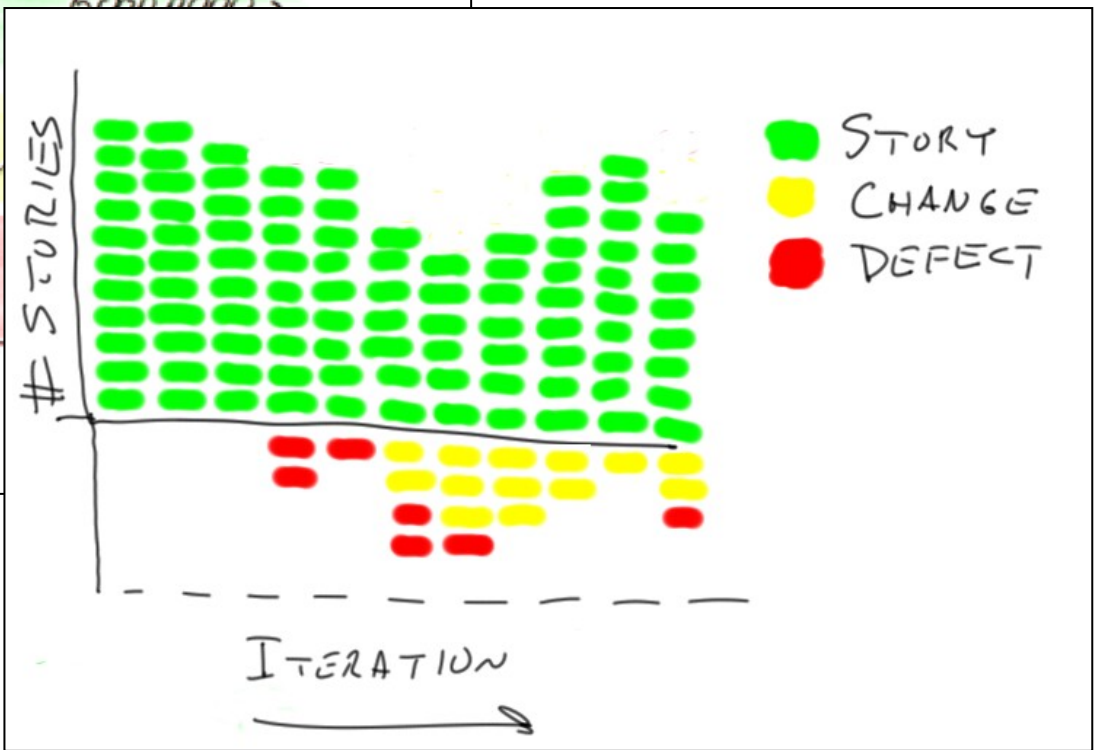
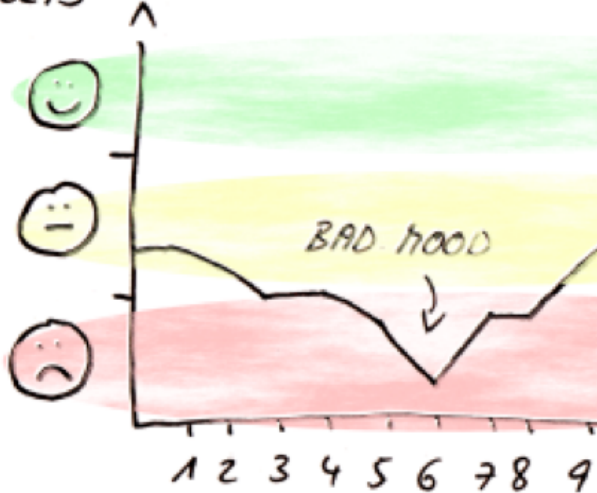




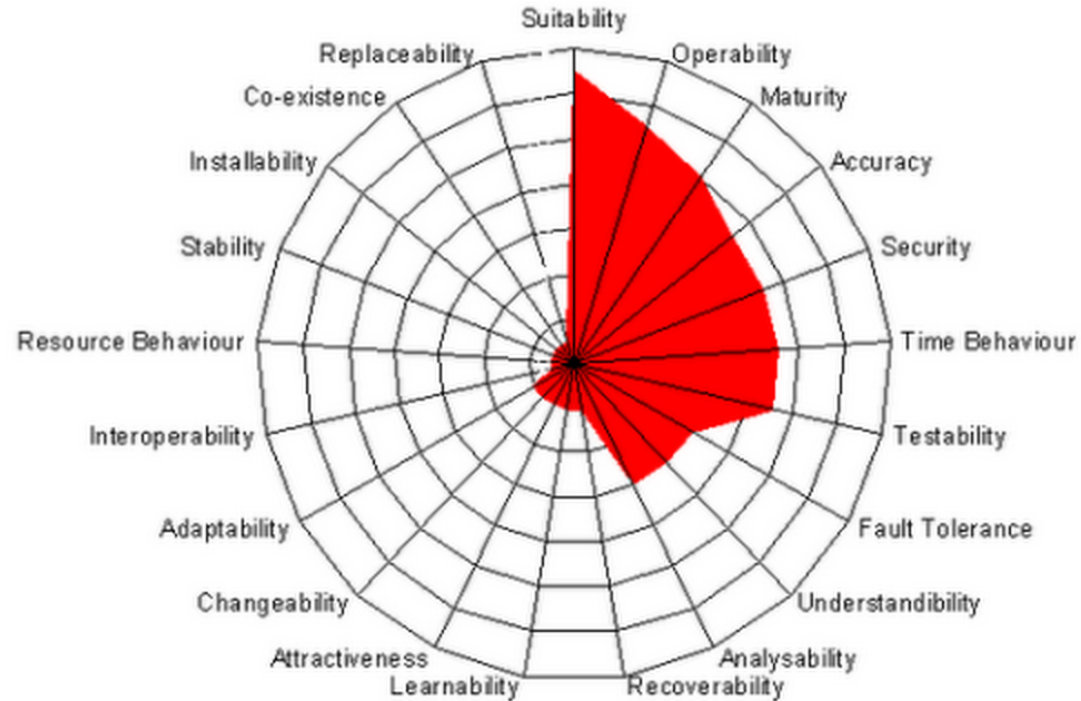
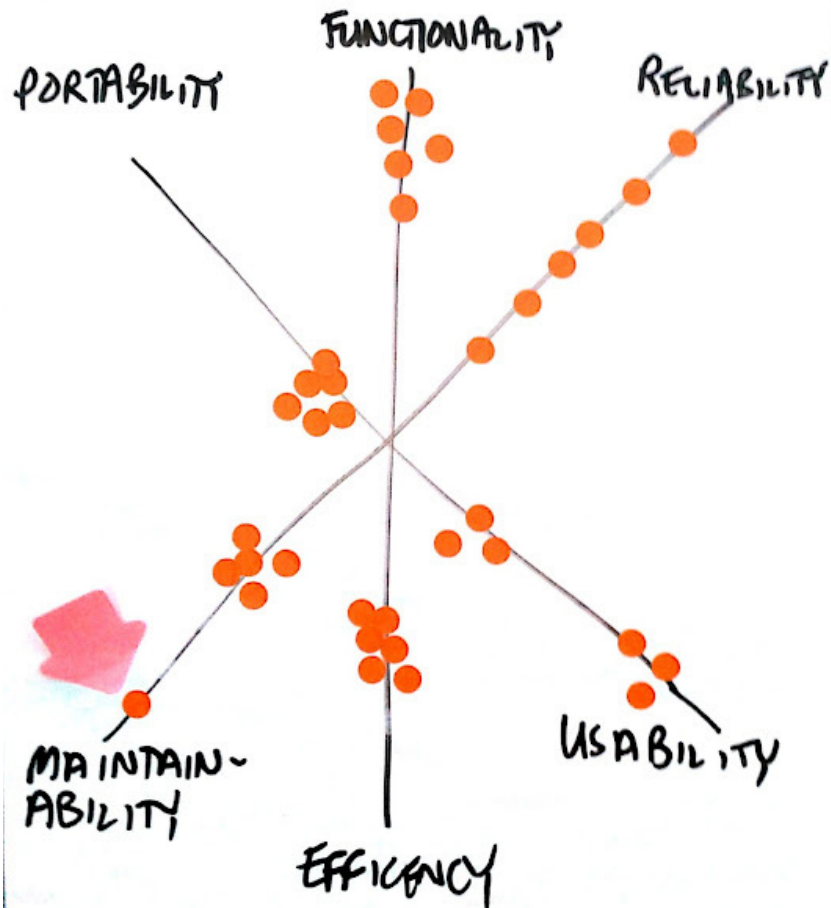




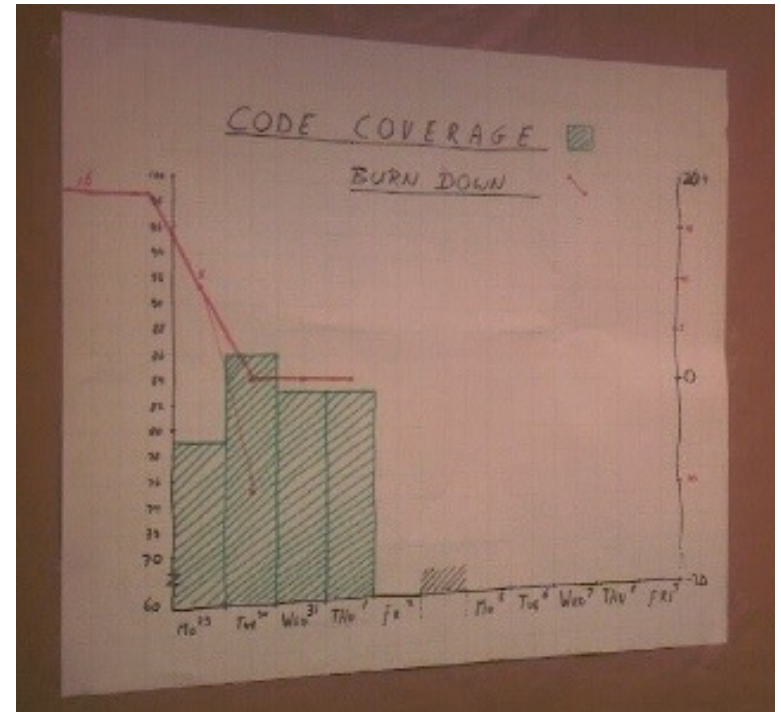
HAPPINESS/
SMILEYS







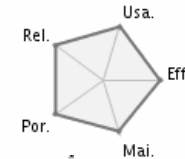
MO						
JS						
SW	✓	✓				
NS		✓				
MV				✓		
SS		✓		✓	✓	
	MO	JS	SW	NS	MV	SS



Lines of code
162,306 ▲
 325,036 lines ▲
 87,758 statements ▲
 1,060 files

Classes
1,447
 103 packages
 14,271 methods ▲
 +1,262 accessors

Rules compliance
83.7%

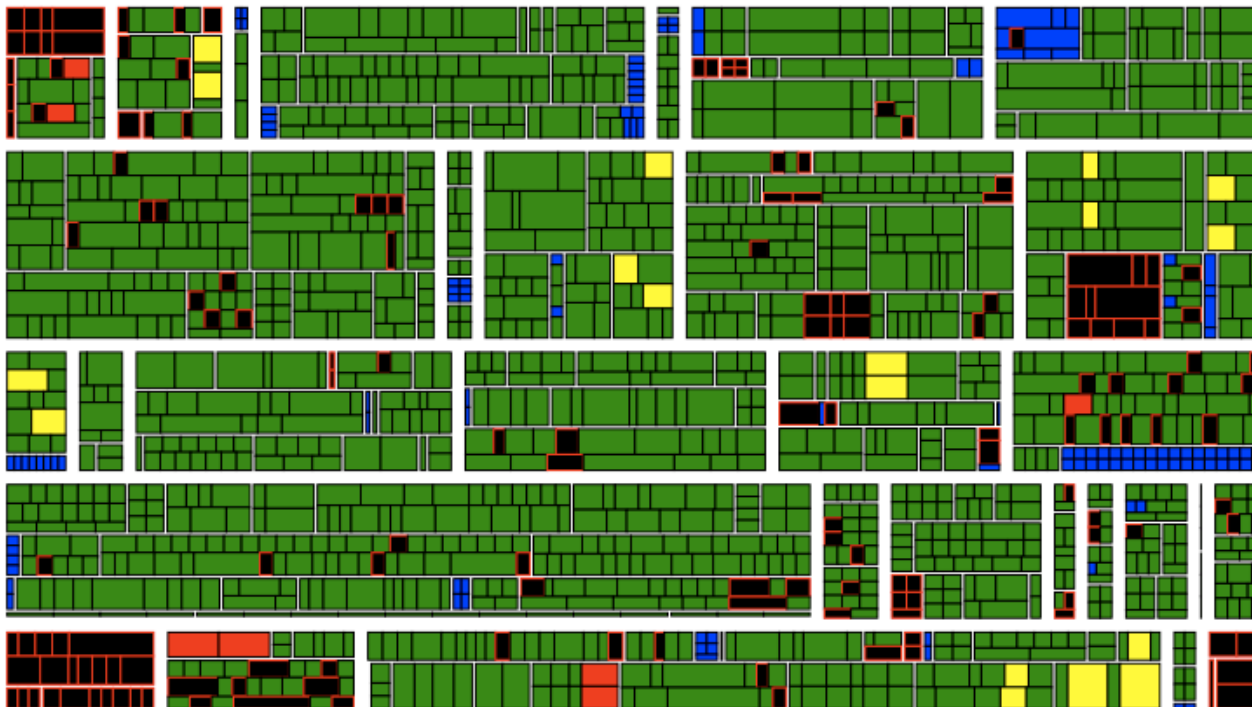


Violations
10,072 ▲

Blocker	0
Critical	0
Major	8,794 ▲
Minor	65
Info	1,213

Comments

Duplications

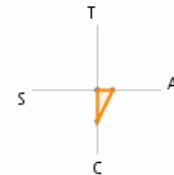


Coverage >= 75% Coverage >= 50% Coverage > 0% Coverage = 0%

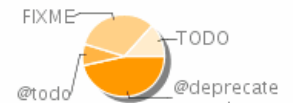
Issues : Duplicated lines (%) > 5.

maintain. Model

ability -
 ability 0
 /lity --



story
 inal



al Debt

3 ▲
 days ▲



No information available on coverage
 No information available on design



SUPPORT

Ticket statuses

- NEW: 0
- CLARIFICATION: 1
- IN PROGRESS: 3
- ANSWER-FAILED: 0
- ON HOLD: 2

NAGIOS

server statuses

	DEV	TST	ACC	PRD
PEC_COMMON	4.20.0	4.20.0	4.18.1	4.18.1
ECH	0.3.1	0.3.0	0.3.0	0.3.0
CTR	3.8.0	3.8.0	3.7.3	3.7.3
VIS	1.25.0	1.25.0	1.24.0	1.24.0
NN	1.30.2	1.30.1	1.30.1	1.30.1
GBA-V	1.22.0	1.22.0	1.21.0	1.21.0
PEC_REALM	3.2.4	3.2.4	3.2.4	3.2.3

DECEMBER RELEASE

14 DAYS REMAINING

DEVELOPMENT

unresolved issues

- BUG
- RFC
- FR
- OTHER

TESTING

untested issues

	ECH	CTR	NN	GBA-V	VIS
D2	1	2	0	2	0
D3	-	-	-	-	-
D4	-	-	-	-	-
RC1	-	-	-	-	-
RC3	-	-	-	-	-

BURNDOWNS

by project

ECH, CTR, NN, GBAV, VIS

D1 (04/11), D2 (11/11), D3 (18/11), D4 (25/11), RC1 (02/12), RC2 (09/12), RC3 (16/12), PROD (23/12)

BUILD MONITOR

- ECH: 7.8
- CTR: 7.6
- CTR 5.0: 8.1
- NUMBERED HEADINGS: 9.5
- GBA-V: 8.7
- NOTARISNET: 7
- PEC_INTEGRATION: 9.5
- PEC_COMMON: 7.5
- GBA-V TMV: 8.1
- VIS: 8.3

NOTICES

w46 Tue 16/11

- Barri heeft een zoon
- Sander is er gewoon
- Maintenance on firewall
- Confluence upgrade

FRESH COFFEE

REFILL IN 07 DAYS

TESTANDEN TBV NOTARISNET /// BRIAN BOUTERSE CREATED TKT-1351: G
H WEBCLIENT IS SOMS WAT TRAGG /// JEROEN VELDHORST CREATED GB

bartosz

Information Radiator

Zichtbaar

Begrijpelijk

Interactief



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

- ✓ Meer interactiemomenten creëren
- ✓ Juiste mensen, op de juiste plek, op het juiste moment

Face-to-face conversation.

- ✓ Aantrekkelijker maken
- ✓ Juiste informatie, in de juiste context

Working software is the primary measure of progress.

- ✓ Information Radiator als hulpmiddel
- ✓ Juiste metric, met juiste visualisatie

De Information Radiator als ultieme vorm van testrapportage

Vorm afhankelijk van context

Complementair aan bestaande processen

Overzicht geeft inzicht

Stimuleert de interactie

Transparante communicatie

Korte feedbackloop

Goedkoop, snel, en eenvoudig inzetbaar

