



Agile principles

1. Continuous delivery
2. Changing requirements
3. Short time scale
4. Biz & Dev communications
5. Trust individuals
6. Face-2-face conversations
7. Working software measures progress
8. Sustainable development
9. Continuous excellence
10. Reducing wasteful work
11. Self-organized teams
12. Continuous team improvements

Design smells

Design is ...

Rigid when one change causes cascade changes

Fragile when one change breaks untouched code

Immobile when hard to move code across the project (for reuse)

Viscose when it's hard to do right (doing bad is faster/cheaper/easier)

Needless complexity

Needless repetition

Opaque when its hard to understand the meaning of the code

High-level decomposition



