

GRACE HOPPER CELEBRATION



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What I Wish I Knew Before I Joined the Mob:

Best Practices for Pair & Mob Programming

About Amberlee and Teal

Amberlee Baugus

Software Engineer II at Laserfiche

Full time mobster

Teal Stannard

Software Engineer at Pivotal Cloud Foundry

Full time pair

Overview



Definitions



What Makes it Work



How to Transition

What is Collaborative Development?





Pair Programming

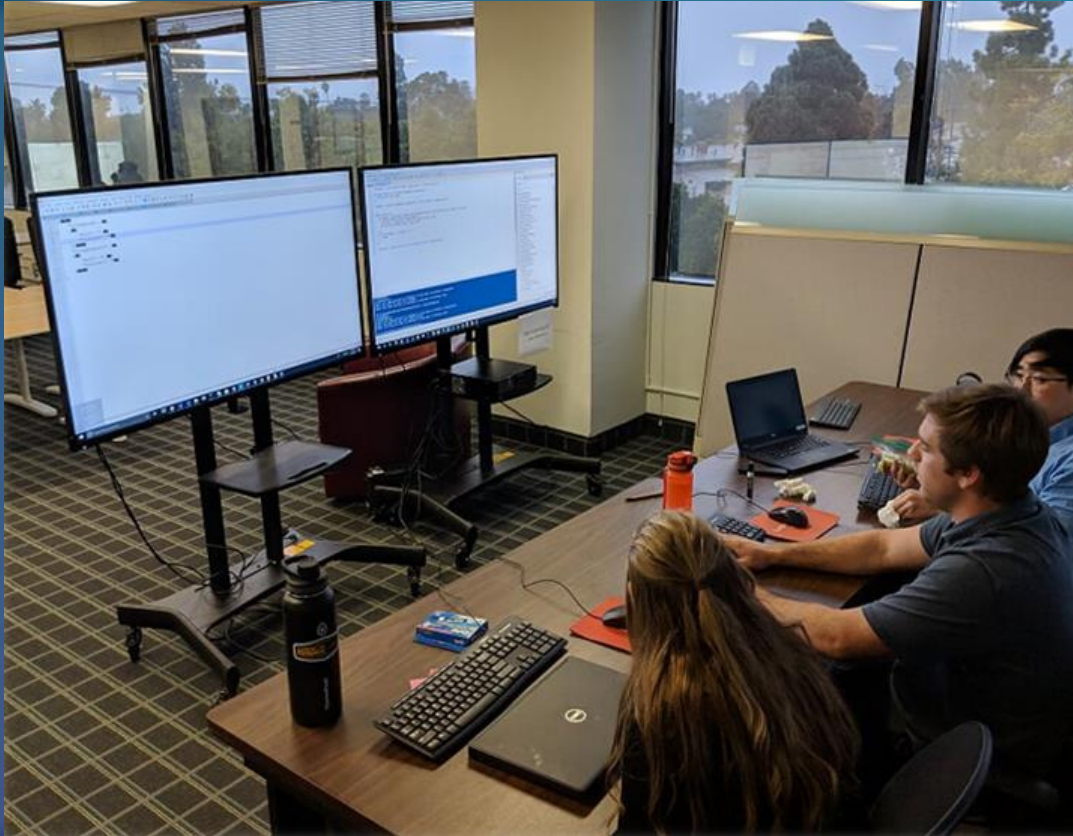
Driver

Controls the mouse and keyboard

Navigator

Guides implementation decisions

Mob Programming



Driver

Controls the mouse and keyboard

Mobster(s)

Guides implementation decisions

Navigator

Provides final say on implementation decisions

What Makes Collaborative Development Work?



Working Agreement



Roles



Time Management



Team Rituals



Rotation

Roles

*For an idea to go from your head into
the computer it **MUST** go through
someone else's hands.*

-Llewellyn Falco



Time Management

When do we agree to...

- Be in the office?
- Be working collaboratively?
- Take breaks?

The screenshot shows a dark-themed interface for time management. On the left, there are two sections: 'Timer' and 'Breaks'. The 'Timer' section has a minus button, a display showing '6', a plus button, and the text 'Minutes'. The 'Breaks' section has a minus button, a display showing '6', a plus button, and the text 'Minutes'. Below this, there is another minus button, a display showing '5', a plus button, and the text 'Every 30 Minutes'. On the right, there are two sections: 'Active' and 'Inactive'. The 'Active' section has a header 'Active' and a list of users: 'Havva x', 'Griffin x', and 'Amberlee x' (highlighted in blue). Below this is a link '+ Mobster'. The 'Inactive' section has a header 'Inactive' and a list of users: 'Ed x', 'James x', and 'Joe Edwards x'.

Core Hours

9:06 - Office standup

9:15 - Team standup

9:30 - Pair

11ish - Break

11:15 - Pair

12:30 - Lunch

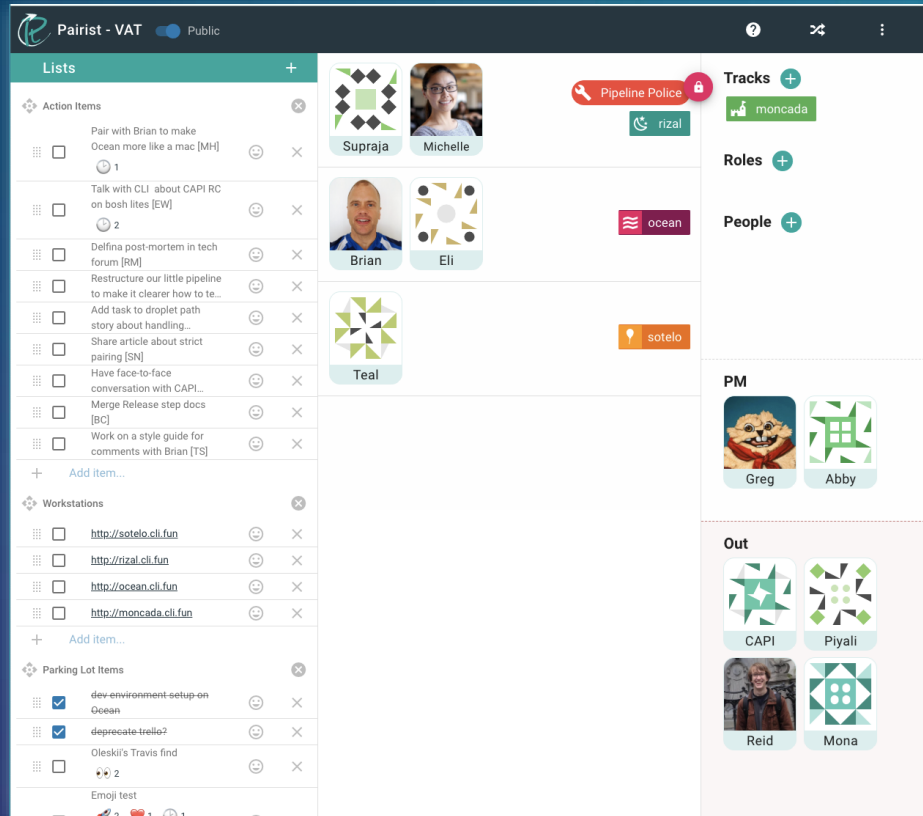
1:30 - Pair

3ish - Break

3-15: Pair

5 - Flex hour

Rotation



Structured

Daily rotations using randomized pair mapping tool

Unstructured

Law of Two Feet: If you aren't contributing or learning, get up and go somewhere that you will

Team Rituals

Daily Stand-up

Share context

Rotate pairs

Solo Time

Time away from the backlog

Personal learning

Retrospectives

Weekly / sprintly reflection on how things are going

Feedback at the end of the session

Psychological Safety

Team breaks

Team meals / outings

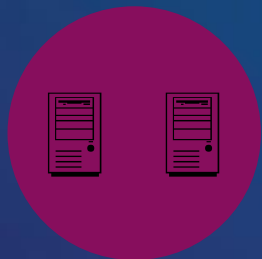
Equal Accessibility



Machine Setup



Number of Mobsters



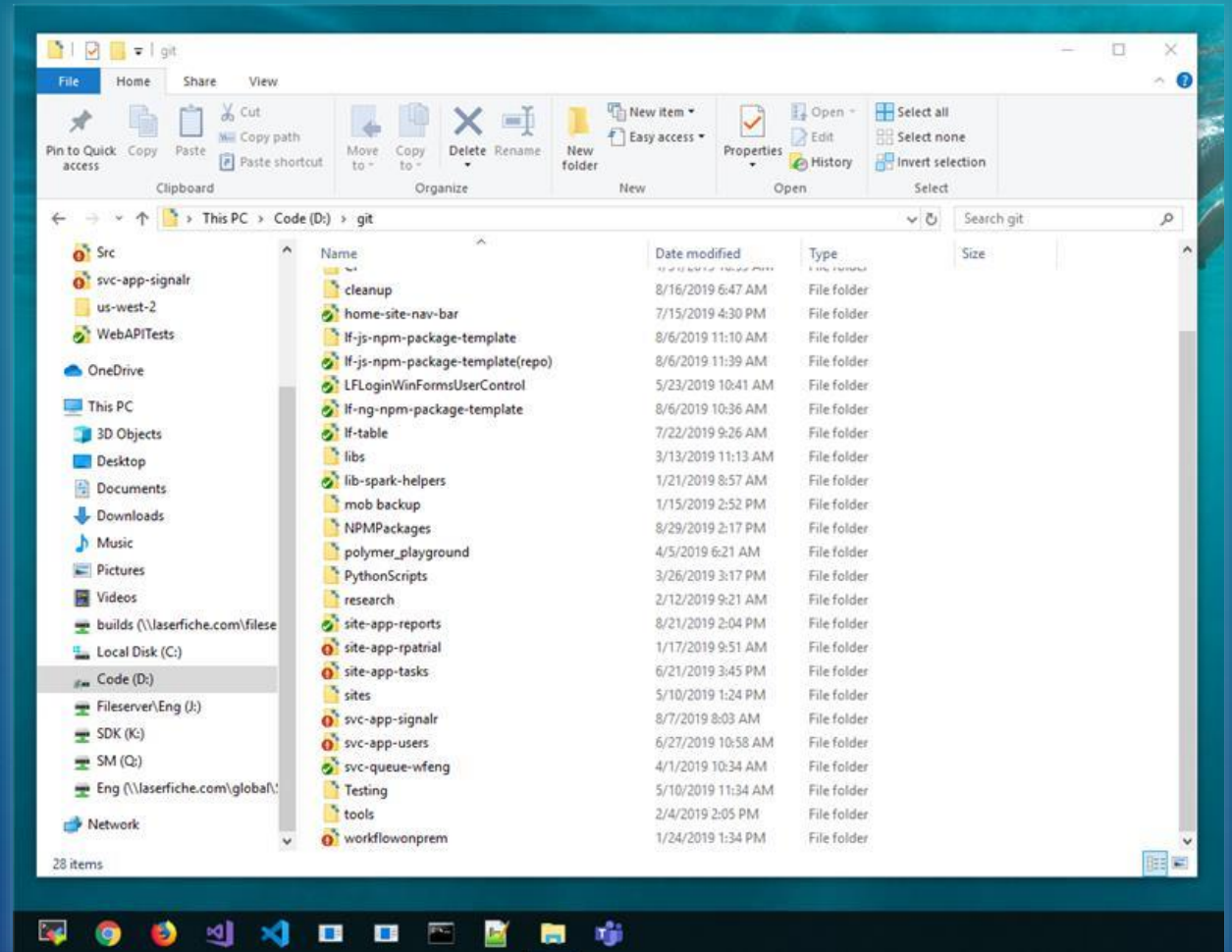
Desk Setup



Remote Setup

Machine Setup

- Codebase lives where everyone can access it
- Everyone agrees on the editor used
- Machine has commonly used software already installed and repositories cloned





Desk Setup

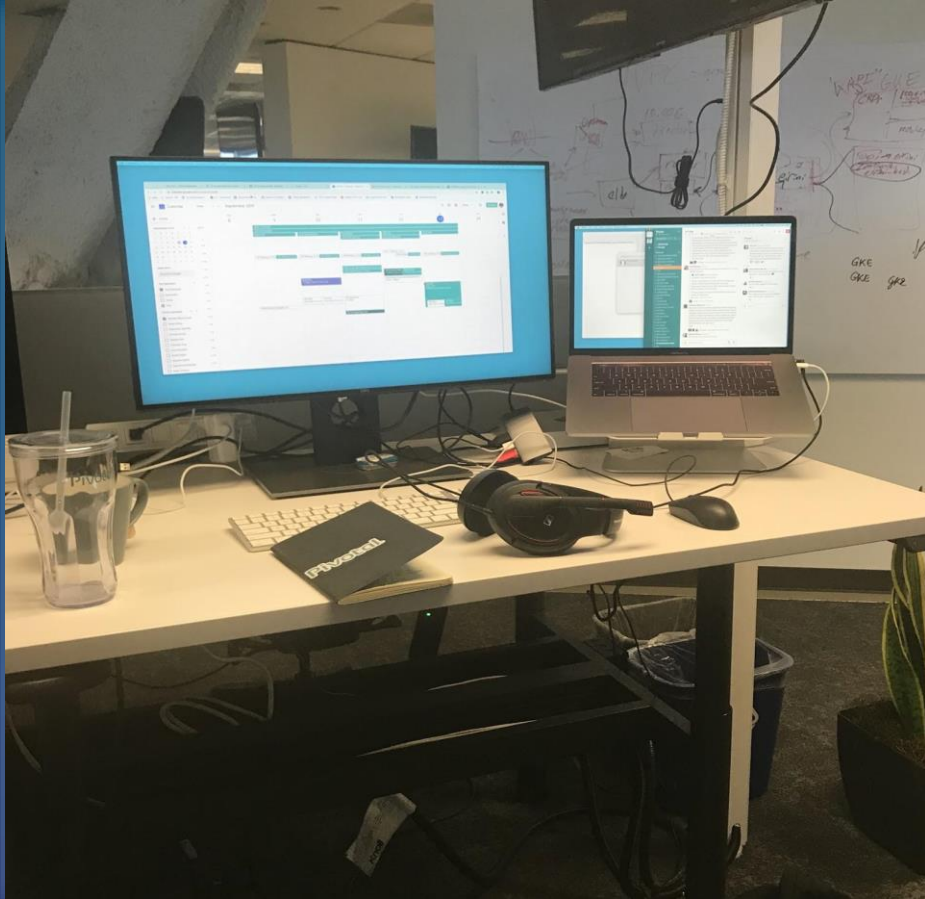
- Everyone has their own mouse and keyboard
- Physical space is shared equally
- Screens are large enough for all seats to see

Number of Mobsters



No more than four!!!

If you *must* join, join as an
observer



Remote Setup

- Invest in high quality collaboration tools
 - video chat
 - headset
 - collaborative text editor
- Make sure everyone has access to edit the code

Transitioning to Collaboration



How to Transition

1. Invest in a comfortable setup.
2. Choose features that are easy to mob.
3. Make participation optional but strongly recommended.
4. Follow the roles.
5. Take breaks.

Devil's Advocate



A successful collaborative development environment requires...

- 1) A well established working agreement
- 2) Equal accessibility for all team members

Questions?

Please remember to
complete the session
survey in the mobile
app.

THANK YOU
YOU CAN *FOLLOW US*
@



@tealstannard
@amberlee_baugus



@00_80_80



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Amberlee Baugus

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Fun!

Build Psychological Safety

Team breaks, meals, outings, swag

