

# A cappella im Rational-Konzert

## Einführung TFS in die IBM-Welt

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Giesecke & Devrient



# Agenda



1. Work @ G+D



2. RTC vs. TFS



3. TFS Introduction

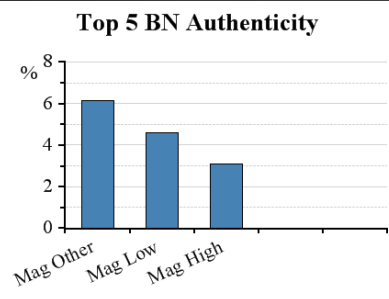
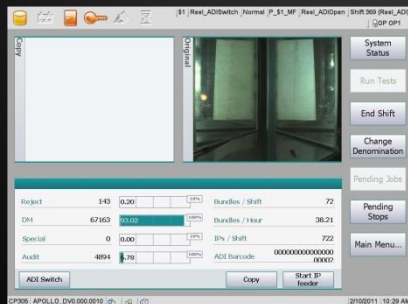
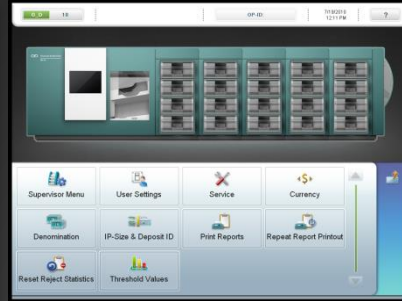


4. Summary

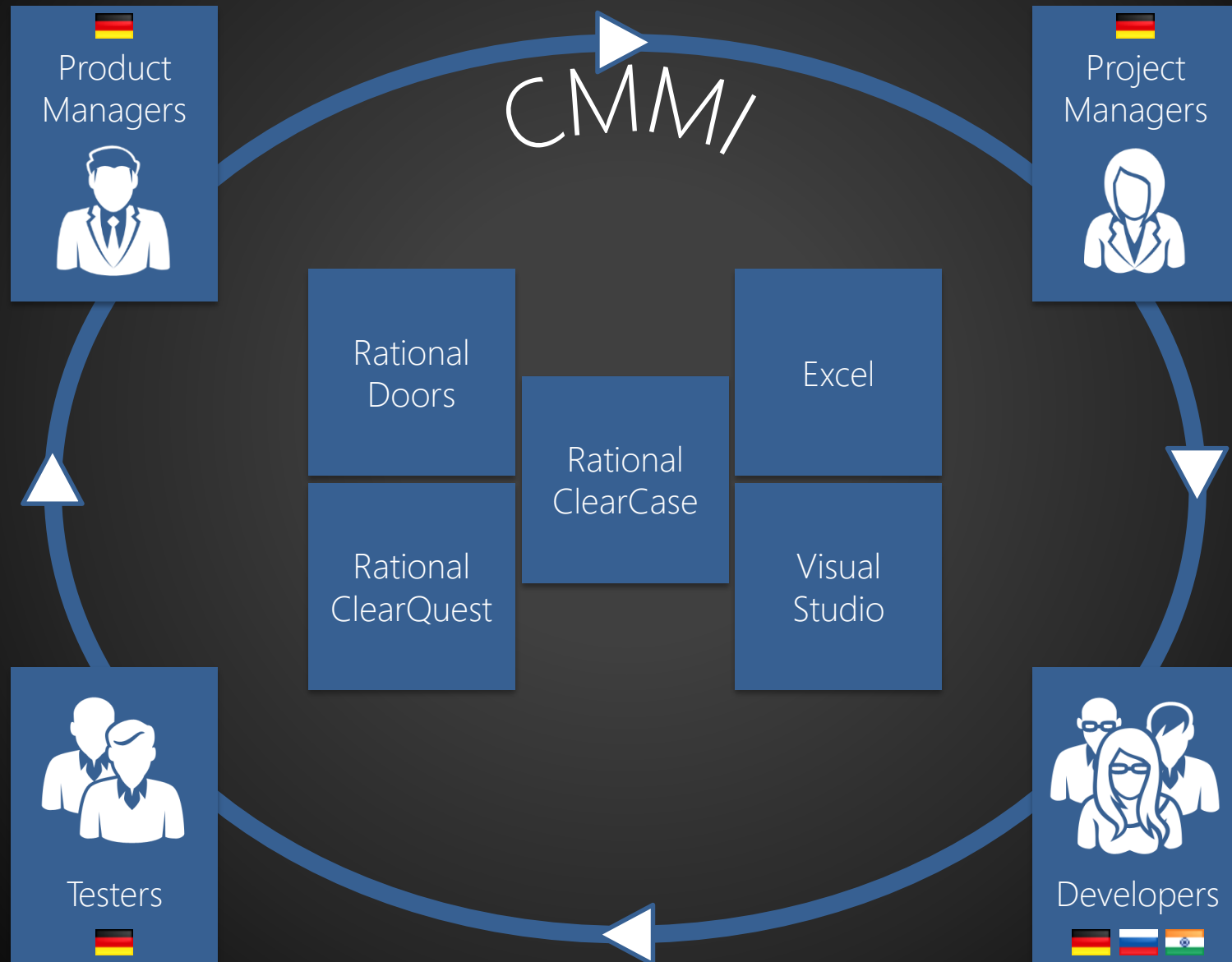
Work @ G+D



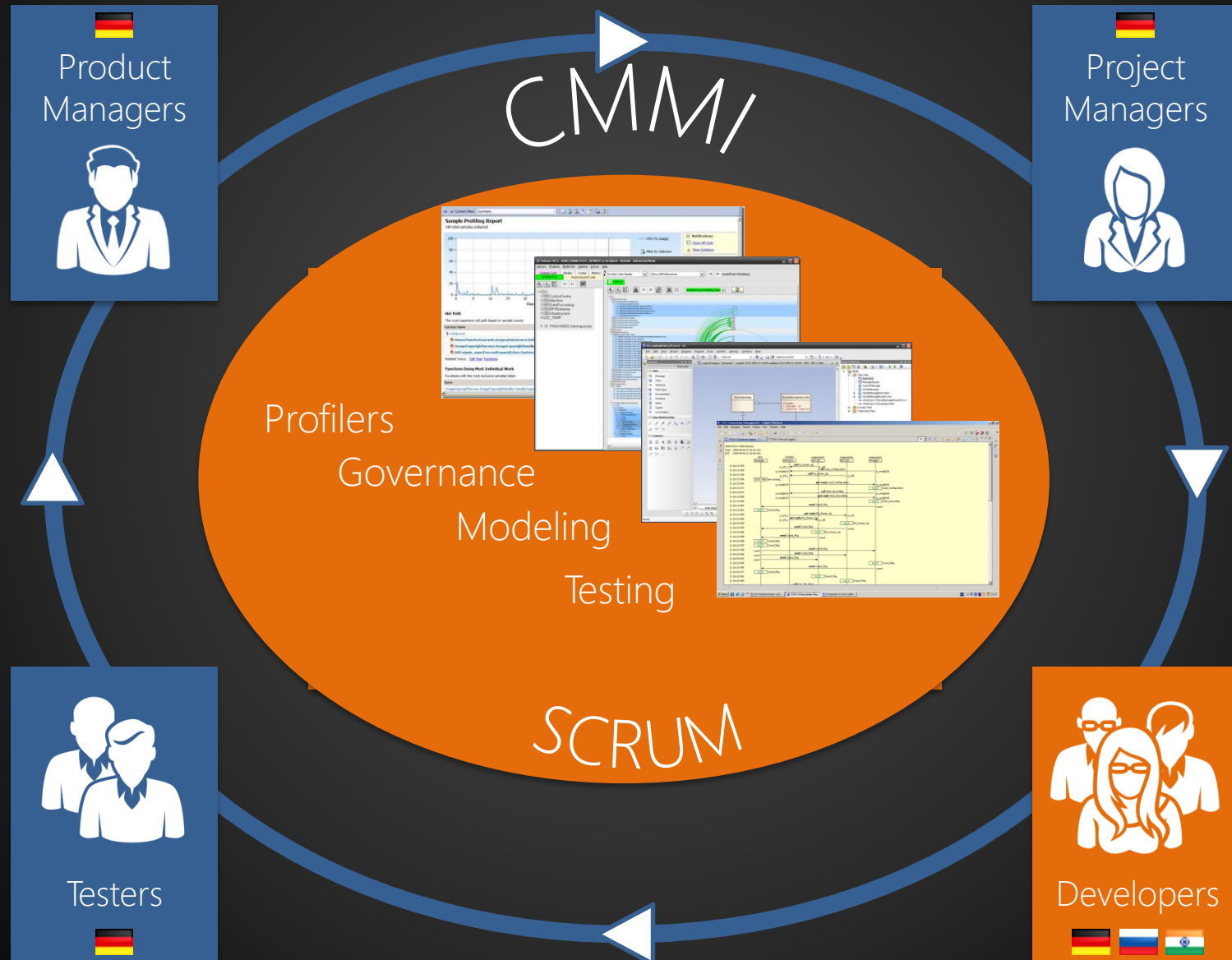
# Products



# Process



# Development Tools



Developer



# Development Team



- Munich
- Russia
- India
- US, Canada



- Developers 40-100
- Development partners
- Feature Driven Development
- SCRUM



- 10-12 Tools for developers
- Sharepoint for collaboration
- Web folders

# Motivation for ALM

- Reduce number of tools
- Shorten task execution times for developers
- Automate tasks as much as possible
- Improve collaboration even with remote sites
- Harmonize tools across locations & suppliers

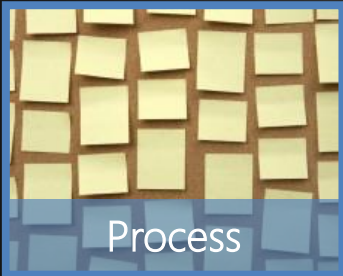
# RTC vs. TFS



# Key Requirements



- Reduce number of tools
- Seamless and complete integration

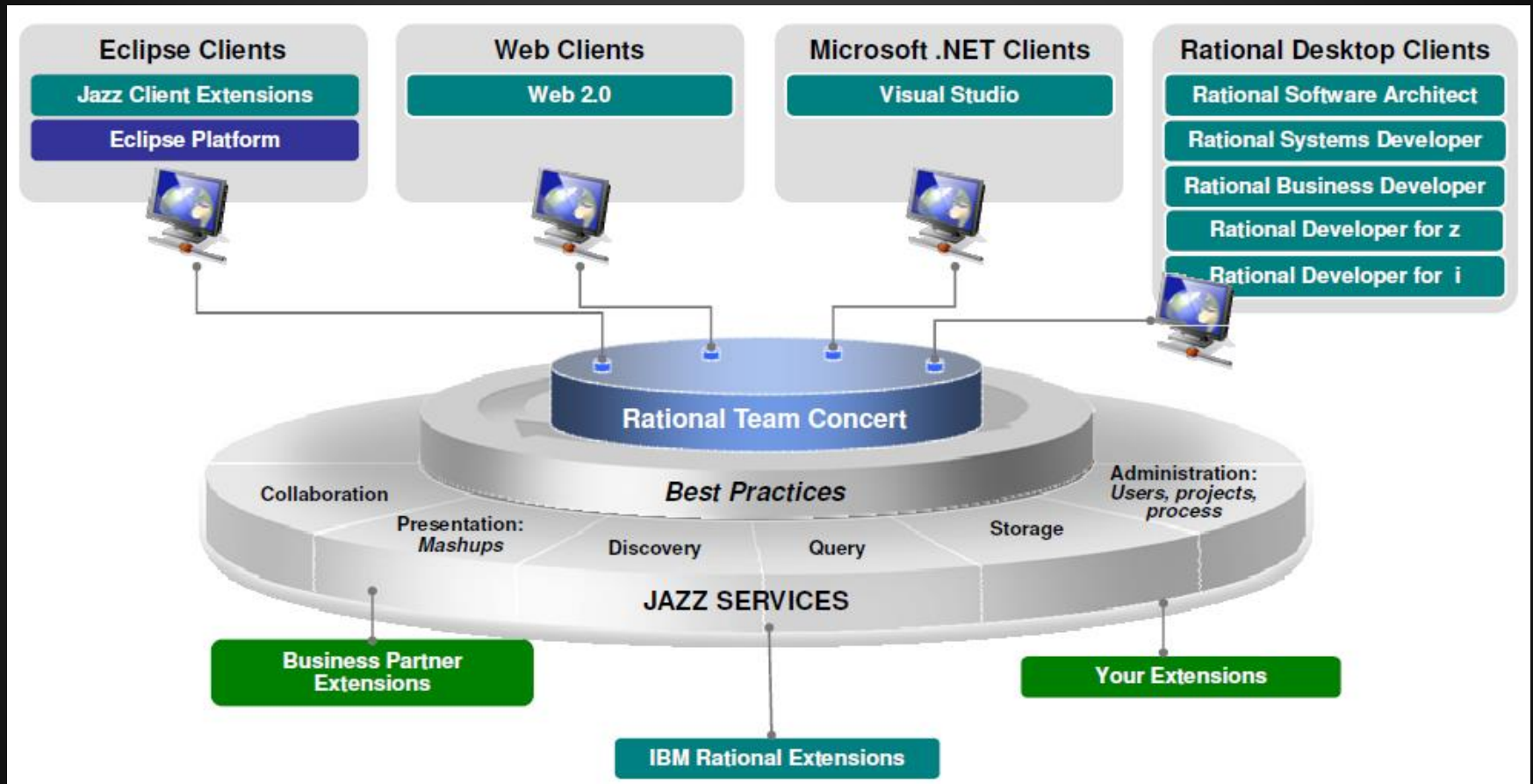


- Complete traceability through product lifecycle
- Support of feature driven development and SCRUM

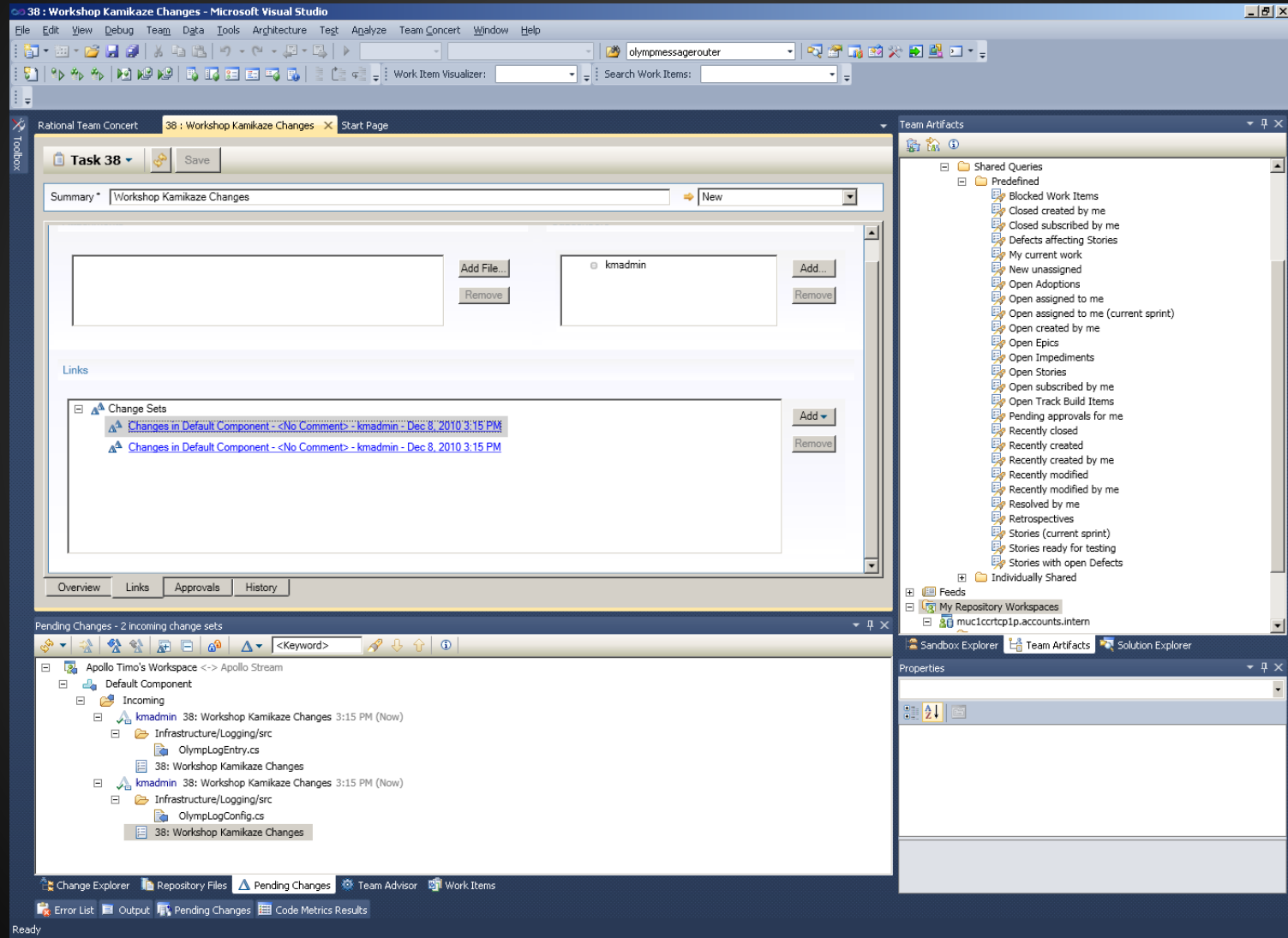


- Project centric access to all artifacts
- Office integration to reuse existing products
- Offline support

# RTC



# VS Integration



# Strength

## TFS 2010

- IDE integration
- Sharepoint for collaboration
- Office integration
- Low administration effort

## RTC 2.0

- Extensive team support
- Rich web interface
- Support of OSLC

# Weakness

## TFS 2010

- Work item versioning
- Planning

## RTC 2.0

- Streaming concept
- Integration (IDE, Office)
- Maturity
- Separate tool for configuration
- Data warehouse not customizable

# Decision

- All project roles involved
- Based on most important use cases
- Criteria catalogue with approx. 150 items
- Voted clearly for TFS

# Why TFS

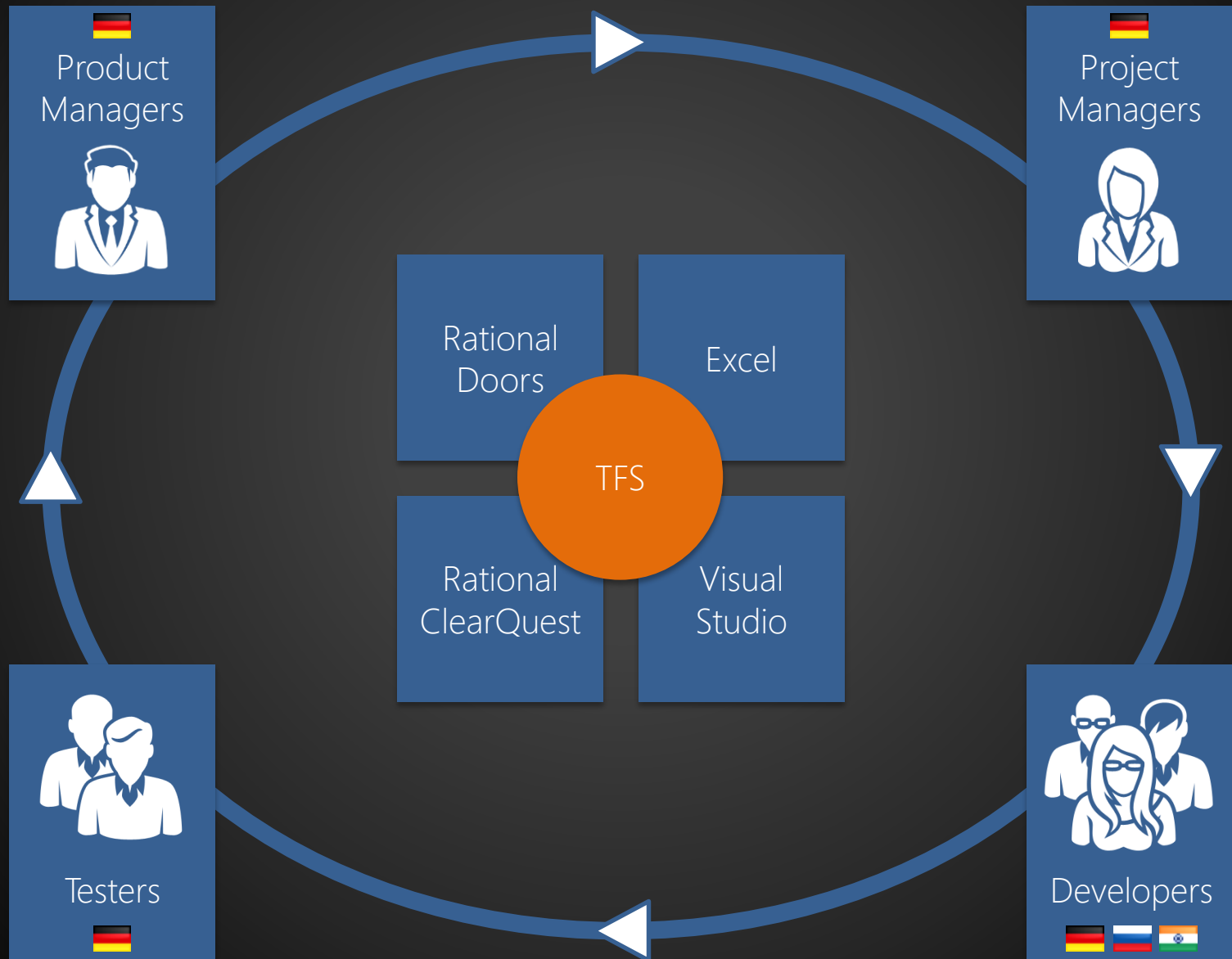
- Confidence of expected benefits
- Key requirements coverage
- Development process support
- Maturity, customer feedback & market share

# TFS Introduction



Developer

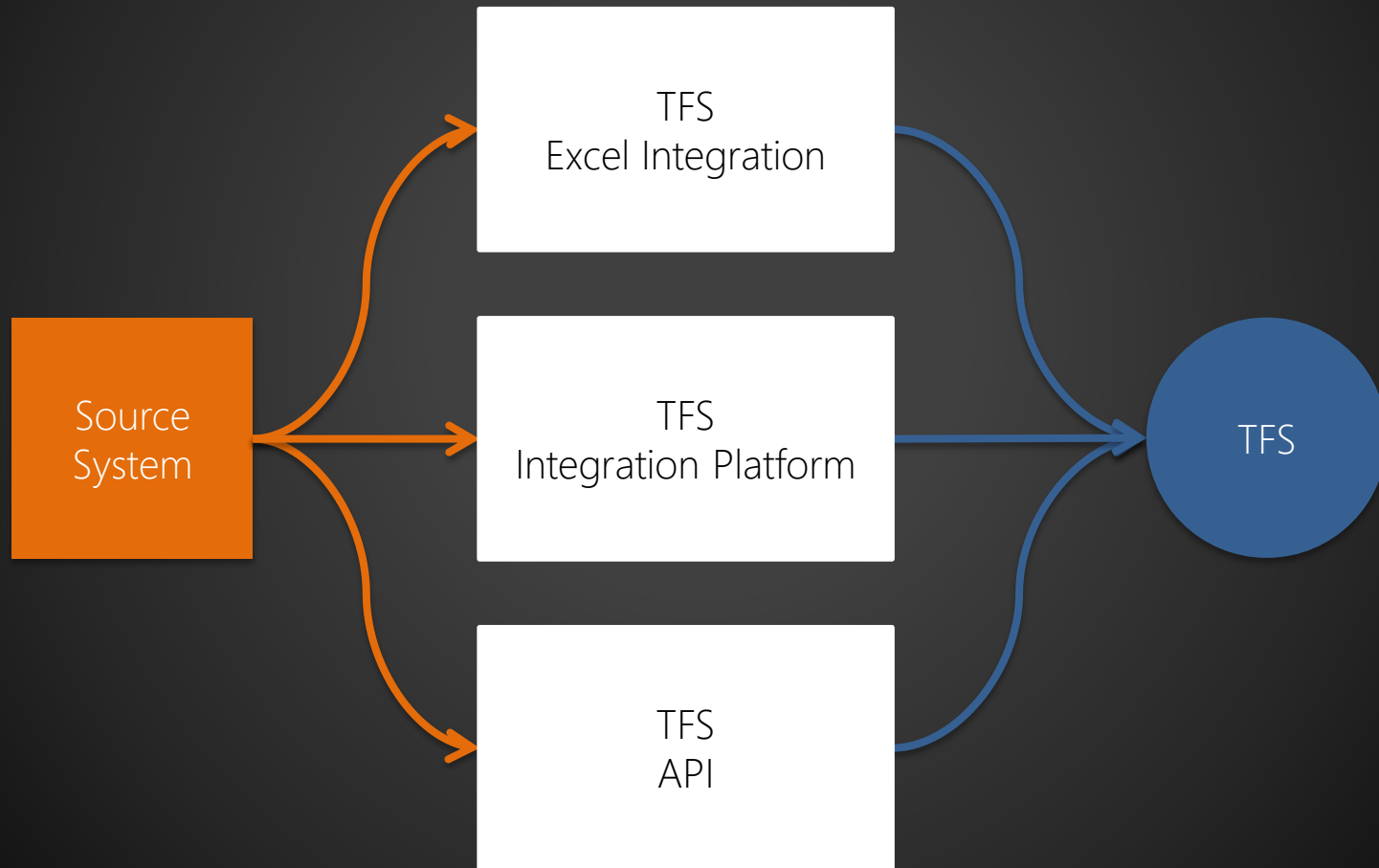


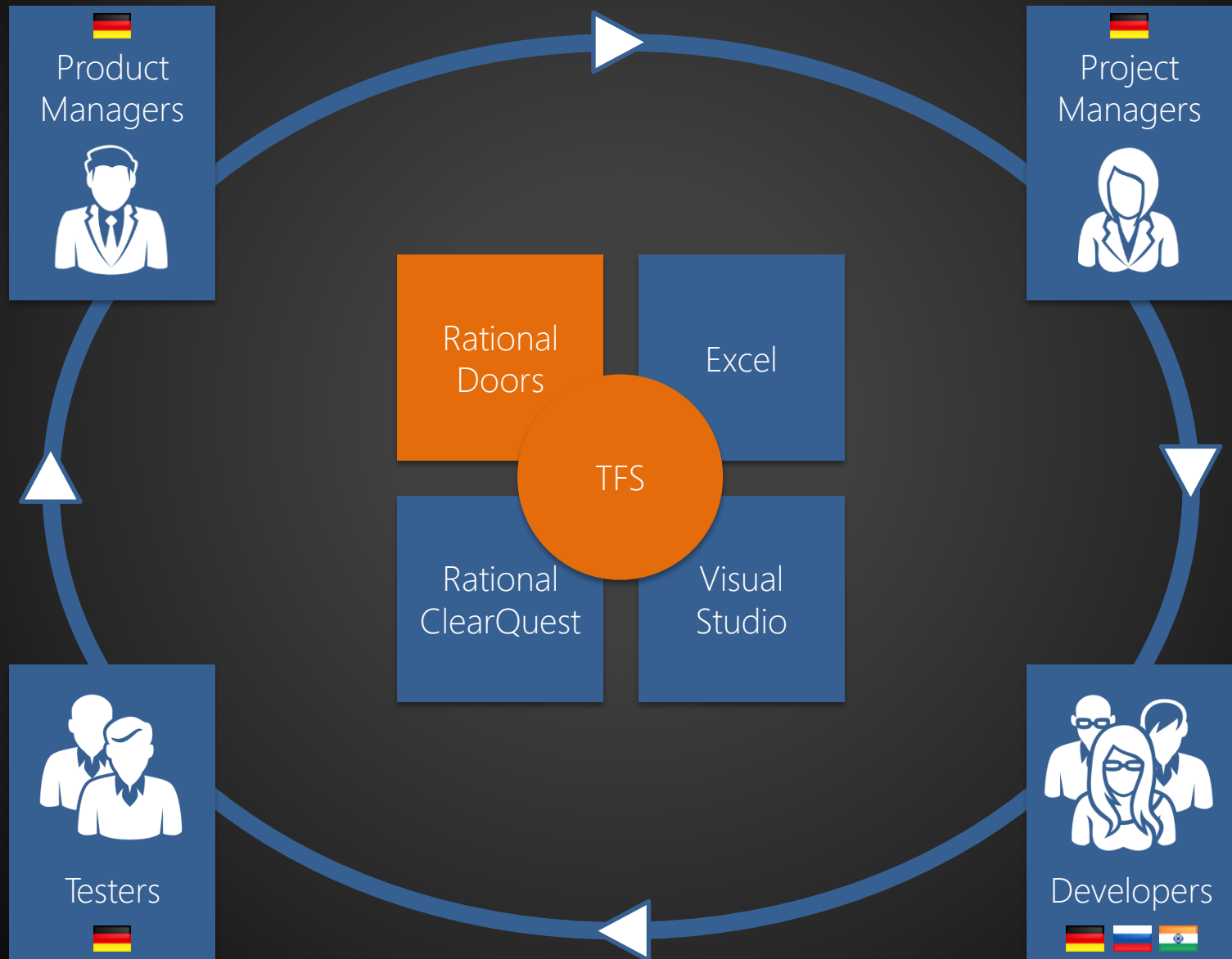


# Integration

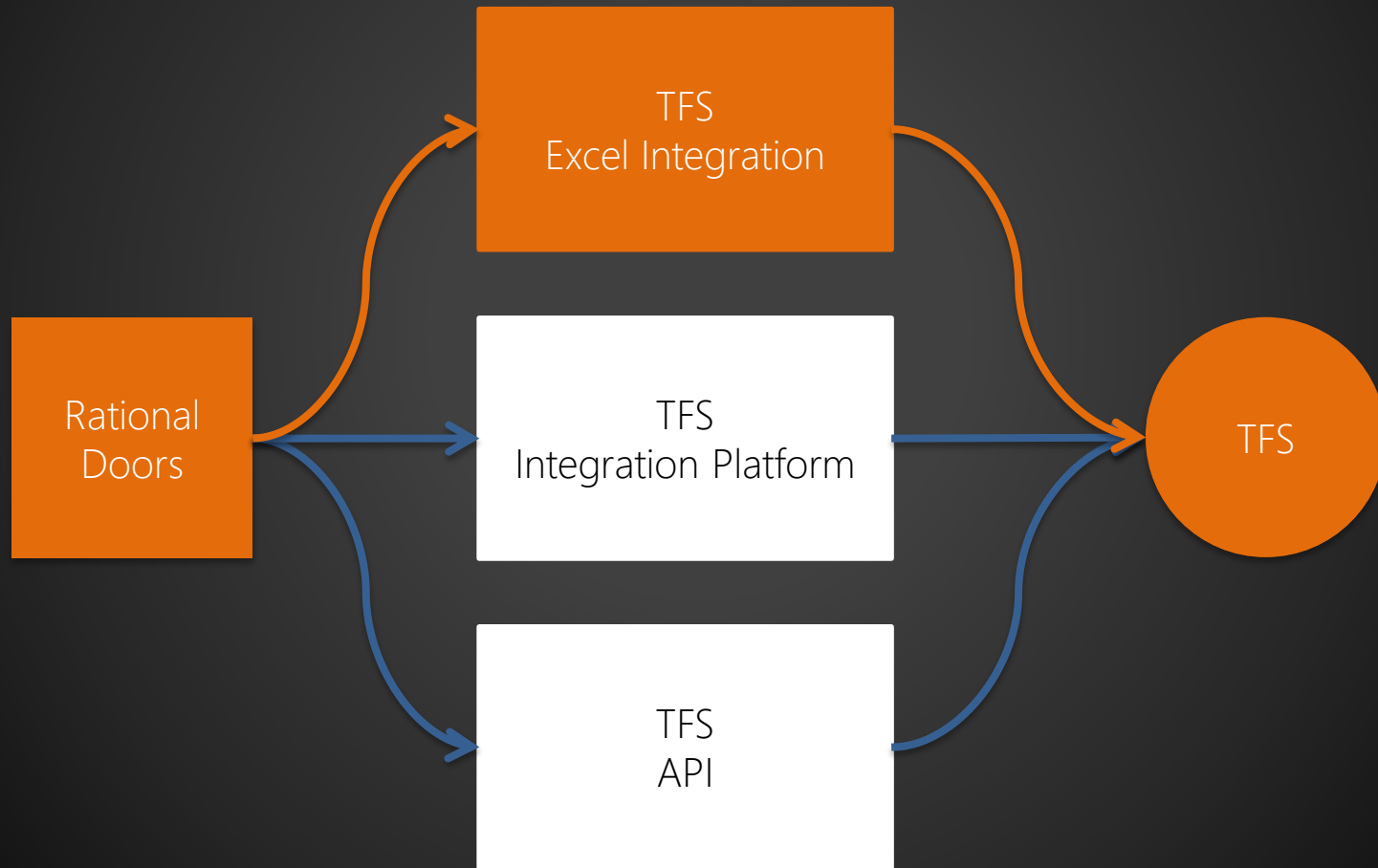


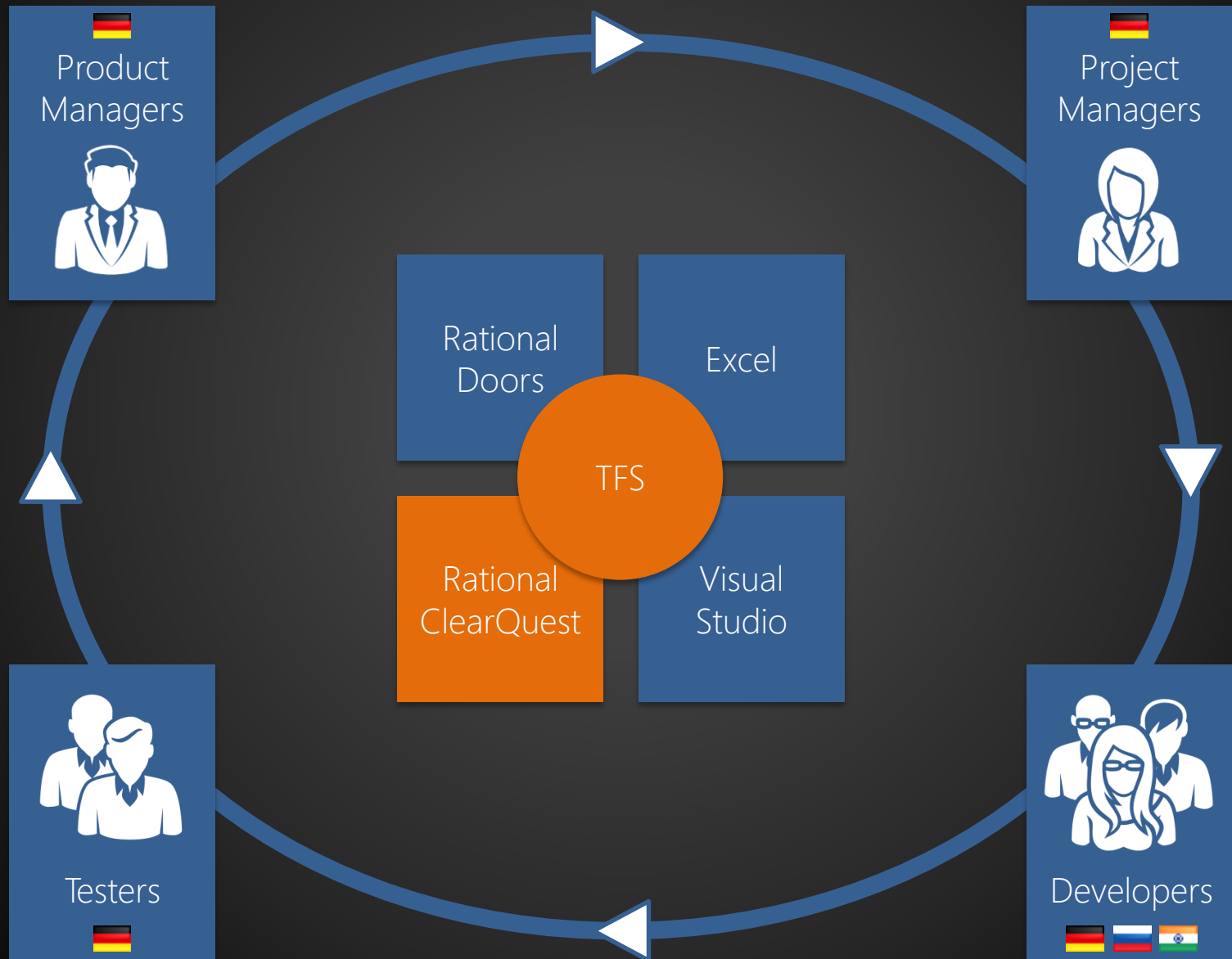
# How *can* we do it?



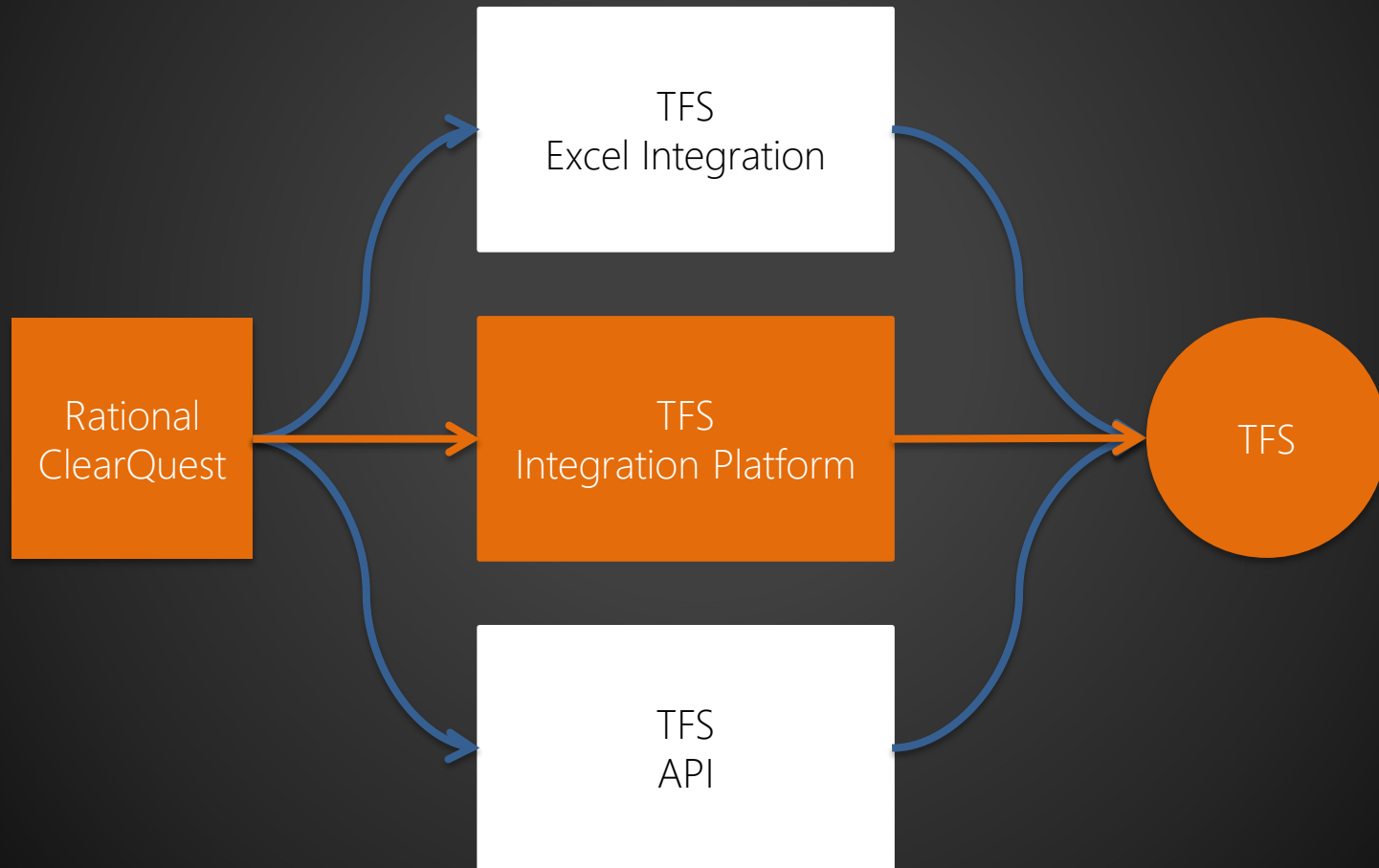


# How **do** we do it?

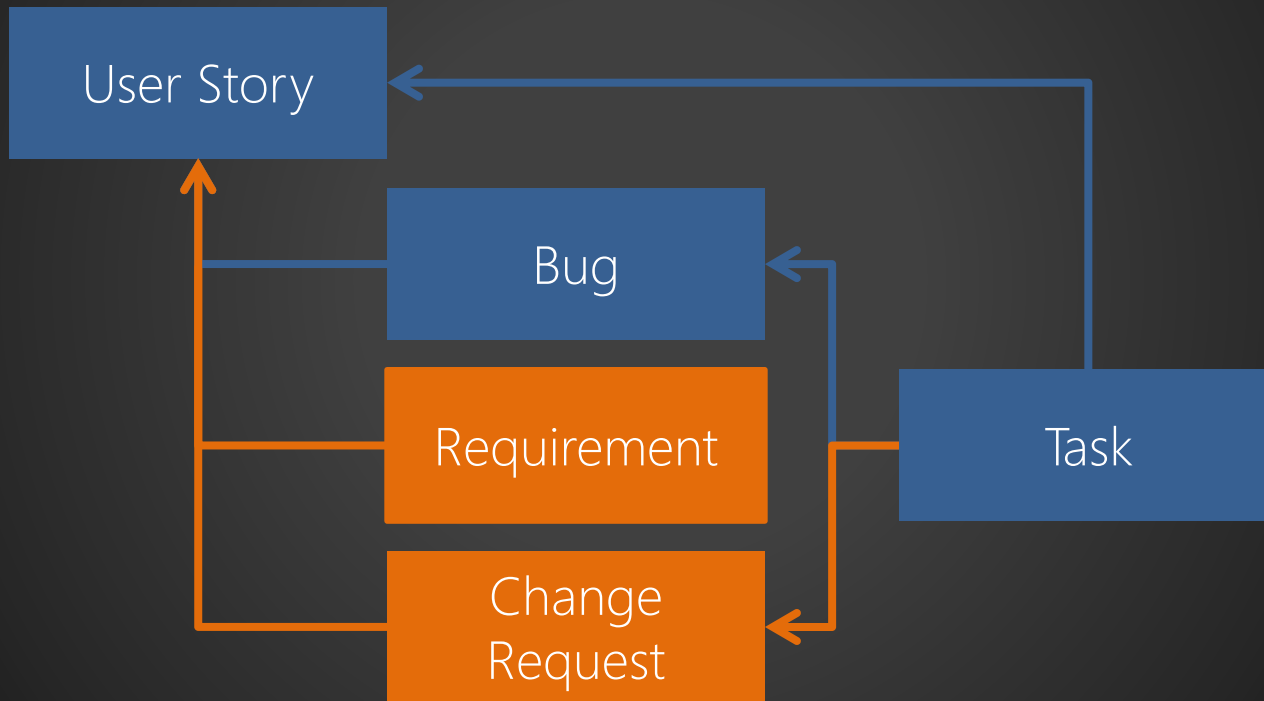


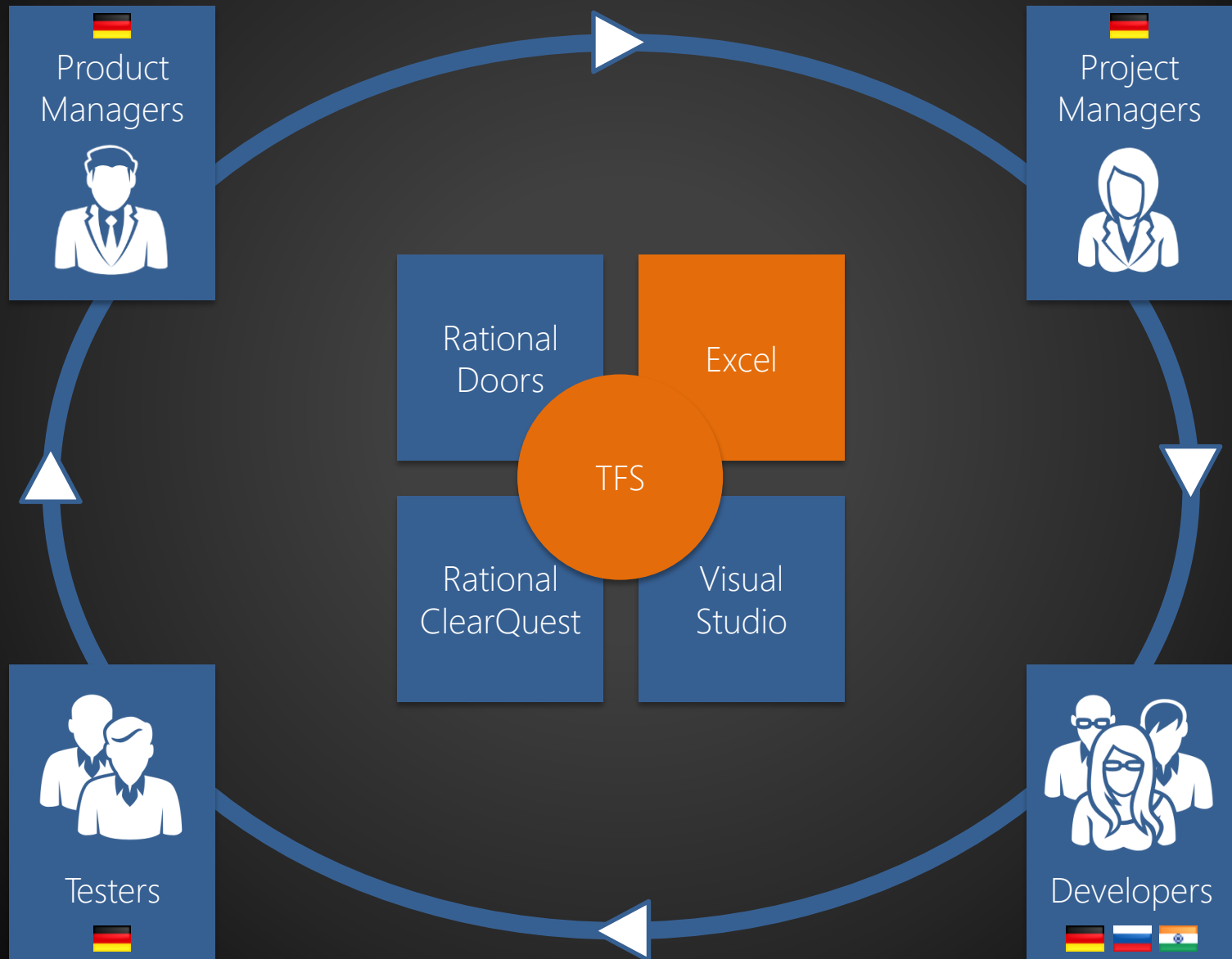


# How **do** we do it?



# Work Items





# Why and how?

[illegible]

# Planning

# Tracking

[illegible]

# Summary

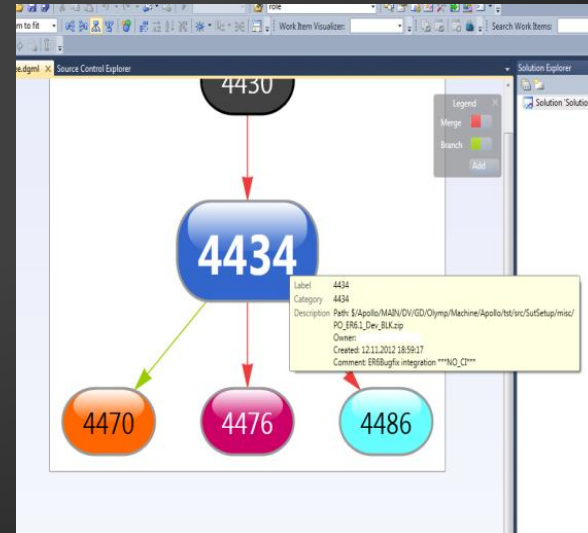
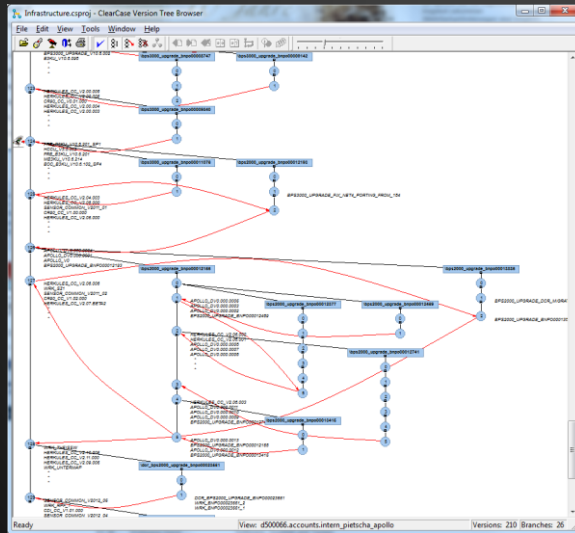


# What users like

- Faster builds
- Improved development flow
- Gated check-ins enforce stability
- Collaboration with remote development sites

# What users miss

- Version-Tree view from ClearCase
- Planning info
- Sprint info



# Results of introduction

- Successful rollout as scheduled
- Low administration effort as expected
- Stable development environment
- Identified potentials covered by introduction
- Increase of efficiency achieved

# Next steps

- TFS 2012 & VS 2012
- New features
- Customization
- Extend user base



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