**Lean Method**

Introduce the Topic

* Lean development originated from lean manufacturing and Toyota production in Japan
  + Also known as the “just-in-time” manufacturing
  + Lean manufacturing is a process management philosophy that transformed the car manufacturer’s approach to building vehicles.
  + Expand here?
* Lean Software Development: An Agile Toolkit
  + 2003 book by Mary Poppendieck and Tom Poppendieck
  + Presents the lean principles and compares then to traditional agile tools
* What is it? (http://www.allaboutagile.com/7-key-principles-of-lean-software-development-2/)
  + Principles
    - 1. Eliminate Waste
      * Everything that does not add value to the customer is waste
        + Mary and Tom Poppendieck related this as:

Unnecessary code or functionality

Starting more than can be completed

Delay in the software development process

Unclear or constantly changing requirements

Bureaucracy

Slow or ineffective communication

Partially done work

Defects and quality issues

Task switching

* + - * The iterative process of constantly learning found in agile is key for constantly removing waste.
      * Making improvements “little but often” creates a culture that is constantly improving and an overall learning environment.
    - 2. Amplify Learning
    - 3. Decide as late as possible
    - 4. Deliver as fast as possible
    - 5. Empower the team
    - 6. Build quality in
    - 7. See the whole

Compare to Japanese manufacturing style

Present details about it (including code and non code based examples)

Provide Pointers to additional material on the topic for interested readers

Example of Lean Method

Why should software developers care about this topic?

Other information

References