Day 2: Agile Manifesto

Clipped from https://agilemanifesto.org/

1. What do you think the author's (or authors') goals are for the piece?
   - To promote their ideology for making software, and to get everyone else to start using it too.
2. What are the primary "take-home messages" from this piece? (The take-home messages are the major ideas, facts, or questions that the piece conveys to the reader.)
   - Building software that works and customers want is the most important goal.
   - Formal and restrictive rules and plans are bad and contrary to goal #1.
   - Change is going to happen no matter what, so being able to respond to it is vital.
3. What was the most significant thing in the piece to *you*, and why? (This may be one of the take-home messages, but it doesn't have to be.)
   I'm always surprised by the overwhelming emphasis on the customer above all else. Sometimes, it seems easy to forget that the ultimate goal of Silicon Valley is actually to develop software for people, not just in the abstract.

Manifesto for Agile Software Development

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

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

That is, while there is value in the items on
the right, we value the items on the left more.

Principles behind the Agile Manifesto

We follow these principles:
Our highest priority is to satisfy the customer
through early and continuous delivery
of valuable software.
Welcome changing requirements, even late in

development. Agile processes harness change for
the customer's competitive advantage.
Deliver working software frequently, from a
couple of weeks to a couple of months, with a
preference to the shorter timescale.
Business people and developers must work
together daily throughout the project.
Build projects around motivated individuals.
Give them the environment and support they need,
and trust them to get the job done.
The most efficient and effective method of
conveying information to and within a development
team is face-to-face conversation.
Working software is the primary measure of progress.
Agile processes promote sustainable development.
The sponsors, developers, and users should be able
to maintain a constant pace indefinitely.
Continuous attention to technical excellence
and good design enhances agility.
Simplicity--the art of maximizing the amount
of work not done--is essential.
The best architectures, requirements, and designs
emerge from self-organizing teams.
At regular intervals, the team reflects on how
to become more effective, then tunes and adjusts
its behavior accordingly.