

### Manifesto for Agile Software Development<sup>1</sup>

**Individuals and interactions** over processes and tools

**Working software** over comprehensive documentation

**Customer collaboration** over contract negotiation

**Responding to change** over following a plan

### Free Software Definition<sup>2</sup>

- The freedom to run the program, for any purpose.
- The freedom to study how the program works, and adapt it to your needs.
- The freedom to redistribute copies so you can help your neighbour.
- The freedom to improve the program, and release your improvements to the public, so that the whole community benefits.

A program is free software if users have all of these freedoms.

## Importance to Corporates

#### Agile Software Development

- Faster development
- Adaptable to change
- Higher quality assurance
- Delivering on real customer needs

#### Open Source Software

- Reusable software components
- White-box view on components
- Customisability
- Acquisition

Corporates

?

ASD

OSS

## OSSD is not ASD<sup>†</sup>

#### Similarities

- “Our highest priority is to satisfy the customer through early and continuous delivery of valuable software”
- “Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage”
- “Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale”
- “Working software is the primary measure of progress”
- “Continuous attention to technical excellence and good design enhances agility”
- “Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely”

#### Differences

- “Business people and developers must work together daily throughout the project”
- “Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done”
- “The most efficient and effective method of conveying information to and within a development team is face-to-face conversation”
- “At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly”
- “Simplicity—the art of maximising the amount of work not done—is essential”
- “The best architectures, requirements, and designs emerge from self-organising teams”

† Using the Agile Manifesto<sup>1</sup> to determine compliance

# Open Source and Agile Software Development in Corporates: A Contradiction or An Opportunity?

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## Potential Influence of Commercial Interest on OSS

#### Possible negative influences

- Passion vs Assigned
- Corporates might steer project towards their own gain
- ‘Milking’ the community dry

#### Possible positive influences

- Physical
  - Hardware
  - Financial
  - Facilities
- Non-tangible
  - Knowledge
  - Experience
  - Expertise
  - Paid developers
- Commercial support and credibility

## Tension points between OSS & Agile

#### Tension between OSS and Corporate Culture

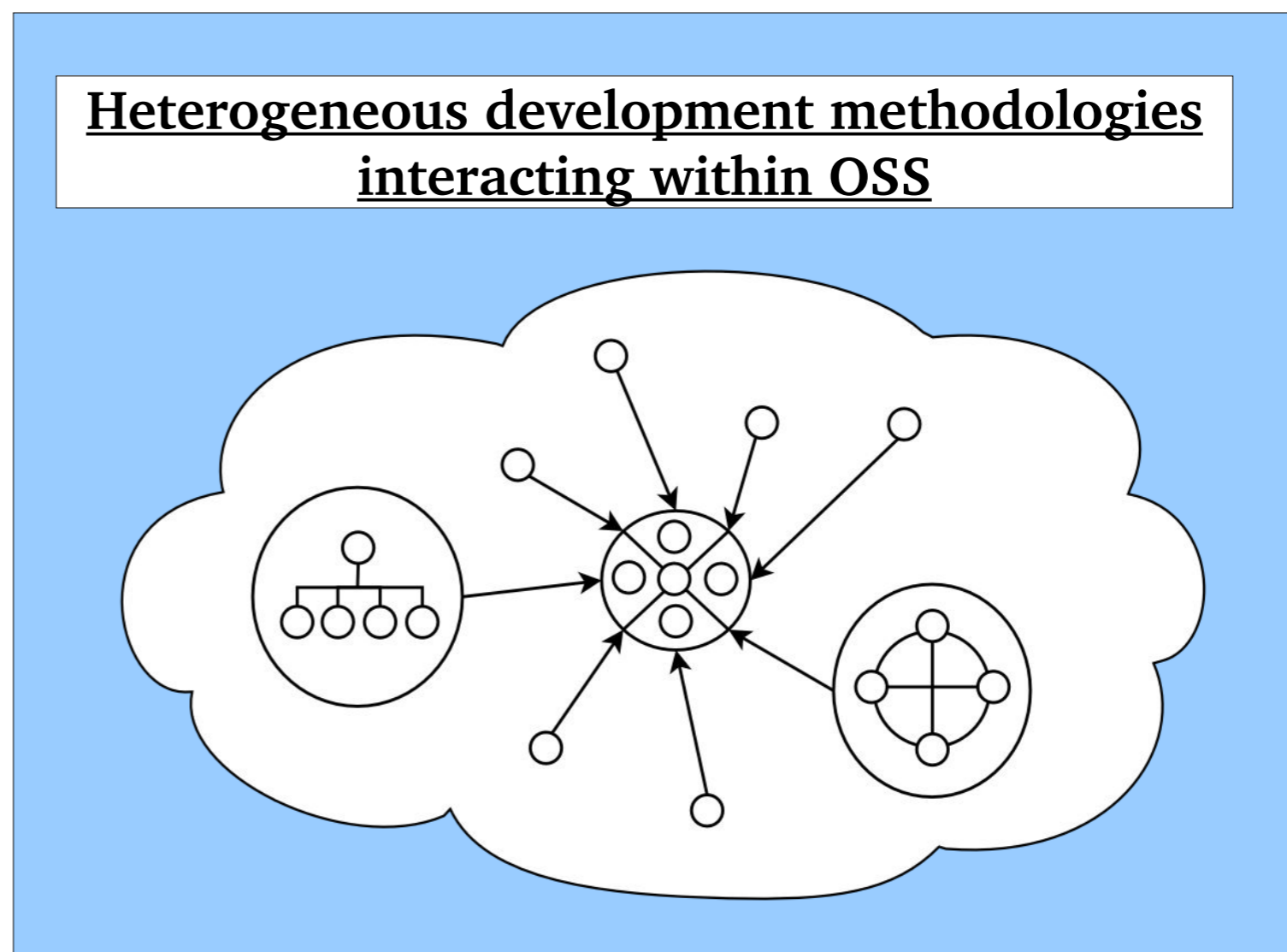
- Monitoring of developers
- Fixed time schedules
- Quality Assurance Processes
- Support of Heterogeneous Software Development Methodologies within a OSS project

#### Tension between Agile and OSS development

- Adapting to remote communication
- Relinquishing of control
- Good citizenship

#### Summary

- Distributed vs Centralised location
- Voluntary vs Remunerated work



## Conclusion

# OSS ≠ ASD

To gain the benefits of both ASD & OSSD a compromise between both may be needed

**References:**  
 [1] The Agile Manifesto – <http://www.agilemanifesto.org>  
 [2] Free Software Definition – <http://www.fsf.org/philosophy/free-sw.html>