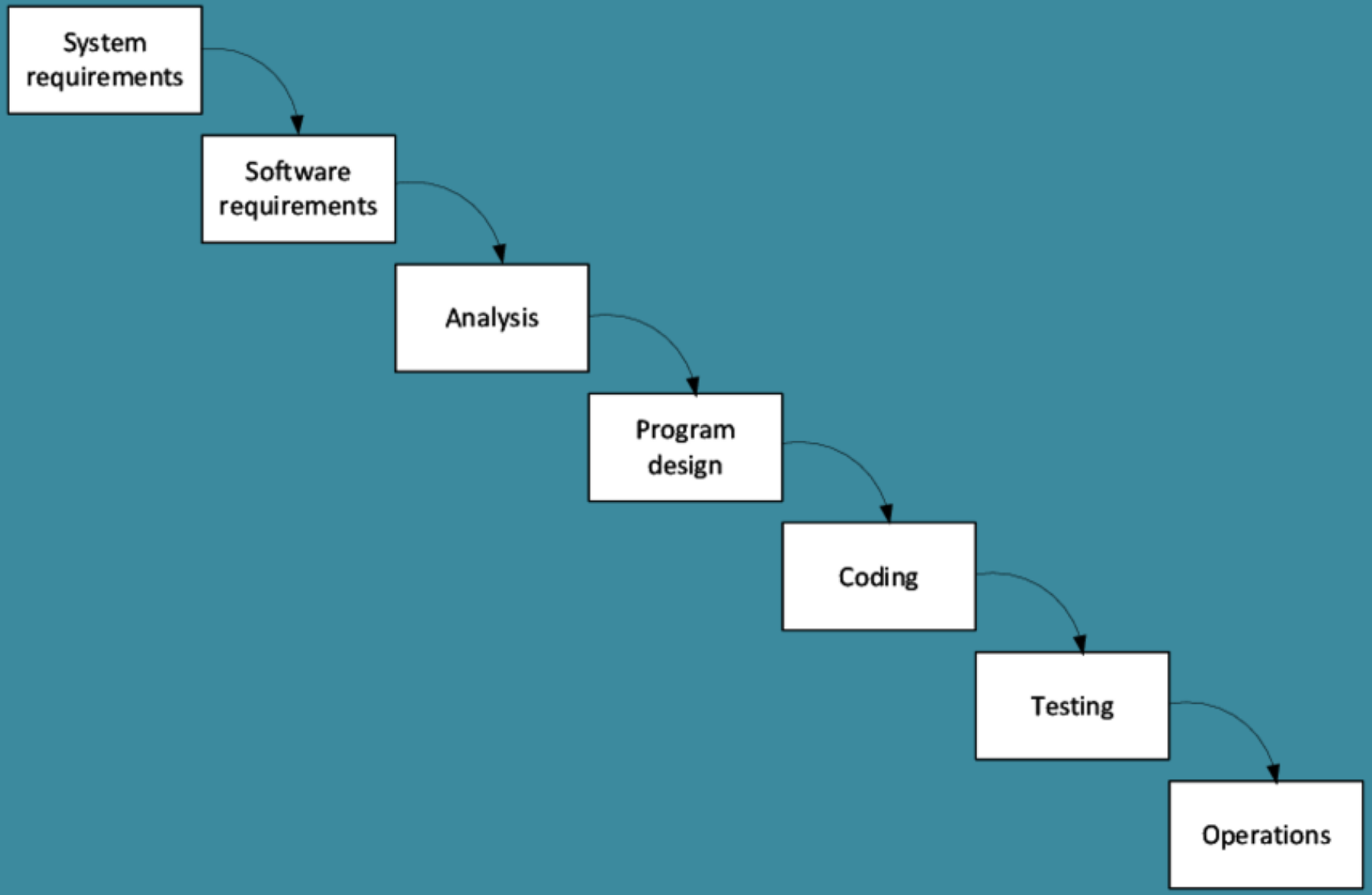
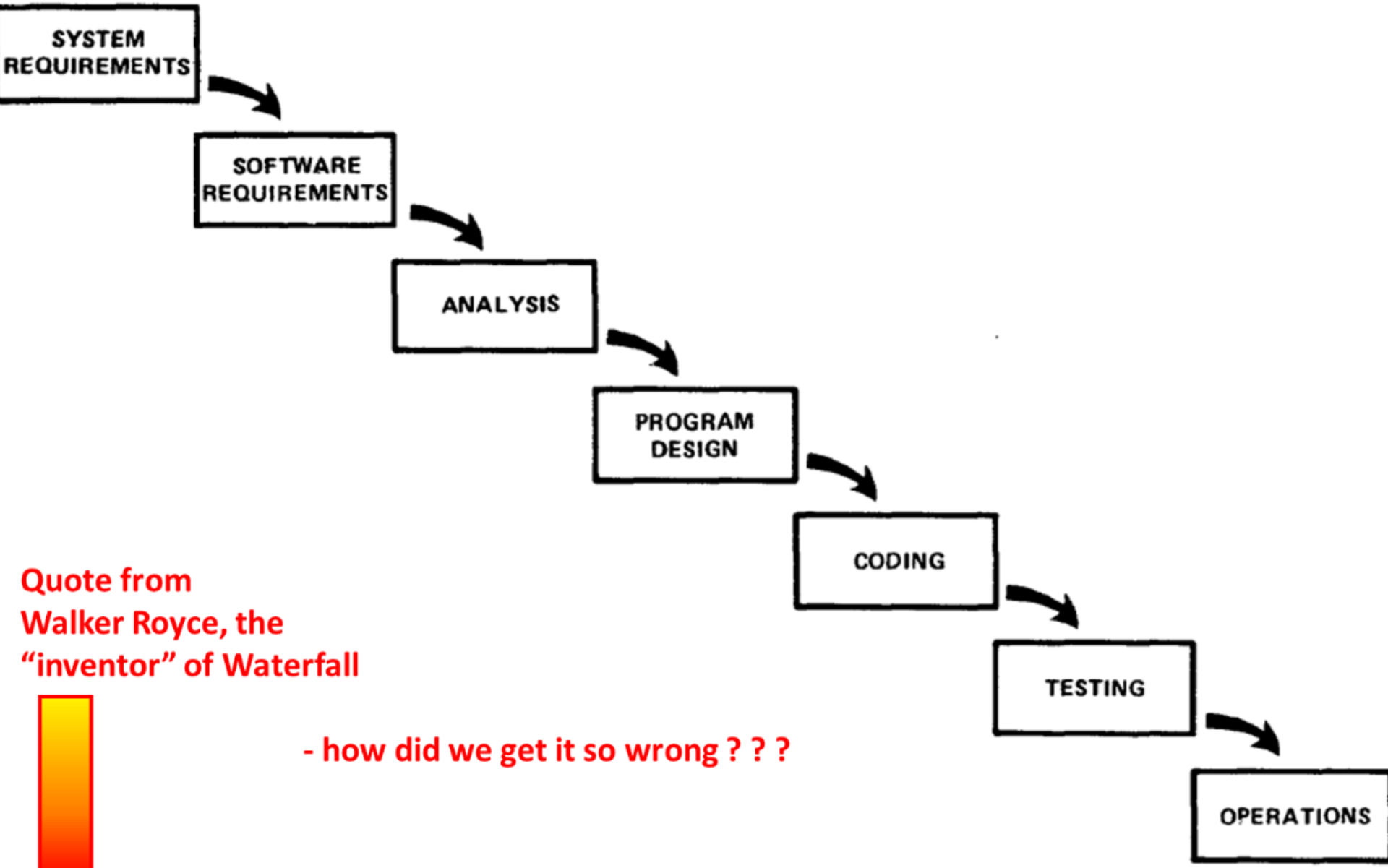
@YvesHanoulle

The agile & lean mindset


System requirements
Software requirements
Analysis
Program design
Coding
Testing
Operations



Quote from Walker Royce, the "inventor" of Waterfall

- how did we get it so wrong ? ? ?

Figure 2. Implementation steps to develop a large computer program for delivery to a customer.

I believe in this concept, but the implementation described above is risky and invites failure.

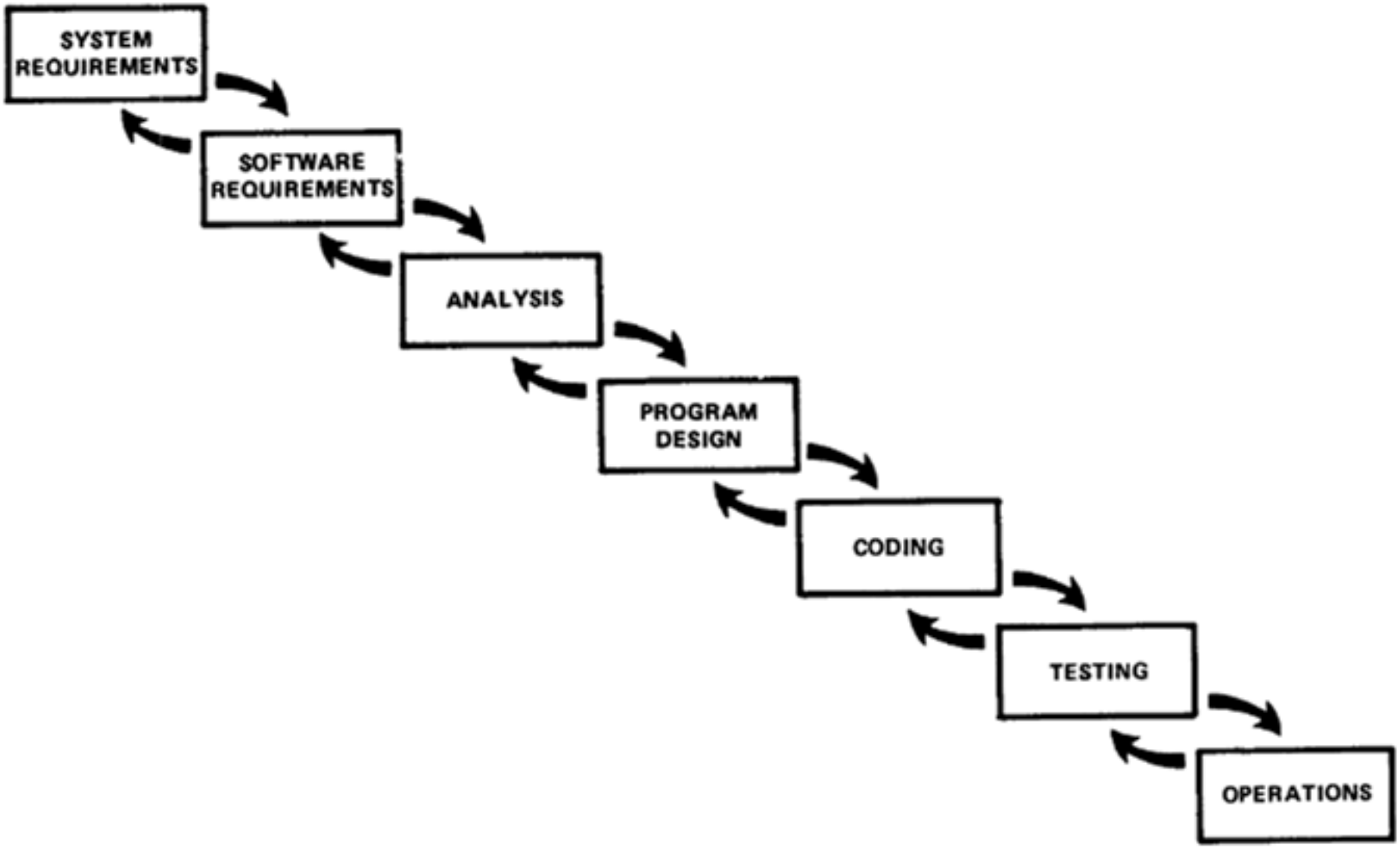
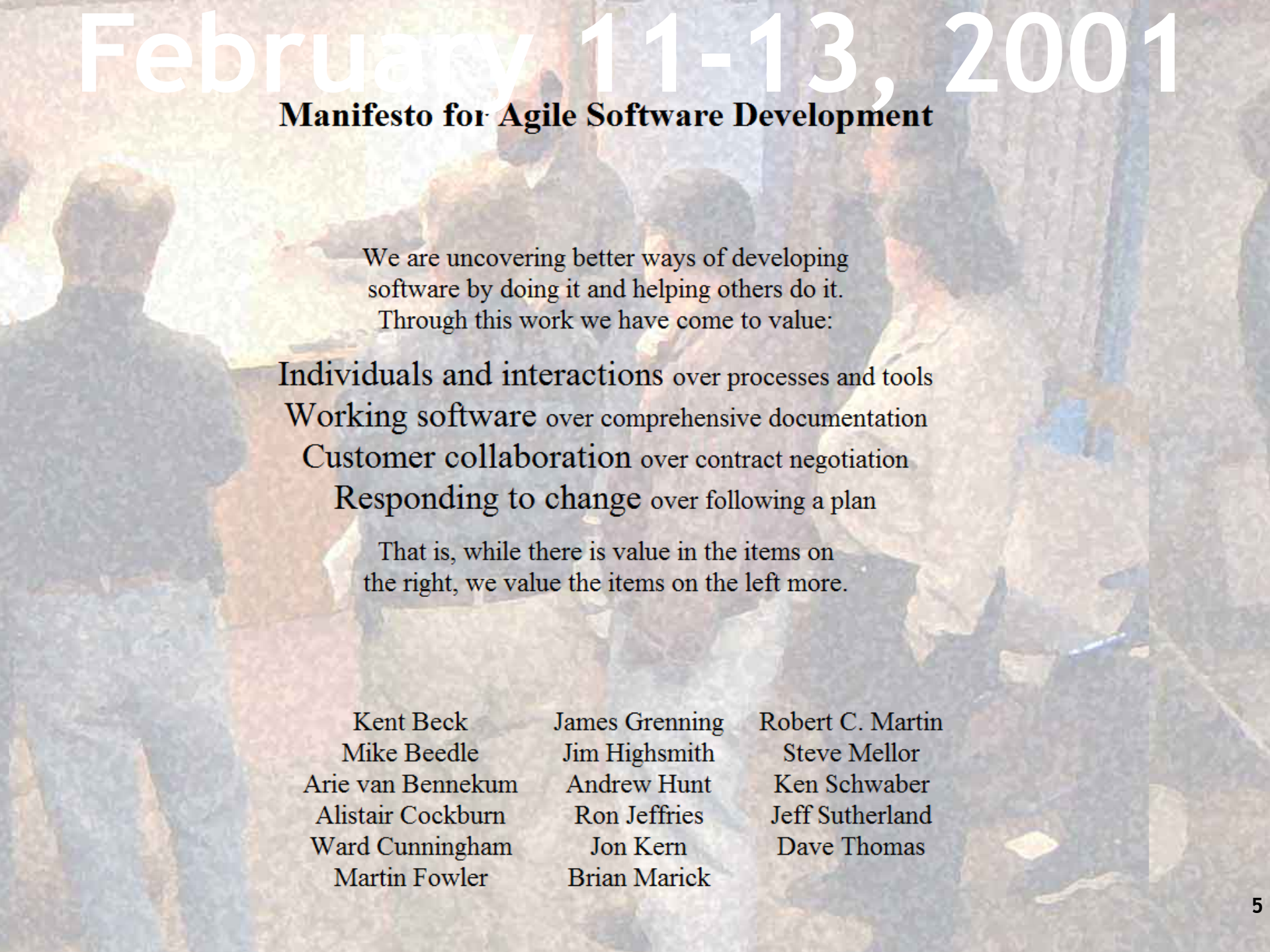


Figure 3. Hopefully, the iterative interaction between the various phases is confined to successive steps.



February 11-13, 2001

Manifesto for Agile Software Development

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on
the right, we value the items on the left more.

Kent Beck	James Grenning	Robert C. Martin
Mike Beedle	Jim Highsmith	Steve Mellor
Arie van Bennekum	Andrew Hunt	Ken Schwaber
Alistair Cockburn	Ron Jeffries	Jeff Sutherland
Ward Cunningham	Jon Kern	Dave Thomas
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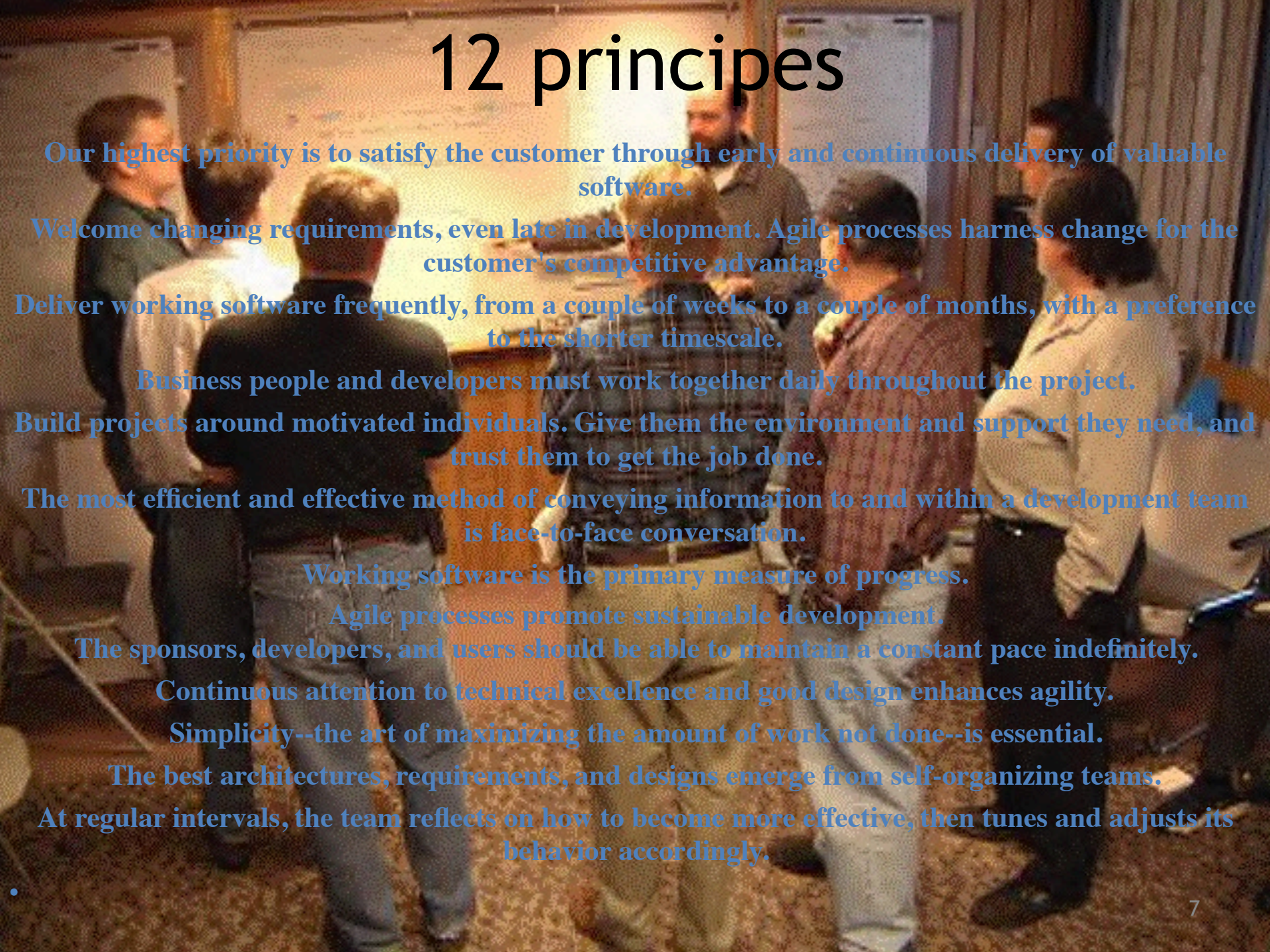
12 principes



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.

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.

Working software is the primary measure of progress.

Agile processes promote sustainable development.

The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

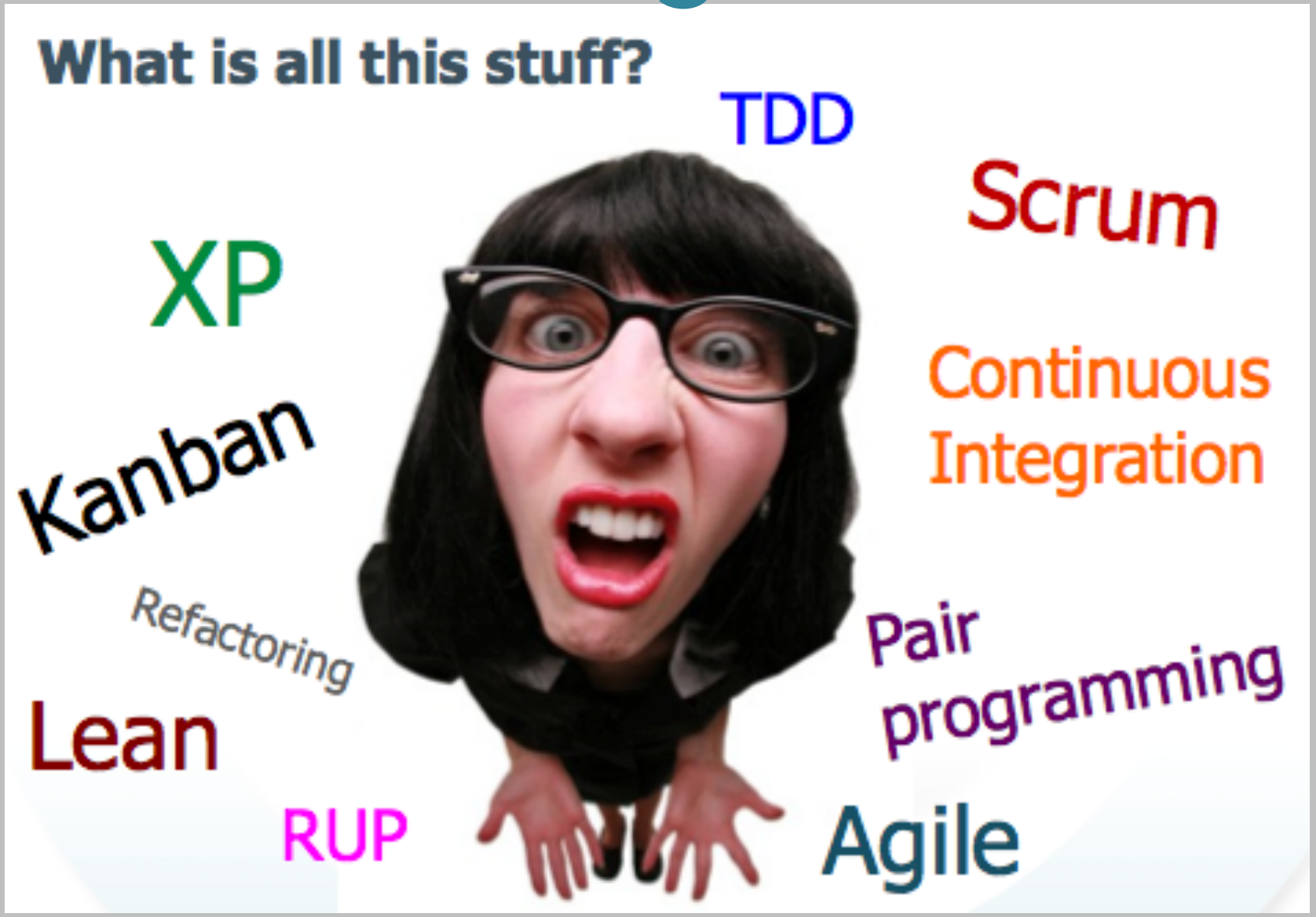
Continuous attention to technical excellence and good design enhances agility.

Simplicity--the art of maximizing the amount of work not done--is essential.

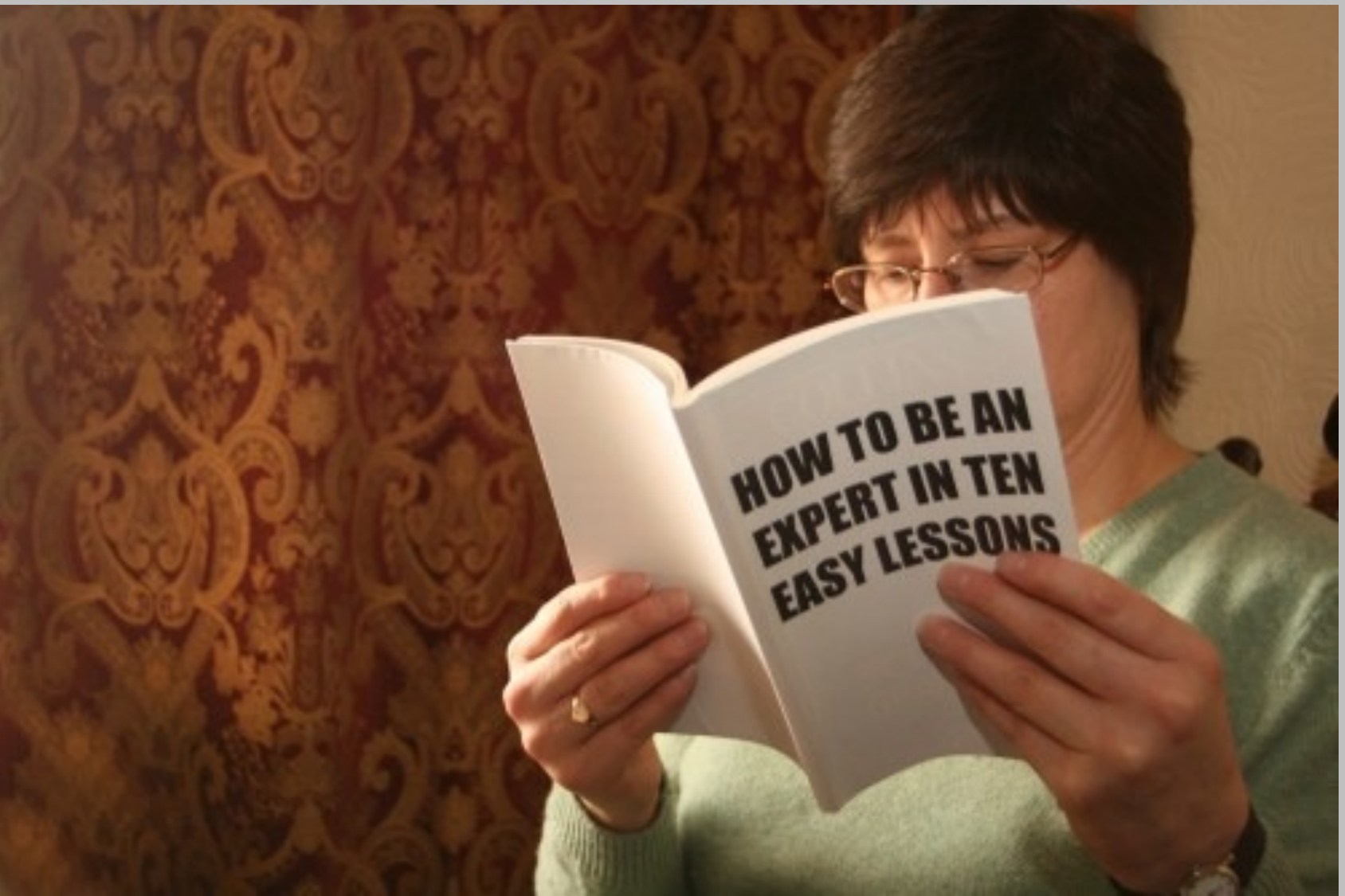
The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

What is agile/lean?



I want Agile by THE book



Which AGILE book?

Product Owner asking for help

How questions
DESIGN ETHICS + AESTHETICS
NEW DESIGN PRINCIPLES
HERITAGE
BUSINESS ETHICS
GLOBAL PLAY
SMALL CAUSES
BIG EFFECTS
GUIDING PRINCIPLES

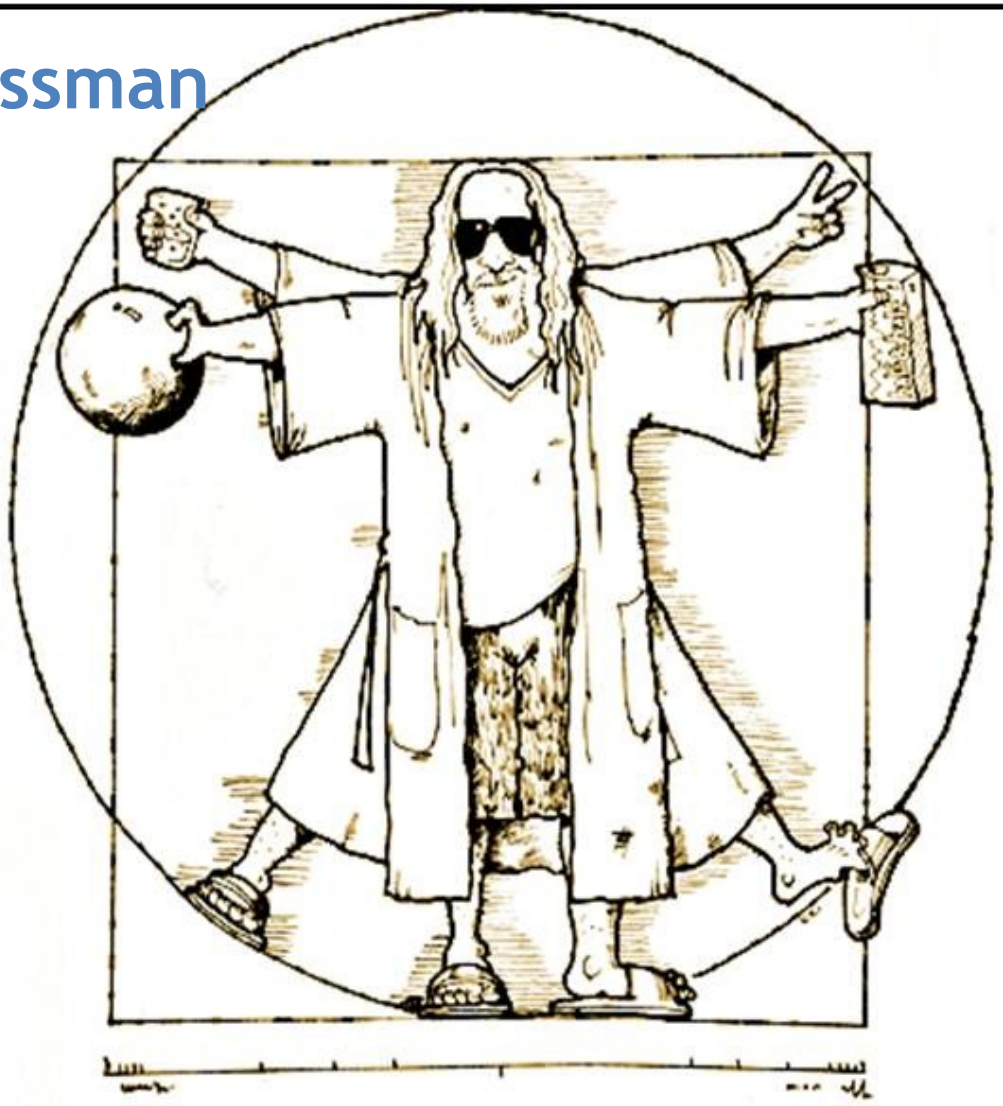
Every tool can be used as a weapon if you hold it right

@anidifranco

Dude's Law: Value = Why / How

@davidhussman

$$V = \frac{W}{H}$$

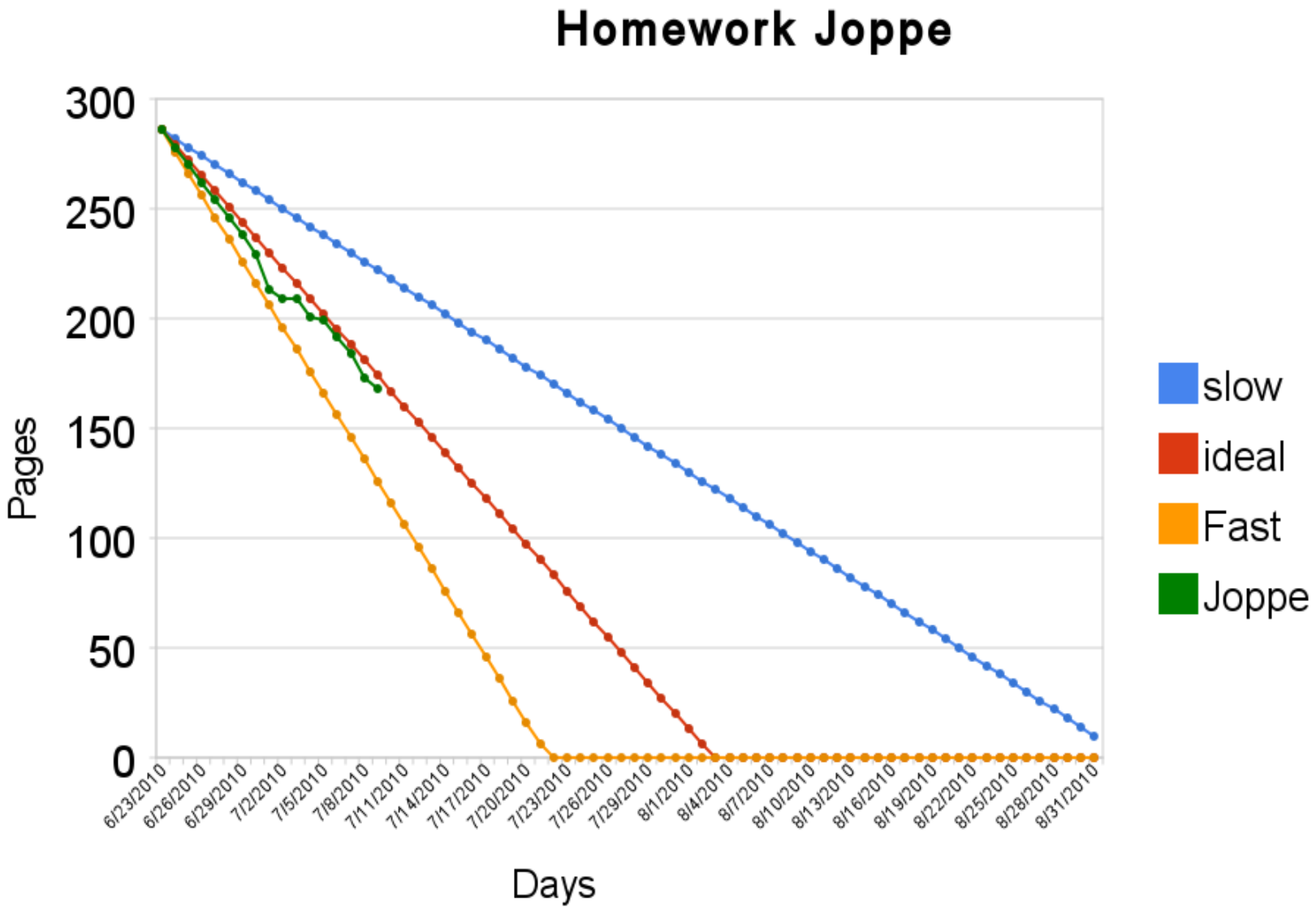


$$V = \frac{W}{H}$$

YES we can

Long Term over Short Term

Begin with the End in mind



STOP Starting

START Stopping

@YvesHanoulle

YAGNI
Pampers

YAGNI 2

Longterm is about making it possible to change later

Just DO it

Shared Vision

Diversity

FOCUS

RUST

Brutal Transparency

Face reality

Genchi genbutsu

Build quality in

No Broken Windows

BoyScout rule