### Software Kanban

A Visual Process-Managment System for Software Development

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History of Kanban

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Benefits of Kanban

General Information

- ► Kanban = signboard
- ► Developed by Taiichi Ohno in 1947
- ▶ Worked for Toyota
- Scheduling system for lean manufacturing and just-in-time manufacturing

Taiichi Ohno



Figure: Taiichi Ohno, father of Kanban (1912 - 1990)

Goals and Reasons

#### Reasons:

- ► Too high storage cost
- ► Too little productivity
- ► Increasing customer requirements

Goals and Reasons

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- ► Too high storage cost
- ► Too little productivity
- ► Increasing customer requirements

#### Goal:

- ► Steady flow in the production process
  - $\Rightarrow$  less inventory needed

Kanban in SWE

- ► First use in 2004 by Microsoft
- ► Lean Software Development
- ► First public presentation in 2007 by David J. Anderson
- ► Anderson: Father of Software Kanban

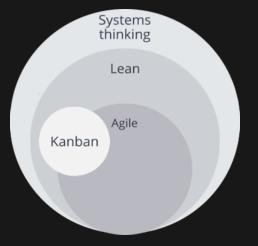


Figure: Kanban has elements of Agile and Lean SWE

Agile Software Engineering

#### Values:

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

Agile Software Engineering

	Pull	Limited Tasks	Transp. Information	Cont. Improvement
Individuals & Interactions	<b>√</b>	_	$\checkmark$	✓
Working Software	_	-	-	✓
Customer Collaboration	_	-	-	_
Responding to Change	<b>√</b>	<b>√</b>	<b>√</b>	✓

Figure: Values of Agile SWE and Kanban

Lean Software Engineering

#### Values:

- ► Estimate Waste
- ► Amplify Learning
- ► Decide as late as possible
- Deliver as fast as possible
- ► Empower the Team
- ► Build Integrity in
- ► See the whole

Lean Software Engineering

	Pull	Limited	Transp.	Cont.
		Tasks	Information	Improv.
Eliminate Waste	✓	$\checkmark$	$\checkmark$	✓
Amplify Learning	<b>√</b>	$\checkmark$	$\checkmark$	$\checkmark$
Decide as Late as Possible	<b>√</b>	✓	$\checkmark$	-
Deliver as Fast as Possible	<b>√</b>	<b>√</b>	$\checkmark$	_
Empower the Team	<b>√</b>	_	$\checkmark$	✓
Build Integrity in	_	_	$\checkmark$	$\checkmark$
See the Whole	_	_	_	$\checkmark$

Figure: Values of Lean SWE and Kanban

**Variations** 



Figure: A very basic Kanban-Board

**Variations** 

Backlog	Eingeplant	Entwicklung	Test	Auslieferung	Produktiv

Figure: Kanban-Board with more sections

#### **Variations**

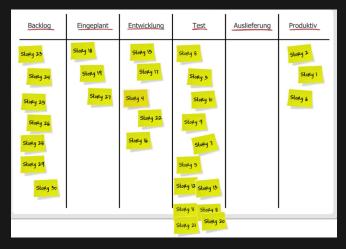


Figure: Same Kanban-Board in Action

#### **Variations**

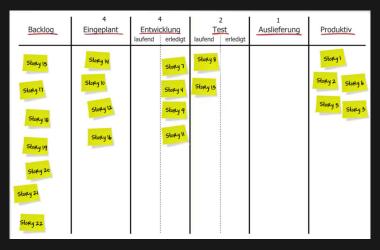


Figure: Kanban-Board with limits

Other useful Information

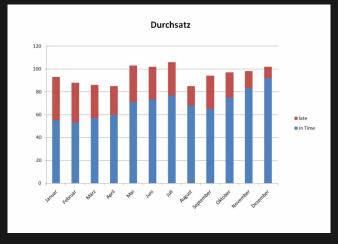


Figure: Throughput

Other useful Information

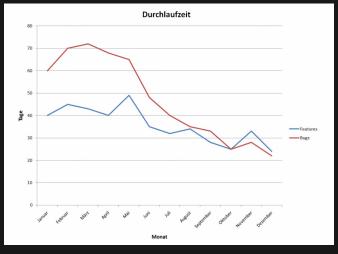


Figure: Cycle Time

Other useful Information

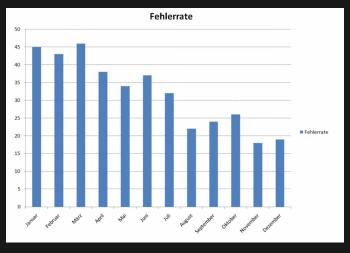


Figure: Rate of Errors

## Conclusion

### Kanban is

- ► easy to learn
- ▶ versatile

Mehr Zeug einfügen!!!

### Sources

- ► Epping, Thomas: *Kanban für die Softwareentwicklung*. Springer-Verlag 2011
- ► https://www.youtube.com/watch?v=ndWPFk7GR8k
- Wikimedia