

#### Agile MDA: an obvious oxymoron or a winning approach

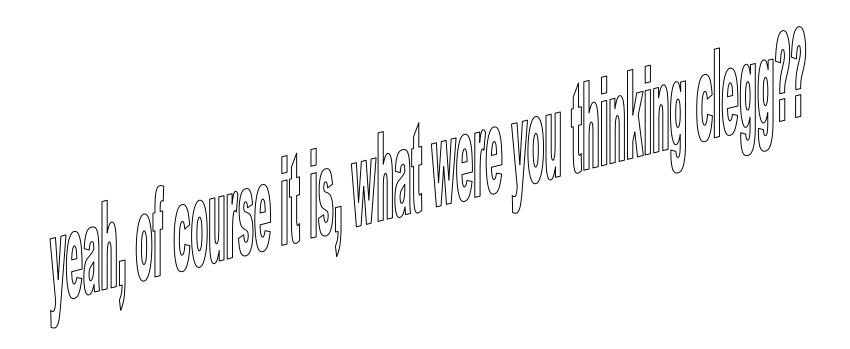


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#### Agile MDA - an Oxymoron?





# Agile

- Driven by velocity
- Measured by code
  - that does what it's supposed to do
    - correctness > defined by > tests
    - tests > defined by > use cases/stories
    - USE CASES > defined by > USERS
  - <u>not</u> driven by models
    - Agile models
      - aid thinking,
      - aid communication,
      - are disposable



## MDA

- Driven by models
  - there's a clue in the title
  - executable models?
- Measured by
  - the solution that does what it's supposed to do
    - correctness > defined by > models
    - models > *defined by* > developers
    - models > verified by > users
  - other measures:
    - full lifecycle productivity
    - repeatability



# MDA v Agile

<ul> <li>MDA</li> <li>Models</li> <li>Traceability</li> <li>Managing change</li> </ul>	<ul> <li>Agile</li> <li>Collaboration (f2f)</li> <li>Code</li> <li>Welcoming Change</li> </ul>
<ul> <li>Process</li> <li>both value</li> <li>Communication</li> <li>Accuracy</li> <li>Flexibility</li> <li>Effectiveness</li> </ul>	



#### Where do Models add value

- Agile
  - Collaboration (f2f) ✓
  - Code( <
  - Welcoming Change
  - People

•1-way

*Generated:* 

•round-trip

•synchronized



### Where do Models add value

- Agile
  - Collaboration (f2f) ✓
  - Code( <
  - Welcoming Change
  - People

•1-way •round-trip

*Generated:* 

•synchronized

visualization





- Agile
  - Collaboration (f2f) ✓
  - Code ✓
  - Welcoming Change
  - People





- Agile
  - Collaboration (f2f) ✓ ✓
  - Code ✓ ✓
  - Welcoming Change  $\checkmark$
  - People  $\checkmark$



# **Agile Modeling & Visualization**

- To express requirements
  - Usually hand-drawn & transient
  - Primarily: Class, Sequence, Use Case & Activity
  - Supplementary requirements techniques
    - Eg CRC, Robustness etc
- Technology specific models
  - database, pageflow, etc.



#### Hand-drawn vs tool-drawn

<ul> <li>Hand drawn</li> <li>Fast,</li> <li>Flexible,</li> <li>Implicitly temporary</li> </ul>	<ul> <li>Tool Drawn</li> <li>Consistent</li> <li>Maintainable</li> <li>Can drive code</li> </ul>
<ul> <li>use modeling tools</li> <li>to communicate – reverse engineering</li> <li>to transform – code generation</li> <li>to develop – visual editors</li> </ul>	



# JDeveloper demonstration



# Summary

- Agile modeling because
  - it's as easy as drawing it by hand
    - communicating to groups or remotely
  - it's worth the extra investment up front
    - because it'll generate code
  - it <u>is</u> the code



# **Agile References**

- http://www.agilemanifesto.org
- <u>http://www.agilealliance.org</u>
- http://www.agilemodeling.com
- <u>http://www.martinfowler.com/articles/newMethodology</u>
   <u>.html#N401</u>



#### **More Technical Information**

- Visit Oracle Technology Network
   <u>http://otn.oracle.com</u>
- The JDeveloper Home page
   <u>http://www.oracle.com/technology/products/jdev</u>
- Register for the Java Newsletter
   <u>http://otn.oracle.com/javanews</u>



# QUESTIONS ANSWERS

