

CM MatchPoint Agile

This sessions shows how to use CM MatchPoint for the management and automated deployments in agile projects using frameworks like SCRUM

Christoph Heinrich, CM First

Plex Track A / Session 17



Speaker Bio

Christoph Heinrich

- CM First Group
- Based in Salt Lake City, USA
- With CA Plex/CA 2E for 20+ years

Agenda

- CM First Group
- Agile Application Lifecycle Management – DevOps
- SCRUM
- CM MatchPoint for Agile Projects
- CM MatchPoint Roadmap
- Q&A

- IT Services and Product Company
- Focus on Application Modernization on IBM environments
- Headquartered in Switzerland, Operations in USA, Italy and France
- 35 employees / over 400 customers

- CA Technologies Partner for CA Plex / CA 2E / CA Repository
 - Sales, Services, CA SMART Certified Products
- CM First Products add value to CA Technologies Products

CM First Group – our Services

■ CA 2E Services

- Education
- Install / Upgrades
- Audit / Best Practices
- ALM – CA 2E CM/Implementer
- Web Option / Web Services
- Staff Augmentation
- PDS Partner for Europe

■ CA Plex Services

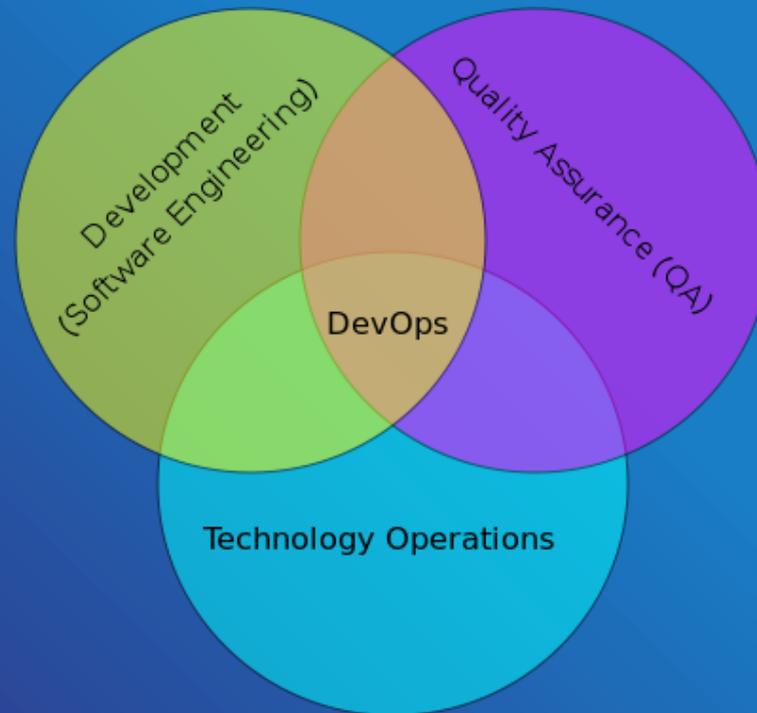
- Education
- Install / Upgrades
- Audit / Best Practices
- Platform Migrations
 - RPG/C++ to C#/Java
 - IBM i to Windows/Linux
- Web Services, Web/Mobile Apps
- ALM – CM Matchpoint
- Staff Augmentation
- PDS Partner for Europe



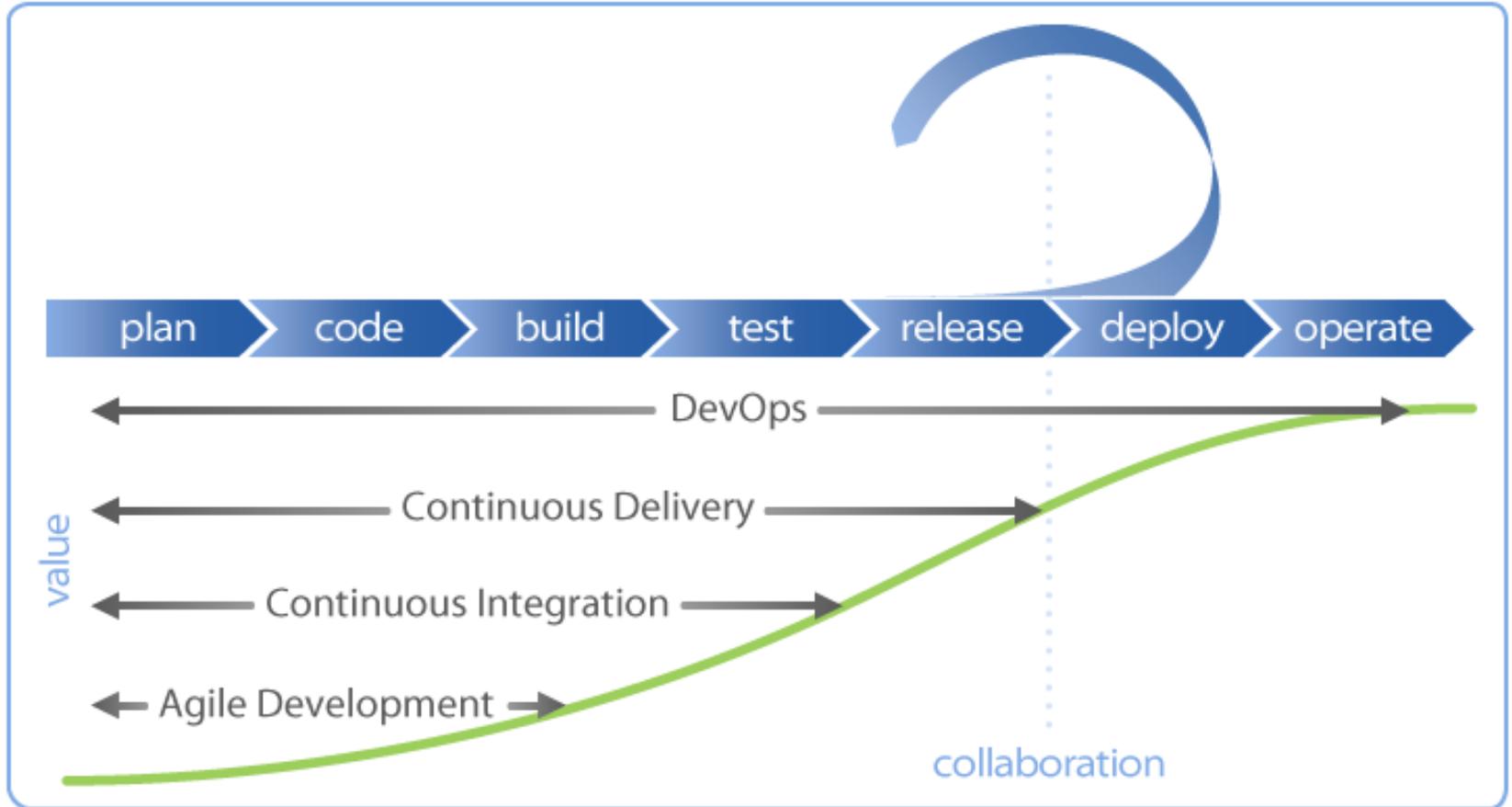
CM First Group – our Products

- **CM WebClient**
 - Plug-in HTML5/JavaScript generator for CA Plex, generates directly from CA Plex models **without a rewrite**
- **CM MatchPoint ALM**
 - Application Lifecycle Management for CA Plex/CA 2E and IBM I
- **CM M3**
 - Transforms CA 2E models to CA Plex, generate web/mobile versions in Java, and replatform to Windows/Linux/Cloud
- **Worksoft Certify for CA Plex Integration**
 - Test Plex C++ Apps with complex UI's using Worksoft Certify. 5250, Java, Web, Mobile testing also available (no integration necessary)
- **CM MetaAnalytics**
 - Analyze zOS applications (Java, ASM, JCL, COBOL) for component connectivity and quality metrics. Load results to CA Repository.

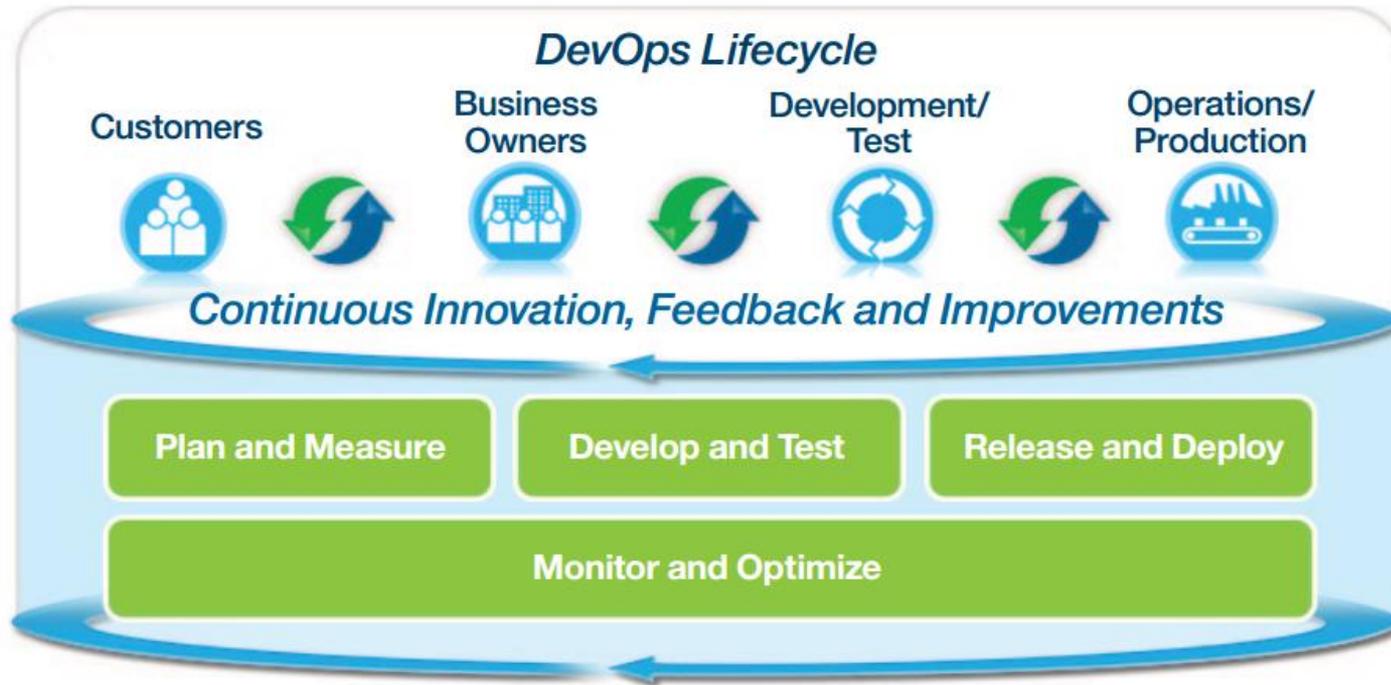
DevOps



Agile - DevOps



DevOps Lifecycle



Source: IBM Software Technical White Paper

- CA Technologies
 - A recent global study, commissioned by CA Technologies, which canvassed 1 300 senior IT decision-makers worldwide, revealed respondents had seen a **17% to 23% improvement with regards to increased earnings, shorter time-to-market, heightened competitiveness and greater customer satisfaction** due to their DevOps initiatives.
- Other studies show similar or higher improvements

Agile Adoption



EXPERIENCE WITH AGILE DEVELOPMENT



PERSONAL EXPERIENCE

Agile is not just a fad. Eighteen percent of respondents have personally practiced agile for more than 5 years, and about one-third have taken agile with them to another employer. The number of respondents who have practiced agile for more than 2 years continues to grow – from less than half of the 2010 respondents to 55% in 2011.

26%
< 1 Year

19%
1-2 Years

37%
2-5 Years

18%
5+ Years



COMPANY EXPERIENCE

HOW MANY?

More than 80% of respondents said their organizations have **adopted agile development practices within their software organizations.**

80% YES

15% NO

5% UNSURE

HOW LONG?

Nearly half of the respondents **work at companies that have been practicing agile for over 2 years, compared to 40% in 2010.**

14%
< 1 Year

40%
1-2 Years

36%
2-5 Years

9%
5+ Years

&

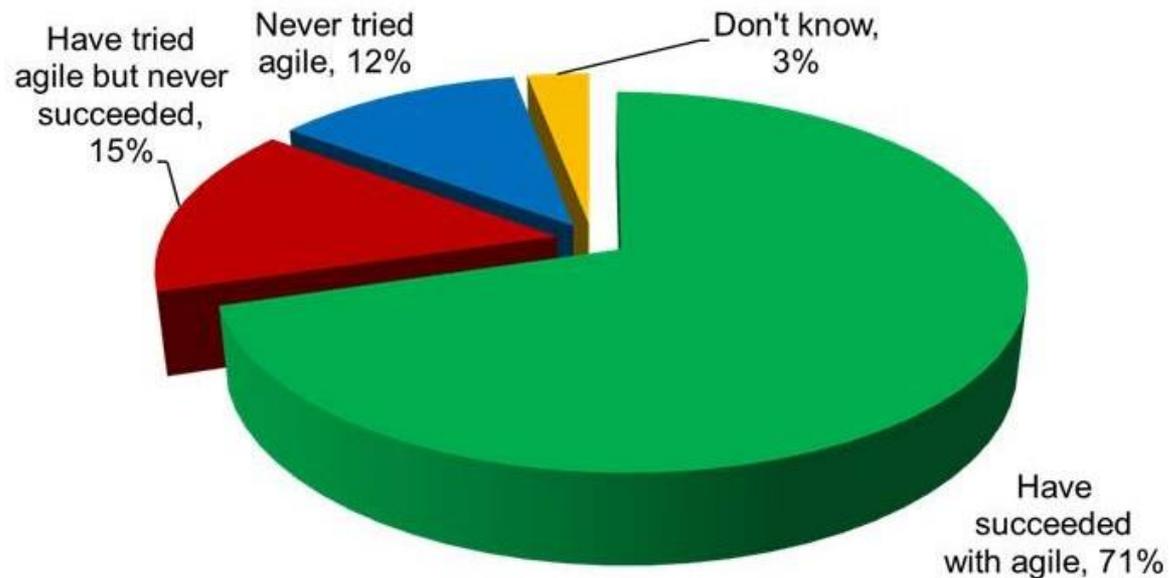
Source. Forrester



Agile Adoption - continued

Agile Adoption and Success Rates

Question: To your knowledge, has your organization successfully applied agile techniques/strategies/processes on one or more development projects?



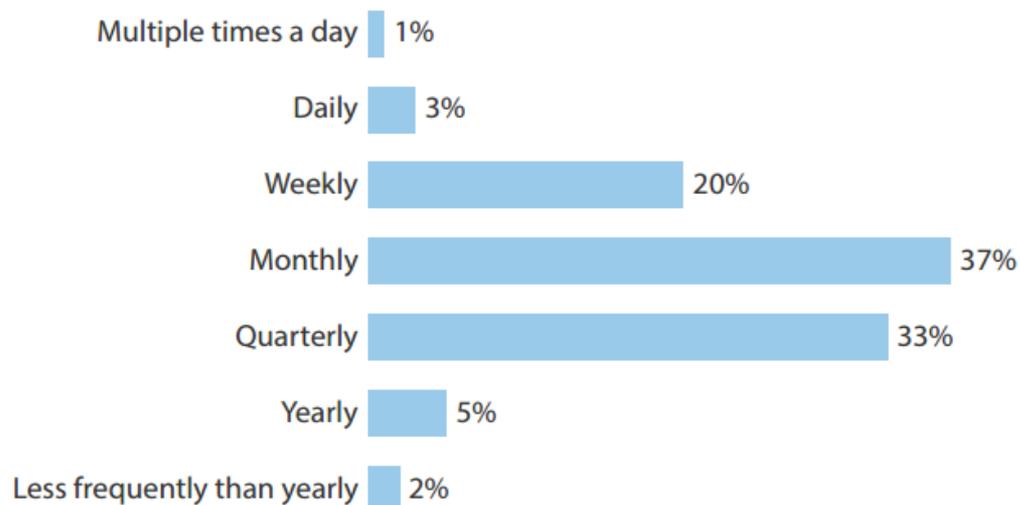
Implication: 86% of respondents work in organizations that are at least trying agile techniques.

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Agile adoption – continued

Figure 1 Release Cycles Are Getting Faster, But There Is Room To Improve

“On average, how often do you release software updates, both major and minor, into production?”



Base: 115 software development professionals
(percentages do not total 100 because of rounding)

Source: Forrester

Agile vs. Waterfall

- Agile is....
 - Quick — Can handle projects as short as a couple of weeks
 - Iterative — Agile is built around a constant feedback loop
 - Continuous — Agile focuses on continuous integration, test and deployment
 - Verifiable — With a definition of done that is transparent and verifiable, project progress is quickly apparent

Agile vs. Waterfall

- But Agile is also...
 - Not a silver bullet — Agile exposes problems early, but does not solve all of them
 - Disruptive — Agile requires significant changes to culture, governance and IT's interactions with the rest of organization
 - Less mature — Over a dozen years old, but new to many organizations
 - Harder to outsource — Does not fit fixed bid contract model

Let's look at

SCRUM

an agile framework

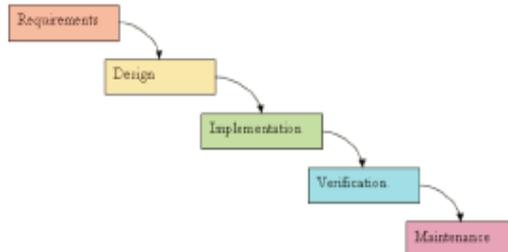
www.scrum.org



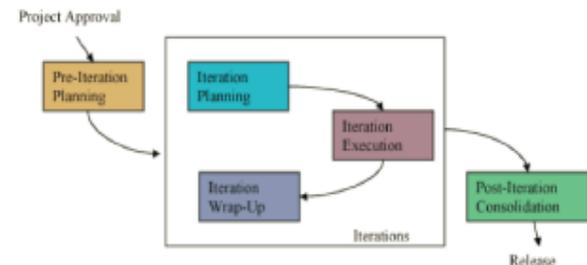
SCRUM – an agile framework



Requires that **every piece of work be completely understood**. Given a well-defined set of inputs, the same outputs are generated every time. A defined process can be started and allowed to run until completion, with the same results every time.



Provides and exercises control through **transparency**, frequent **inspection** and **adaptation** for processes that are imperfectly defined and generate unpredictable and unrepeatable outputs.

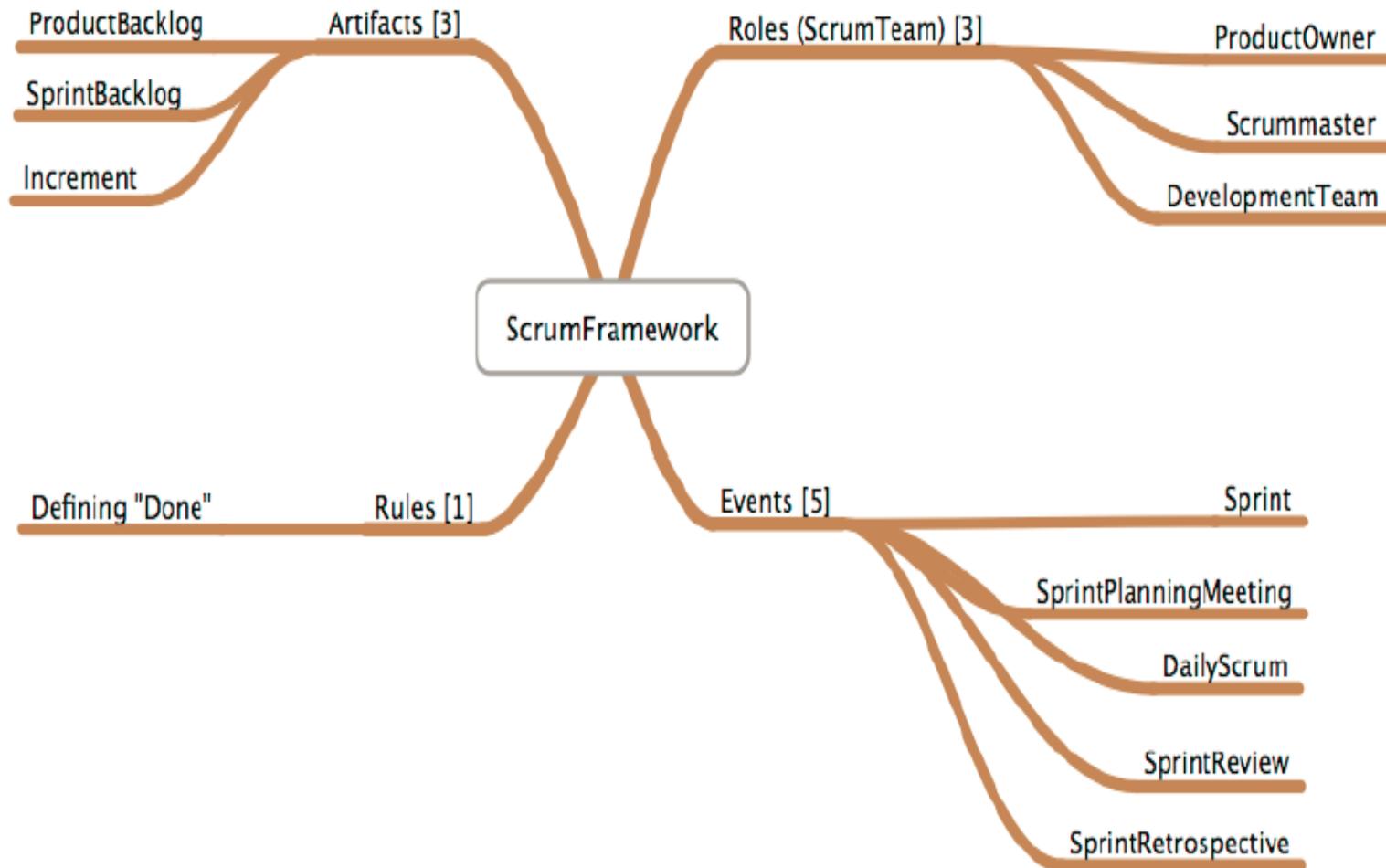


- Scrum is..
 - Lightweight
 - Simple to understand
 - Extremely difficult to master

- 3 Pillars of Scrum
 - Transparency
 - Inspection
 - Adaption

SCRUM Overview

Scrum Mindmap



SCRUM Artifacts

- **Product Backlog**
 - Ordered
 - Items at the top are more granular than items at the bottom
 - Maintained/re-ordered during the Backlog Grooming effort by Product Owner
- **Sprint Backlog**
 - Committed items negotiated between team and Product Owner in Sprint Planning Meeting
 - Scope commitment is fixed during Sprint execution
- **Increment**
 - Sum of all Product Backlog items completed during a Sprint and all previous Sprints which produce a new increment that must be 'Done'
 - Usable condition regardless of Product Owner readiness to release it

SCRUM Roles

- **Product Owner**
 - Responsible for maximizing the value of the Product and the work of the Dev team.
 - Responsible for managing the Product Backlog
- **Scrum Master**
 - Responsible for ensuring Scrum is understood and enacted
 - Servant-leader for Scrum team
- **Development Team**
 - Cross-functional team who produce a potentially releasable increment of 'Done' at the end of each sprint
 - Only members of this team create the increment

- Definition of 'Done'
 - When a Product Backlog Item or Increment is described as 'Done', everyone needs a common understanding
 - Shared understanding is the key as this definition drives the amount of Product Backlog Items the team can select during a Sprint
 - Increments are usable; Product Owner may choose to immediately release it

SCRUM Events / 1

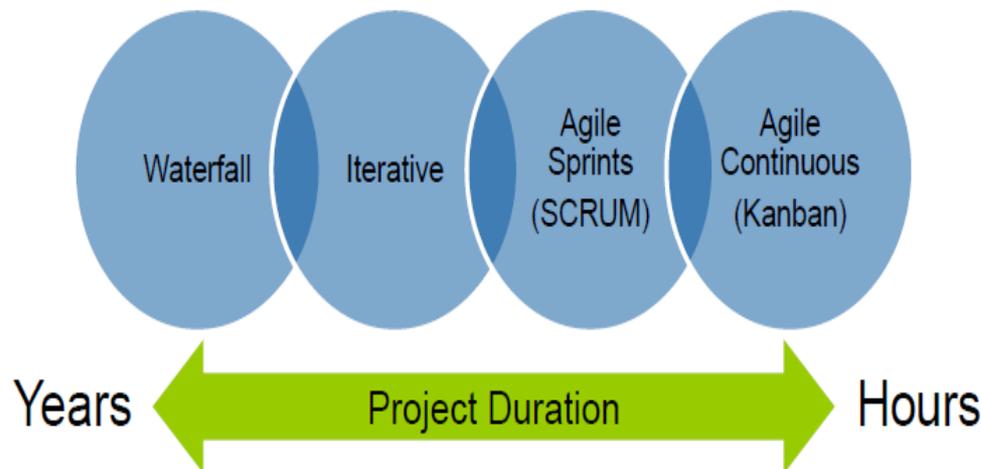
- Sprint
 - Time boxed at 4 weeks or less in which a 'Done', usable, and potentially releasable increment is created
 - Consistent duration and are continuous
- Sprint Planning Meeting
 - Time boxed at 8 hours for a 4 week Sprint
 - Plans the work to be performed in the Sprint
 - Two parts: 1) What will be delivered, 2) How will it be delivered
- Daily Scrum
 - Time boxed at 15 minutes/day
 - Finished, going to finish, obstacles/impediments today



- **Sprint Review**
 - Time boxed at 4 hours for a 4 week Sprint
 - Inspect the increment/Adapt the backlog
 - Elicit feedback and foster collaboration
- **Sprint Retrospective**
 - Time boxed at 3 hours for a 4 week Sprint
 - Team self-inspection and creation of a plan for improving execution

Recommendations

- Reduce Iteration Duration
 - Long iterations limit feed back, resulting in:
 - -Delivering the wrong functionality
 - -Delivering too much functionality
 - -Schedule risk



Recommendations - continued

Simplify

- Design and Code

Embrace

- New Information

Demonstrate

- Design With Mockups

Cooperate

- Work in Pairs

Automate

- Deployment and Test

Integrate

- Continuously

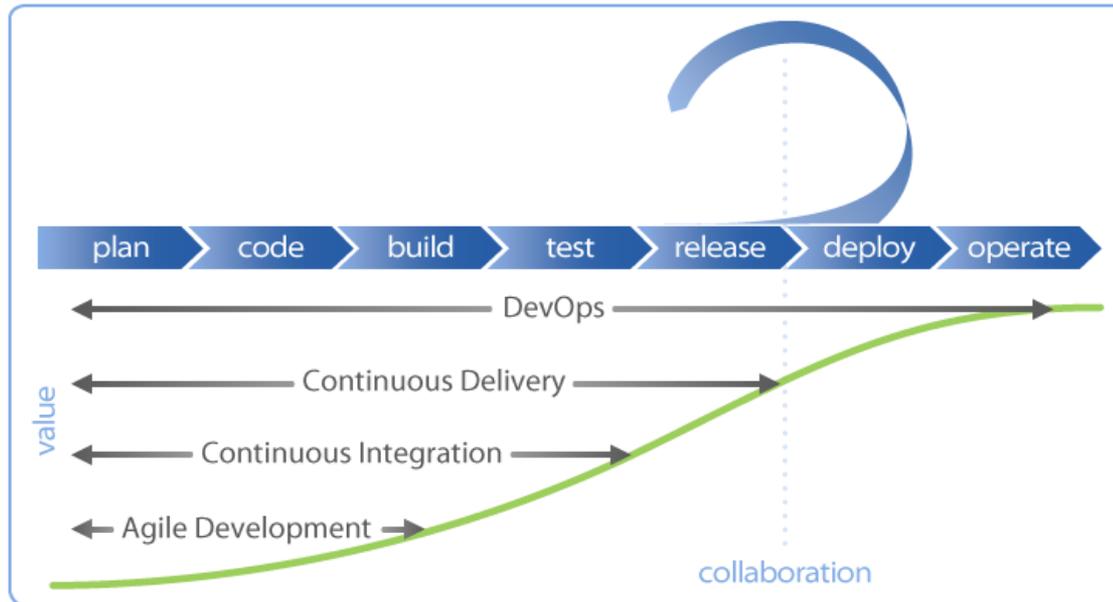
Retrospect

- Periodically During Project



CM MatchPoint Overview

- Cover the complete process



Demo

CM MatchPoint Agile

- Manage Agile Projects
 - Manage user stories/tickets/use cases -> Backlog
 - Plan, prioritize, order, specify, assign resources
 - Execute sprints, work on sprint backlog items
 - Monitor progress
 - Deploy changes

- Transparency
 - Reports

Demo

CM MatchPoint ALM Roadmap

- Agile
 - Acceptance Criteria
 - Test Automation Integration
 - Managing Sprints, Sprint Teams
 - UI Improvements: Tabs, Drag and Drop of Stories between sprints and states
- Deployment
 - Improved support for Code Libraries / .Net development
 - Automatic rollback of deployments
- Management
 - Task management and templates
- Platform
 - SQL Server Backend

Summary

- Moving towards Agile / DevOps
 - Short Cycles
 - Transparency, Inspection, Adaption
- CM MatchPoint ALM
 - Integration of CA Plex model management and model objects
 - Setup for Agile/SCRUM
 - AUTOMATION is crucial for Agile/DevOPs

Q&A



Thank You

Please fill out the evaluation form

christoph.heinrich@cmfirstgroup.com

www.cmfirstgroup.com

