

hands-on agile development



NEAL FORD software architect / meme wrangler

ThoughtWorks

nford@thoughtworks.com
3003 Summit Boulevard, Atlanta, GA 30319
www.nealford.com
www.thoughtworks.com
memeagora.blogspot.com

NF

housekeeping

ask questions anytime

download slides from
nealford.com →



download samples from github.com/nealford

what i cover:

agile development practices

the process

the problem

the solution

reflection

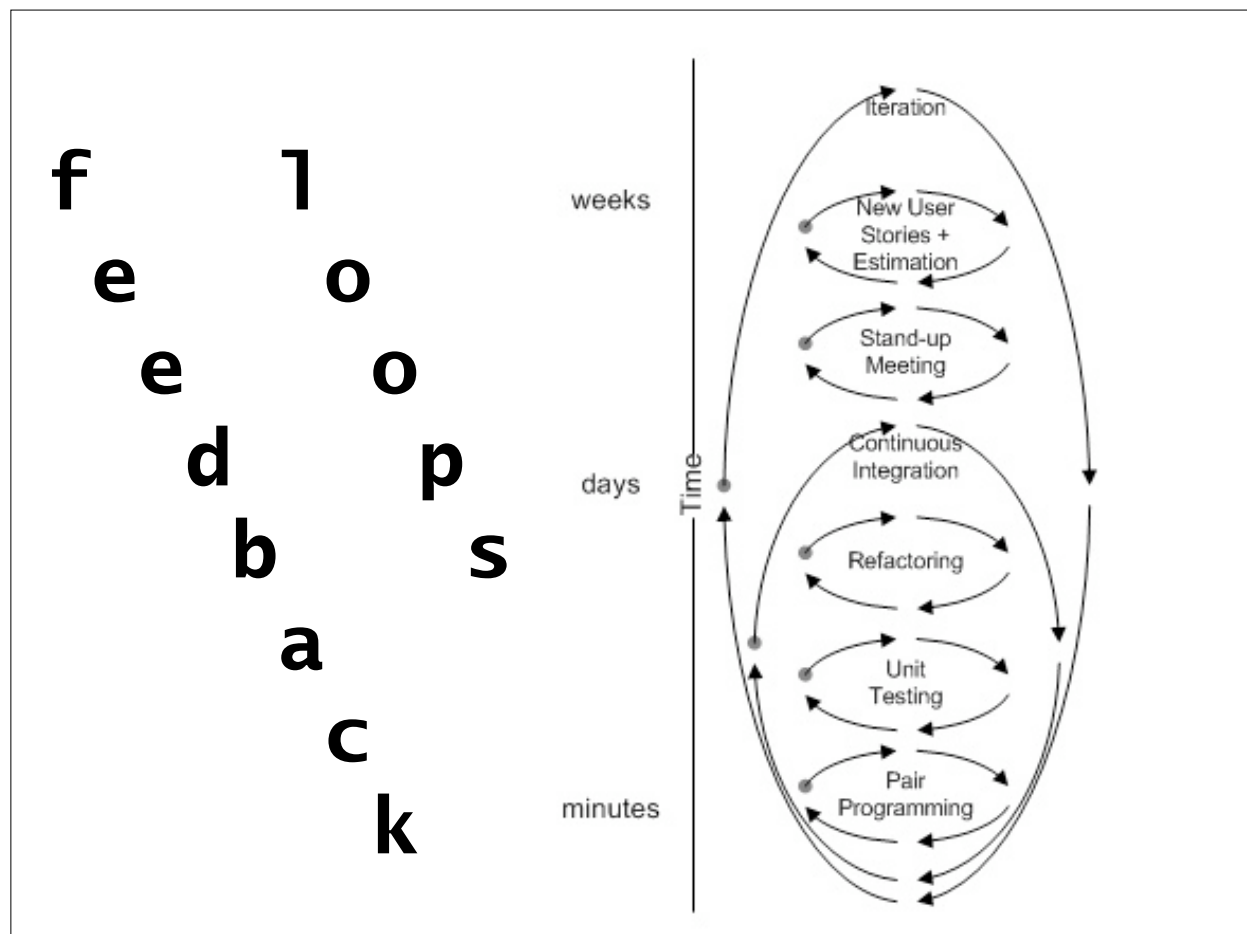
agile (any flavor)

homogeneous set of activities repeated over & over

coding to business forces vertical slices

constant feedback opportunities

highly disciplined activity



planning

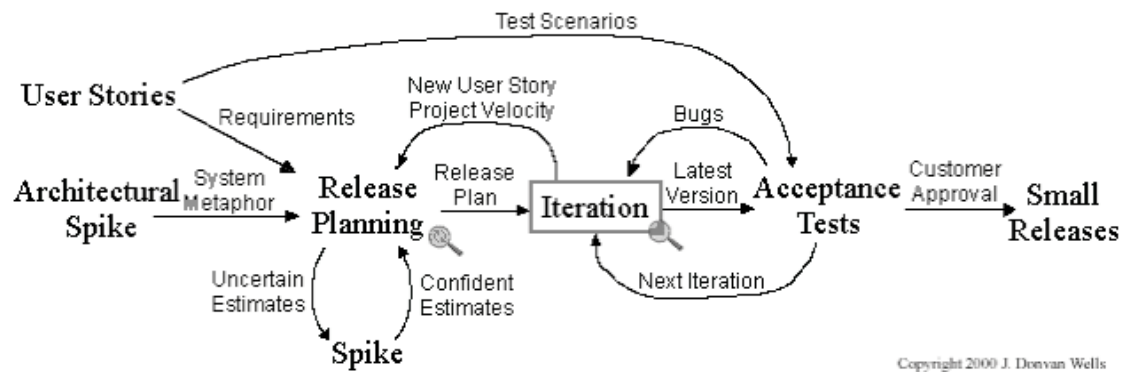
planning & estimation

none of the development practices

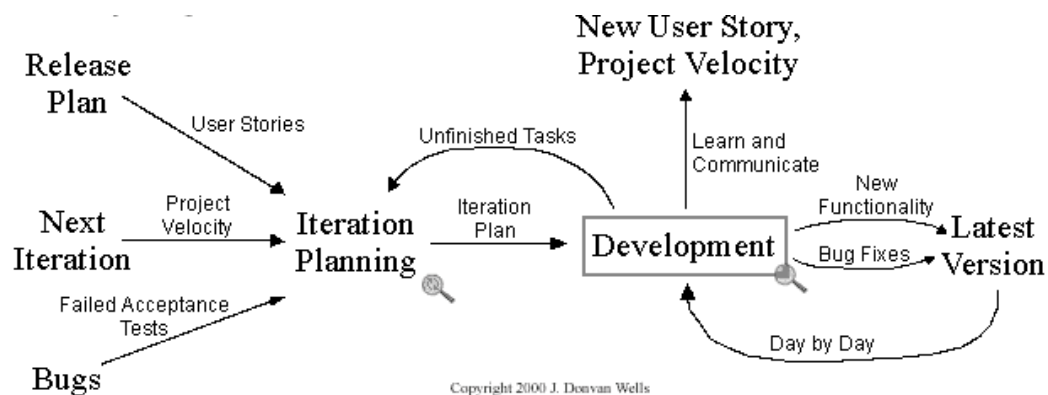
XP covers the entire spectrum

mix & match

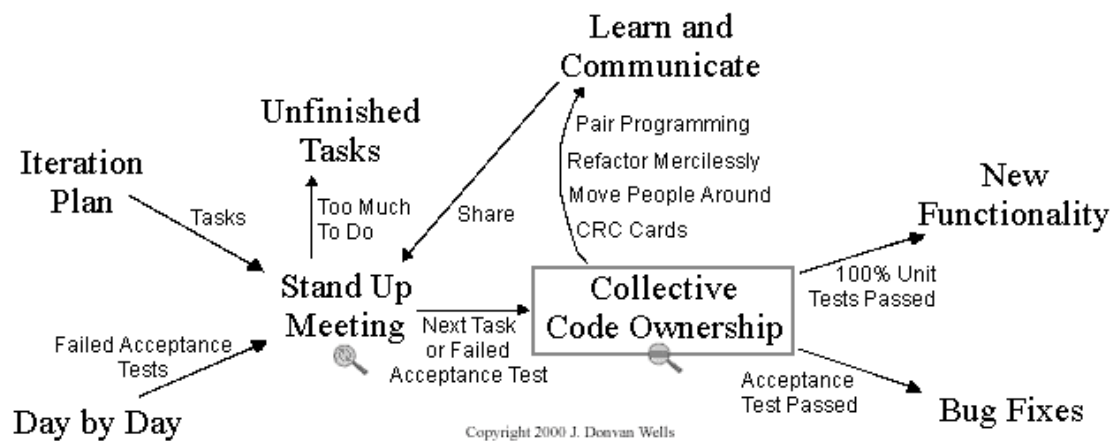
scrum + XP development practices



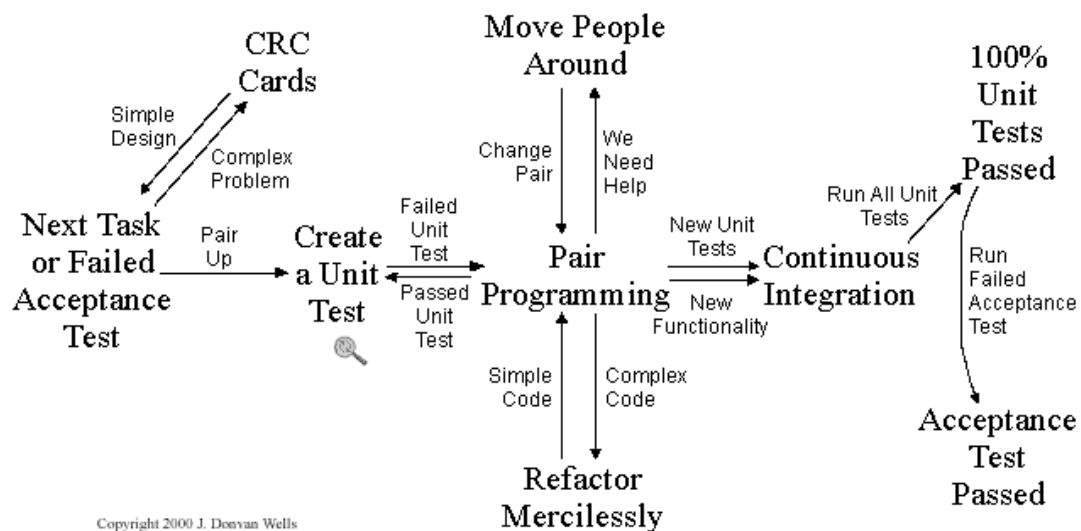
from <http://extremeprogramming.org/>



from <http://extremeprogramming.org/>



from <http://extremeprogramming.org/>



from <http://extremeprogramming.org/>

pair programming

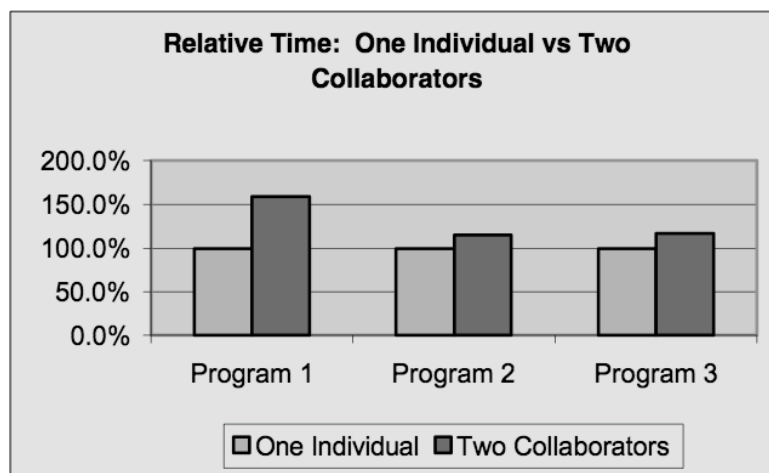
driver

typing
micro-concerns
syntax
formatting
line-by-line
getting the
test to pass

navigator

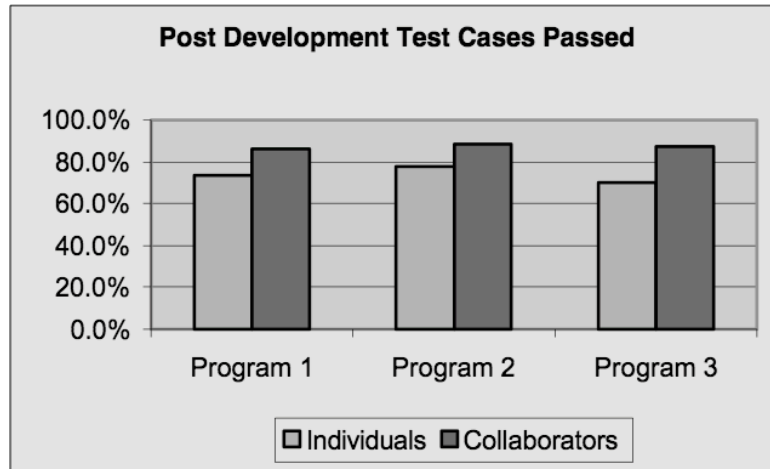
thinking
macro-concerns
right class?
refactor?
algorithm?
using design
patterns

pair programming studies



after adjusting, pairs produced code 15%
more slowly than individuals...

pair programming studies



...with 15% fewer defects

example from the study

used to find bugs:	defects
unit tests	15% fewer defects
qa department	15x (2250 hrs vs 150 hrs)
customer	60x (9000 hrs vs 150 hrs)

ping pong pair programming



pair programming

100 eyes

010 brains

001 mind

what we're doing

how many laptops do we have?

create pairs

3 x 20-minute iterations

pick a language

retrospective

perfect number:

Σ of the factors == number
(not including the number)

Σ of the factors - # == #

I-1 retrospective

What went well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

I-1 retrospective

What didn't go well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

move people around

I-2 retrospective

What went well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

I-2 retrospective

What didn't go well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

move people around

prime prime

a prime number whose factors
add up to a prime number

overall retrospective

What went well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

overall retrospective

What didn't go well:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

pair programming

higher quality code at a slightly slower pace

2 people in flow

high level of concentration

real-time code reviews

fun!

agile development

doesn't matter what type of planning you do

understand why agility works

adapt effective techniques within your organization (without dogma)

not pair programming, “co-source development”

play nice

?'S

please fill out the session evaluations
samples at github.com/nealford



This work is licensed under the Creative Commons
Attribution-Share Alike 3.0 License.

<http://creativecommons.org/licenses/by-sa/3.0/us/>

NEAL FORD software architect / meme wrangler

ThoughtWorks

nford@thoughtworks.com
3003 Summit Boulevard, Atlanta, GA 30319
www.nealford.com
www.thoughtworks.com
memeagora.blogspot.com