# The Unnamed Process: Doing Agile With C++, Python, And A Tailor-made Process

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## My Background

- More than ten years of professional experience
  - About five years of agile development experience
- Member of the Agile Alliance
- Certified Scrum Master

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## This Session Is About...

- The implementation of a custom agile methodology on a C++/Python project
  - Focus on the human side
  - Mention of the technical side

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### Goal

- · Share the lessons learned
  - What worked well
  - And what didn't

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# Agenda

- Project overview
- Why a custom agile methodology
- The methodology
- Implementation
- · What worked and what didn't
- Questions?

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## Project Overview (1/3)

 Family of C++/Python programs to store/retrieve biological information to/from an Oracle database

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```
**ID AB27_CYPCA STANDARD; PRT; 19 AA.

AC P81925;

DT 28-FEB-2003 (Rel. 41, Created)

DT 28-FEB-2003 (Rel. 41, Last sequence update)

DT 05-JUL-2004 (Rel. 44, Last annotation update)

DE 27 kba antibacterial protein (Fragment).

OS Cyprinus carpio (Common carp).

OC Eukaryota; Metazoa; Chordata; Craniata; Vertebrata; Euteleostomi;

OC Actinopterygii; Neopterygii; Teleostei; Ostariophysi; Cypriniformes;

OC Cyprindae; Cyprinus.

OX NCBI_TaxID=7962;

RN [1]

RP PROTEIN SEQUENCE, AND FUNCTION.

RC TISSUE-Skin mucus;

RX MEDLINE-96390874; PubMed=8797847;

RA Lemaitre C., Orange N., Saglio P., Saint N., Gagnon J., Molle G.;

RT "Characterization and ion channel activities of novel antibacterial proteins from the skin mucosa of carp (Cyprinus carpio).";

RL Eur. J. Biochem. 240:143-149(1996).

CC -1- FUNCTION: Has antibacterial activity. It inhibits fish bacterial pathogens, A. hydrophila and M.luteus, and also E.coli,

P. Fluorescens and S. aureus. Forms large ion channels responsible for disrupting the cellular envelope of bacteria leading to cell 19:6.

CC -1- FTM: Glycosylated.

CC -1-
```

## Project Overview (3/3)

- Started in 1996, but still not production ready at the end of 2002!
- No tests, no clear architecture, no coding standards, global variables everywhere
- Time was running out!

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#### **Cultural Context**

- Command and control management
- No teamwork
- Programming considered a trivial activity

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#### 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.

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# Why An Agile Methodology (1/2)

- The official reasons...
  - Low overhead
  - Suitable for frequently changing requirements
  - Incremental
  - Strong focus on quality

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# Why An Agile Methodology (2/2)

- ...And the real one!
  - A lot more fun

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# Why A Custom One (1/2)

- The methodology had to be natural to follow
- It had to evolve according to our needs

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# Why A Custom One (2/2)

- XP is too prescriptive
- One methodology per project approach

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## The Methodology (1/3)

- Technical side
  - Iterative and incremental
  - Short iterations
  - Configuration management
  - Merciless refactoring
  - Tests
  - Coding standards
  - Metaphor

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## C++ and Python

 "Most people tend to kid themselves that languages are chosen for technical reasons. Languages are chosen for social reasons and justified for technical reasons." Luke Hohmann.

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## C++ and Python

• We loved them ©

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# The Methodology (2/3)

- Human side
  - Collective code ownership
  - Requirements gathering
  - Requirements prioritisation
  - Face to face communication
  - Expectations management
  - Teamwork
  - Daily meetings
  - Accountability

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# The Methodology (3/3)

- Natural to implement
- Defined by the entire team

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# Implementation (1/4)

- Convincing the boss
- Convincing the customer
- Political and technical problems

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# Implementation (2/4)

- Clear project goals
- Alignment of personal goals with project goals
- Self-motivation
- Trust

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# Implementation (3/4)

- Communication
- Courage
- Never named the process explicitly

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# Implementation (4/4)

- Some organisational patterns (Rising and Manns)
  - Personal touch
  - Trial run
  - Just say thanks
  - Shoulder to cry on

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### How We Convinced The Boss

- Making the customer happy
- Trial run
- "Risking" my career advancement

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#### How We Convinced The Customer

- Trial run
- Face to face communication
- Short iterations
- Walking skeleton

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## Some Problems (1/3)

- Collaborators in a different country
- · Previous technical lead still involved
- Lack of clarity on some duties and responsibilities

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## Some Problems (2/3)

- Documentation days every six months
- · Imposition of some technical choices
- Lack of computing resources

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## Some Problems (3/3)

- Shoulder to cry on
- People under pressure tend to revert to the old habits

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#### What Worked Well

- On time deployment in production
- Satisfied customer
- Satisfied team
- Maintainable code

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#### ...And What Didn't

- Manual acceptance tests
- Wastes of time waiting for customer input
- Some technical compromises for political reasons
- Lack of computing resources

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# Questions?

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