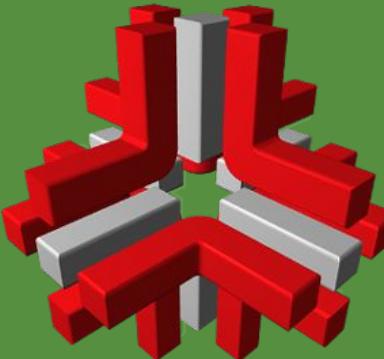


Team Programming For Fun and Profit

Agile Manchester 2023



Can we agree to be CLEAR?



Can We Agree
To Be **CLEAR**?

Curious, Caring &
Open-Minded



Listen to
One Another



Encourage Everyone
to Contribute



Avoid Dominating
or Interrupting

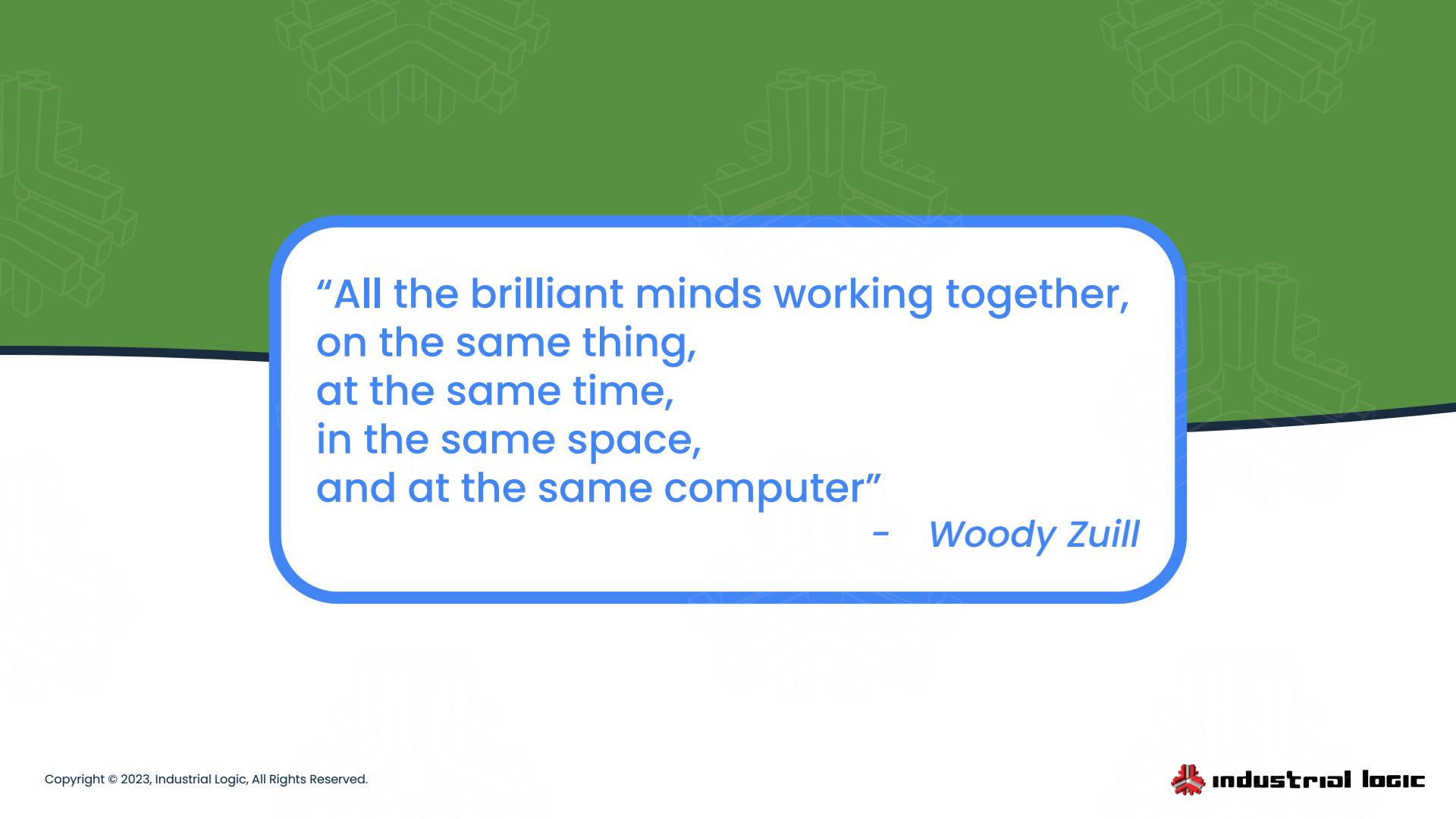


Repeat & Review
People's Points



These ideas are starting points.
Use them in your own working agreements.
Amend them as necessary.

Adapted from Smarter, Faster, Better by Charles Duhigg



“All the brilliant minds working together,
on the same thing,
at the same time,
in the same space,
and at the same computer”

– *Woody Zuill*

Syllabus

"Go somewhere you know nothing about, and see what happens"

- Karl Ove Knausgard



Whole Team Programming: *Agenda*

01

Concepts and History

Quick History
What's in a name?
Getting started

02

Explanation of Practice

Roles
Communication Framework
Exercises

03

Let's Collaborate

Put hands on keyboards
Wash, Rinse, Repeat

04

Retrospective

Feedback
Q&A
What's next?

01: Concepts

Concepts:

Software Teaming

Woody Zuill and Kevin Meadows



SOFTWARE TEAMING

A Mob Programming, Whole-Team Approach

Second Edition



Andrea Zuill © 2015

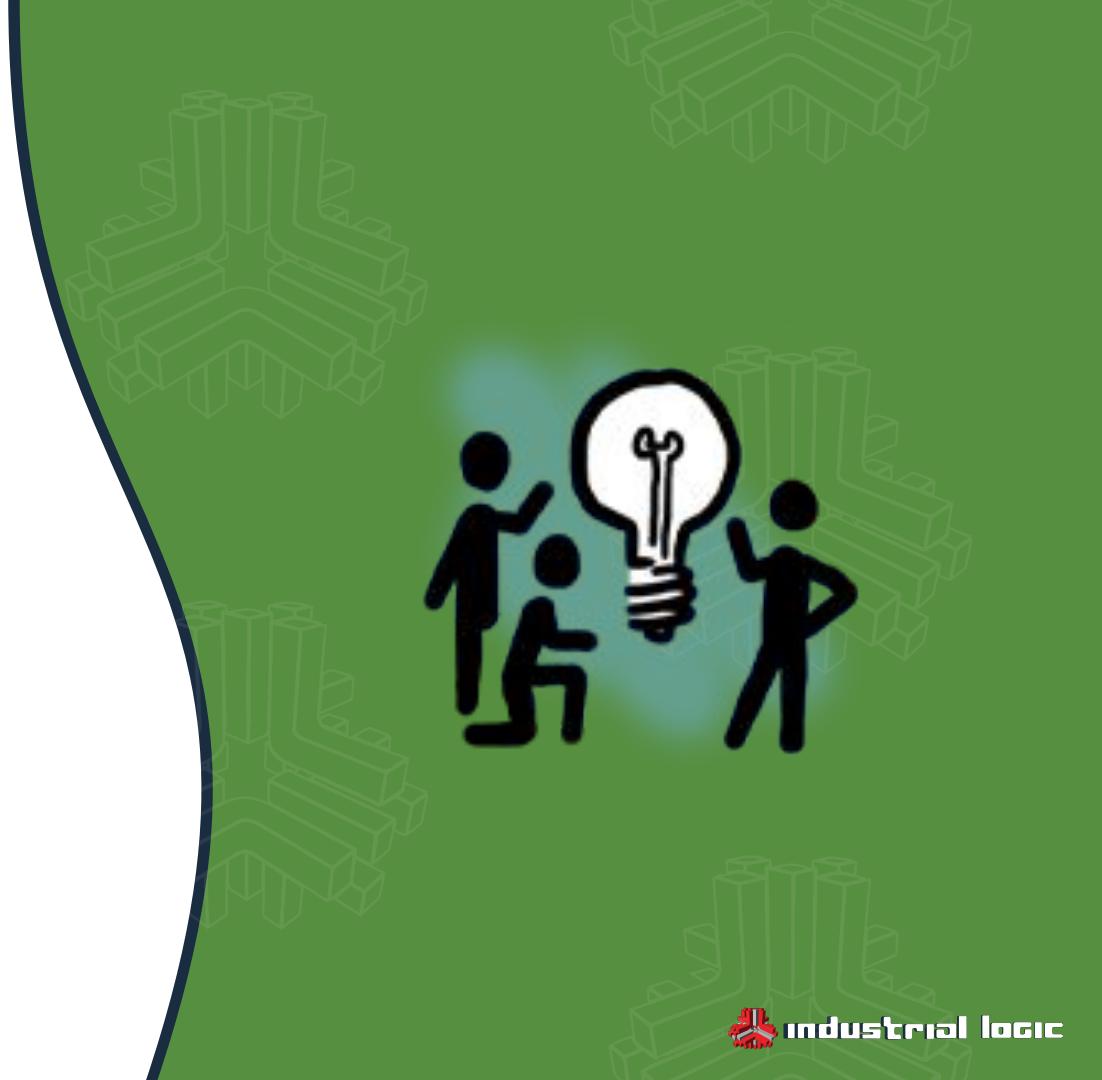
Woody Zuill and Kevin Meadows

Foreword by Kent Beck

Concepts:

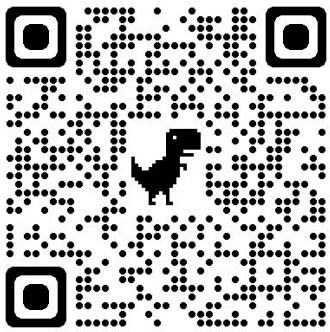
What's in a name?

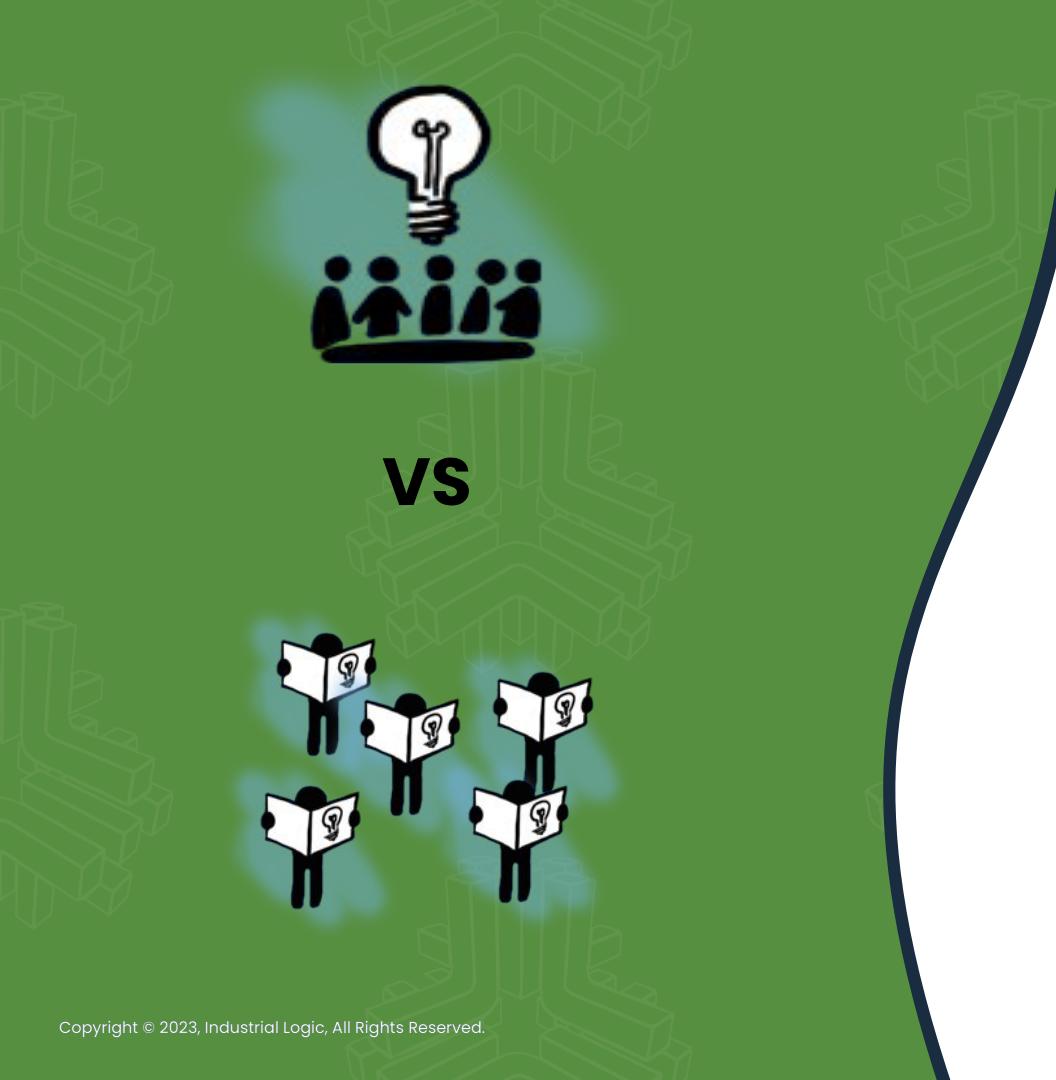
Mobbing, Ensemble, Software Teaming,
Whole Team Programming



Concepts:

Scatter Gather vs Collaboration





Concepts:

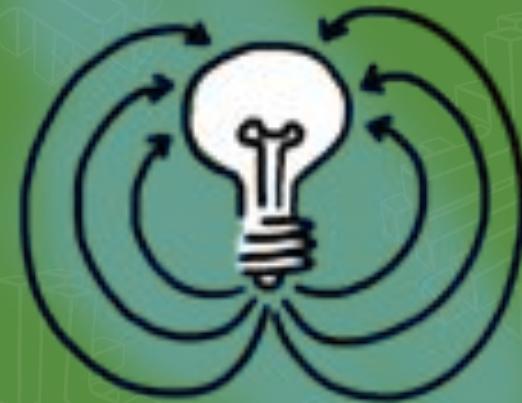
Collaboration

Do you work as a Team,
or group of Independent Contributors?

Collaborative teams:

- Produce higher quality code more rapidly
- Grow Team Ownership and Code Responsibility
- Have a “rising tide effect” on all members
- Find more effective solutions
- Are happier

02: Practice



Explanation Of Practice: *Roles*

Driver – a smart input to get the code into the computer

Navigator – solves the problem at hand

Steward – move the work through the process

Sheriff – guards the flow of the group



Explanation Of Practice: *Communication*

Intent, Location, Details

Say your Intent:

"I want to call a function to calculate the value of two integers"

Give Location (if needed):

"You can add it on line 45" or "Let's put it in the 'Calculator' class file"

Give Details (if needed):

"I want to set up the code to pass the class into the handler we'll be writing next..."



Explanation Of Practice: *Today's Practice*

From chaos comes order

Join a group

- Ability isn't important
- Make a circle of chairs
- One person at the keyboard



Explanation Of Practice: *Today's Practice*

From chaos comes order

Practice rotating

- Driver moves to the end of the line
- Navigator moves to drivers seat

*You can pass****



03: Configuration



configuration

Download Repository

Clone the repo

https://github.com/MyTurnyet/wholeteam_js

Run:

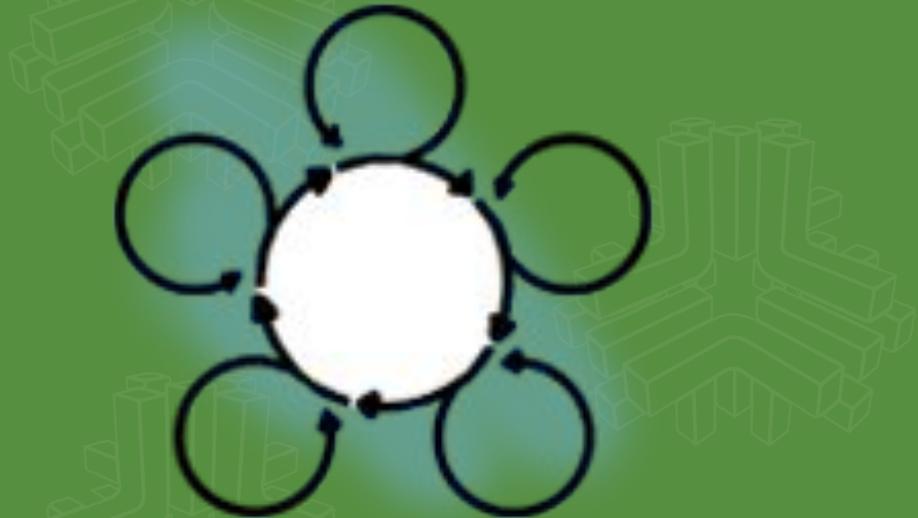
yarn install

then

yarn test



04: Iterate



Iteration 1

Let's get started

Numbers 0 – 19 return words representing those numbers

0 = “zero”, 1 = “one”, ... 19 = “nineteen”

Retro!



Iteration 2

Multiples of 10 return words representing those numbers
(Up to 90)

10 = “ten”, 20 = “twenty”, ... 90 = “ninety”

Retro!



Iteration 3

Let's get started

Numbers 21 – 29 return words representing those numbers

21 = "twenty-one", 22 = "twenty-two", ... 29 = "twenty-nine"

Retro!



Iteration 4

Multiples of 100 return words representing those numbers

100 = “one hundred”, 2 = “two hundred”, ... 900 = “nine hundred”

Retro!



Iteration 5

Numbers between 100 and 199 have the word “and”

121 = “one hundred and twenty-one”
156 = “one hundred and fifty-six”

Retro!



Iteration 3

Let's get started

Numbers 21 – 29 return words representing those numbers

21 = "twenty-one", 22 = "twenty-two", ... 29 = "twenty-nine"

Retro!



Resources

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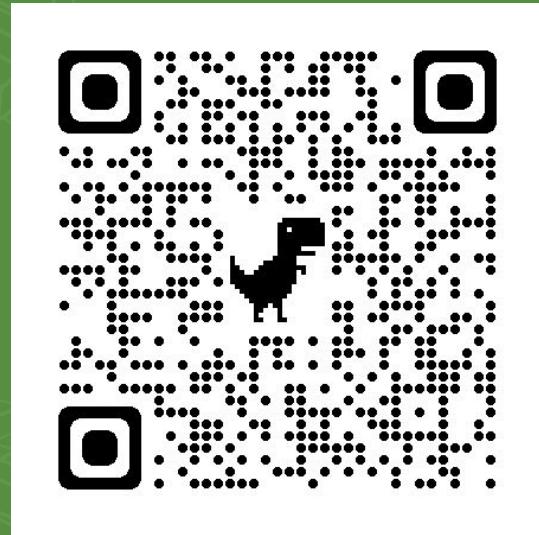
Twitter: @PaigelsXP

Mastodon:

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LinkedIn:

<https://www.linkedin.com/in/paige-watson-b817564/>



Resources Link

Thank You

