

# Agile Formal Methods

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# Agile Methods

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- ▶ Extreme Programming (1996)
- ▶ Feature Driven Development (1999)

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- ▶ Extreme Programming (1996)
- ▶ Feature Driven Development (1999)
- ▶ And, inevitably: Agile Unified Process (2001)

# Agile Methods: Principles

## Partial List of Agile Method Principles

- ▶ Rapid, continuous delivery of useful and working software
- ▶ Working software is the principal measure of progress
- ▶ Even late changes in requirements are welcome
- ▶ Regular adaptation to changing circumstances
- ▶ Close, daily, cooperation between business people and developers
- ▶ Continuous attention to technical excellence and good design
- ▶ Simplicity

# Formal vs. Agile Methods

Most people associate Formal Methods with heavy design methods!



## Recent Formal Methods are more agile than older ones

- ▶ Design-by-Contract (Eiffel, JML, Spec#)
- ▶ Extended Static Checking based on Contracts (ESC/Java, Boogie)
- ▶ Automatic Test Generation (see Christoph's talk)

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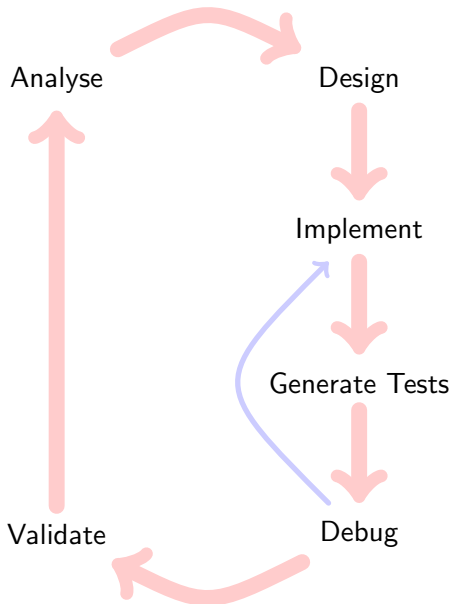
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*Automatic test generation — Bug finding*
- ▶ Continuous attention to technical excellence and good design  
*Precise specification — Verification*

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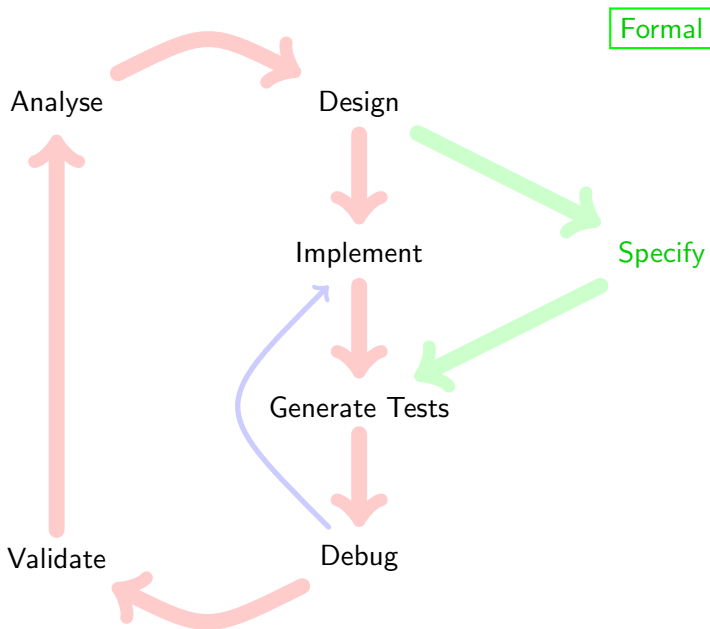
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*Precise specification — Verification*
- ▶ Simplicity  
*Is a prerequisite for feasibility of verification!*

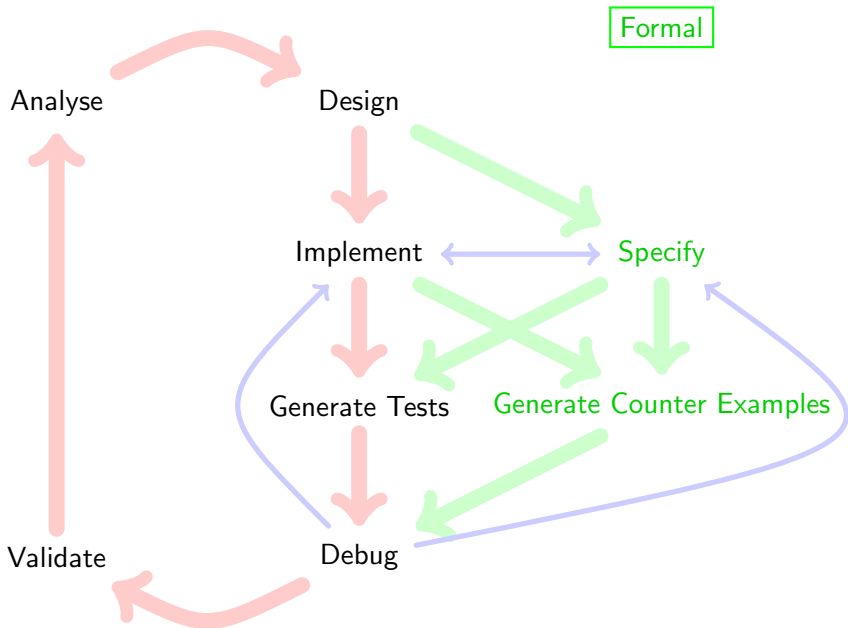
# Towards an Agile Formal Method



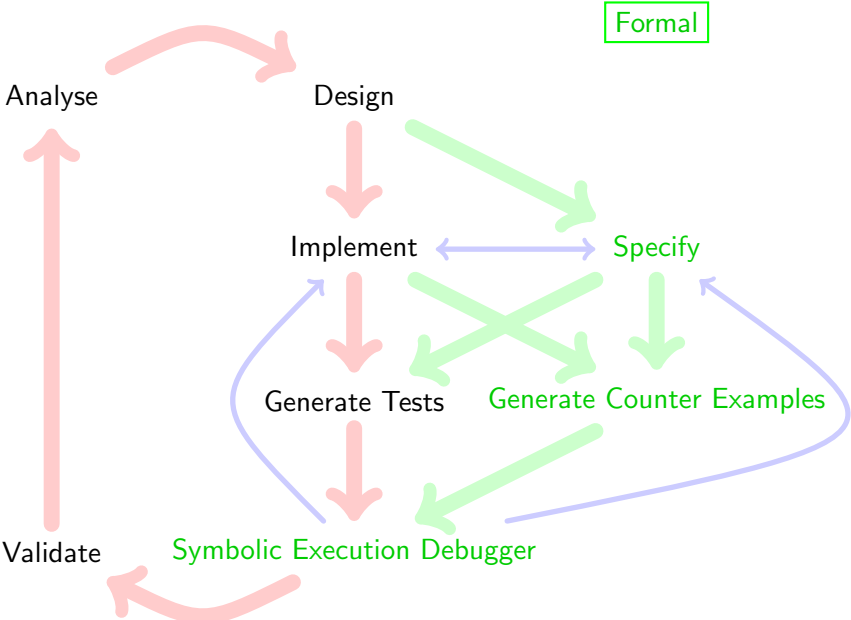
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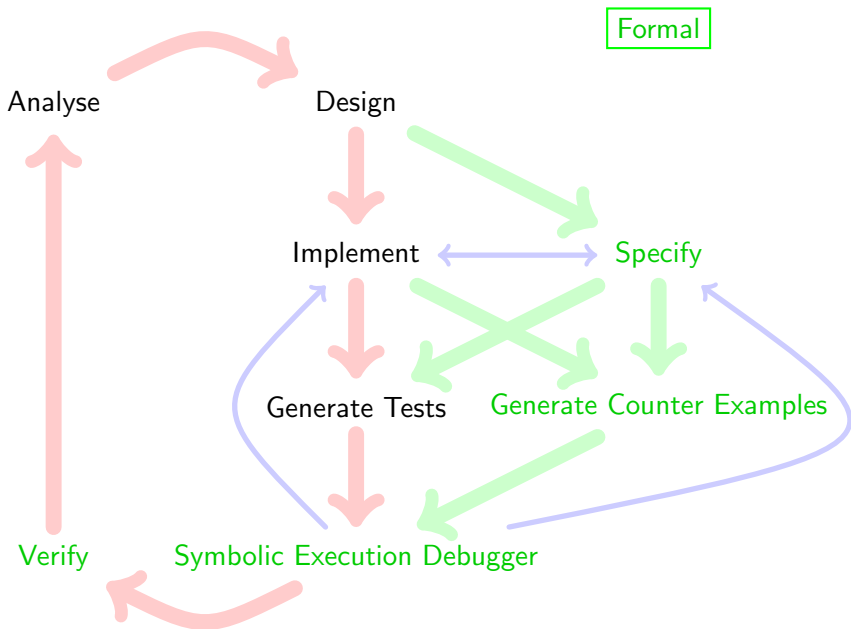
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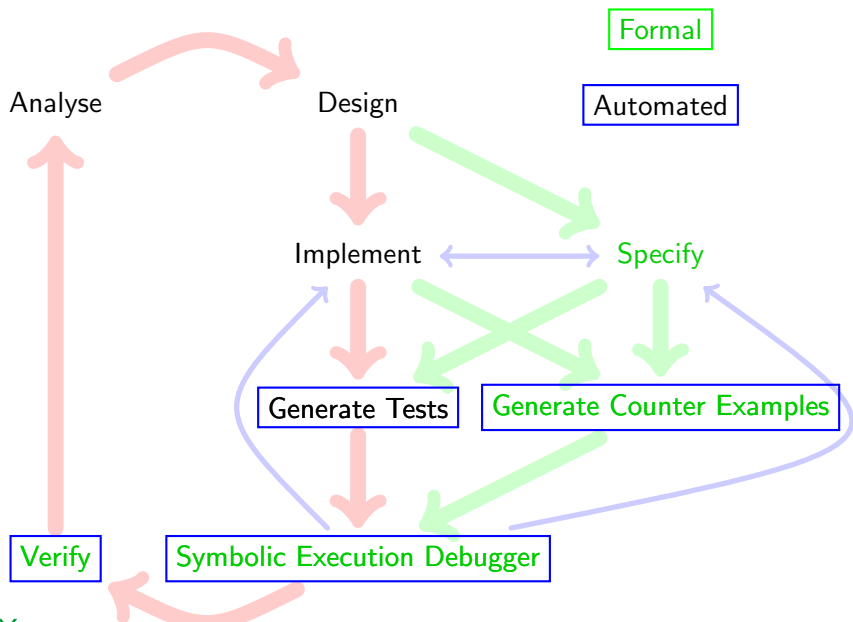


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# Agile Formal Methods: Prerequisites

- ▶ Tight integration into **one** tool, preferably Eclipse
  - ▶ source code/specification editor
  - ▶ test generation
  - ▶ counter example generation
  - ▶ symbolic execution debugging
  - ▶ verification
- ▶ High degree of automation
  - Full** automation for everything but verification
- ▶ Full coverage of target language

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KeY seems very suitable to achieve this!