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Ingénierie du logiciel et des systèmes — Pratiques agiles essentielles

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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 7, *Software and systems engineering*.

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Introduction

Many organizations in the software development industry are adopting agile life cycle to adapt to rapidly changing and evolving marketplaces. “Agile” is derived from the Agile Manifesto[10], which was designed to ‘uncover better ways of developing software by doing it and helping others do it’. It emerged as an alternative to documentation-driven, heavyweight software development processes. The Agile Manifesto[10] and related values and principles (Annex C) have served as reference for agile practices across many organizations.

Agile development is relative to how each organization interprets the agile values and principles (See Annex C). The agile practices discussed in this document offer a lightweight, adaptive and collaborative development approach based on empiricism with the focus on rapid business-value delivery.

Agile standardization refers to adopting agile practices and concepts across an organization or project for software suppliers, software acquirers, software service providers, large delivery and maintenance projects and system integration engagements having software components.

Standardization of agile practices is useful for the following reasons:

a) for suppliers: it provides a basis for delivering meaningful products and services;

b) for acquirers: it provides a basis to differentiate between different suppliers and provides guidance on their role in the development.

The purpose of this document is to catalogue the core agile practices (see Annex A) and concepts demonstrated by organizations or projects. These practices and concepts enable the application of agile in acquisition, supply, development, operation, maintenance and disposal of software systems, products and services.

This document can be used by acquirers, suppliers, developers, integrators, operators, maintainers, managers, quality assurers and users of software systems, products and services, for a range of situations and contexts.

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Software and systems engineering — Core agile practices

1 Scope

This document defines a set of core practices and concepts that have wide acceptance in organizations and industries using agile practices and concepts. This document defines a set of core practices that are present in agile methodologies.

The practices and concepts defined in this document are applicable to a single agile team, as well as to multiple agile teams. These practices and concepts are applicable throughout the life cycle of software systems, products and services.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

3.1
acceptance criteria
criteria that a system or component must satisfy in order to be accepted by a user, customer, or other authorized entity

[SOURCE: ISO/IEC/IEEE 24765:2017, 3.32, definition 1]

3.2
agile
approach to development, delivery and maintenance of products and services by enabling rapid response to feedback

Note 1 to entry: The need specification for the software under development is elaborated with specific requirements only when the work is started. This lean principle is meant to avoid waste of work and to provide *agile team* (3.6) with means of prioritizing their work.

3.3
agile concept
fundamental building blocks of *agile* (3.2)

3.4
agile development
software development approach based on iterative development, frequent inspection and adaptation, and incremental deliveries, in which requirements and solutions evolve through collaboration in cross-functional teams and through continuous stakeholder feedback

[SOURCE: ISO/IEC/IEEE 24765:2017, 3.119]

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