

Agile Manifesto

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2001

Kent Beck – XP, TDD

Mike Beedle – Scrum

Arie van Bennekum – RAD, DSDM

Alistair Cockburn – Crystal Clear

Ward Cunningham – Design Patterns, XP

Martin Fowler – Analysis Patterns, UML, Refactoring, XP

James Grenning – TDD, XP

Jim Highsmith – Adaptive Software Development

Andrew Hunt – The Pragmatic Programmer

Ron Jeffries – XP

Jon Kern – XP, FDD (led team of 25 mostly in Russia)

Brian Marick – Testing

Robert C. Martin – SOLID, Software craftsmanship

Steve Mellor – Executable UML, MDA

Ken Schwaber – Scrum

Jeff Sutherland – Scrum

Dave Thomas – The Pragmatic Programmer



Manifesto for Agile Software Development

«Мы постоянно открываем для себя более совершенные методы разработки программного обеспечения, занимаясь разработкой непосредственно и помогая в этом другим. Благодаря проделанной работе мы смогли осознать, что:

Люди и взаимодействие важнее процессов и инструментов
Работающий продукт важнее исчерпывающей документации
Сотрудничество с заказчиком важнее согласования условий контракта.

Готовность к изменениям важнее следования первоначальному плану

То есть, не отрицая важности того, что справа, мы всё-таки больше ценим то, что слева.»

«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»



Что такое Agile?

1



Agile HE

Методология

Набор практик

Фреймворк

Scrum



Agile – ЭТО

Культура

Способ
мышления

Философия

Система
ценностей



Философия и ценности Agile

2



Принципы, лежащие в основе Agile Manifesto

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



Fixed Mindset vs. Growth Mindset

Based on the work of Dr. Carol Dweck

I believe that my **[Intelligence, Personality, Character]** is inherent and static. Locked-down or fixed. My potential is determined at birth. It doesn't change.

I believe that my **[Intelligence, Personality, Character]** can be continuously developed. My true potential is unknown and unknowable.

Fixed
Mindset

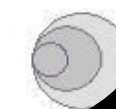


Avoid failure
Desire to Look smart
Avoids challenges
Stick to what they know
Feedback and criticism is personal
They don't change or improve

Growth
Mindset



Desire continuous learning
Confront uncertainties.
Embracing challenges
Not afraid to fail
Put lots of effort to learn
Feedback is about current capabilities

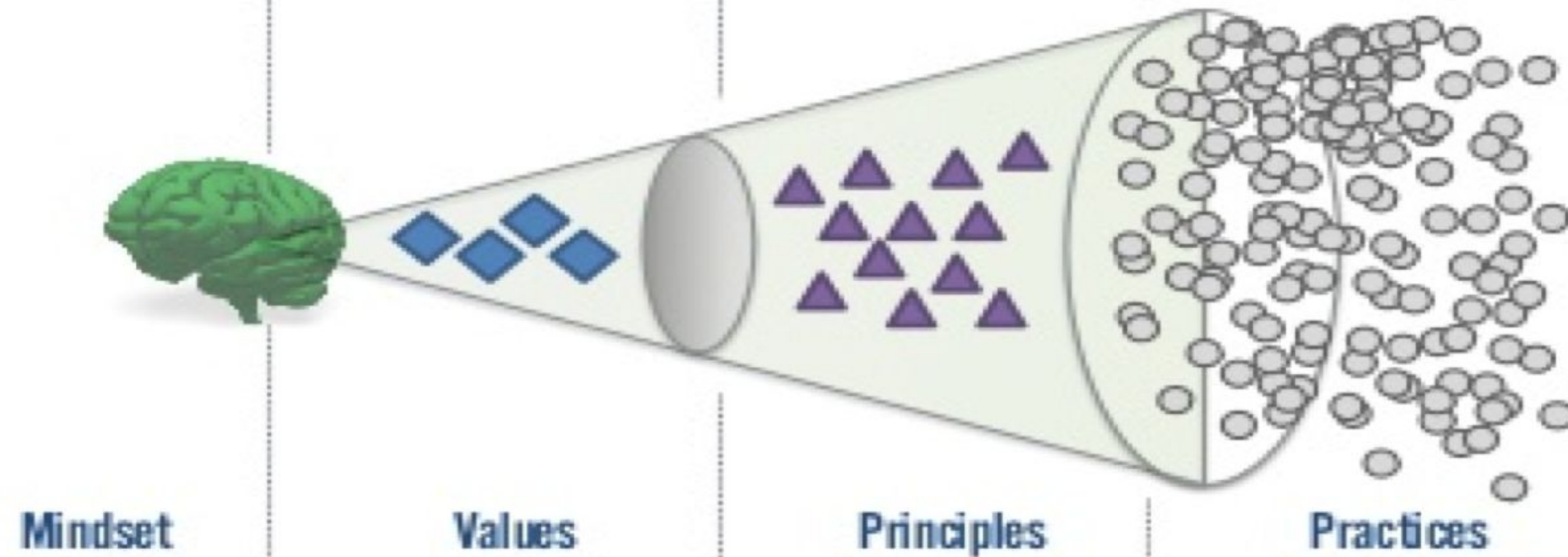



**AGILE IS A
MINDSET**

**DESCRIBED BY
4 VALUES**

**DEFINED BY
12 PRINCIPLES**

**MANIFESTED THROUGH
UNLIMITED NUMBER OF PRACTICES**



The background of the image is a dense, repeating pattern of Minions from the 'Despicable Me' franchise. They are yellow, pill-shaped creatures with large, round eyes and black-rimmed goggles. They are wearing blue overalls and have various expressions of joy and surprise. In the center of the image, there is a semi-transparent white circle containing text. A white arrow points from the right side of this circle towards a specific Minion in the crowd.

СКРАМ
ОДИН ИЗ
МНОГИХ

Зачем Agile бизнесу?

3



Скорость (time to market)



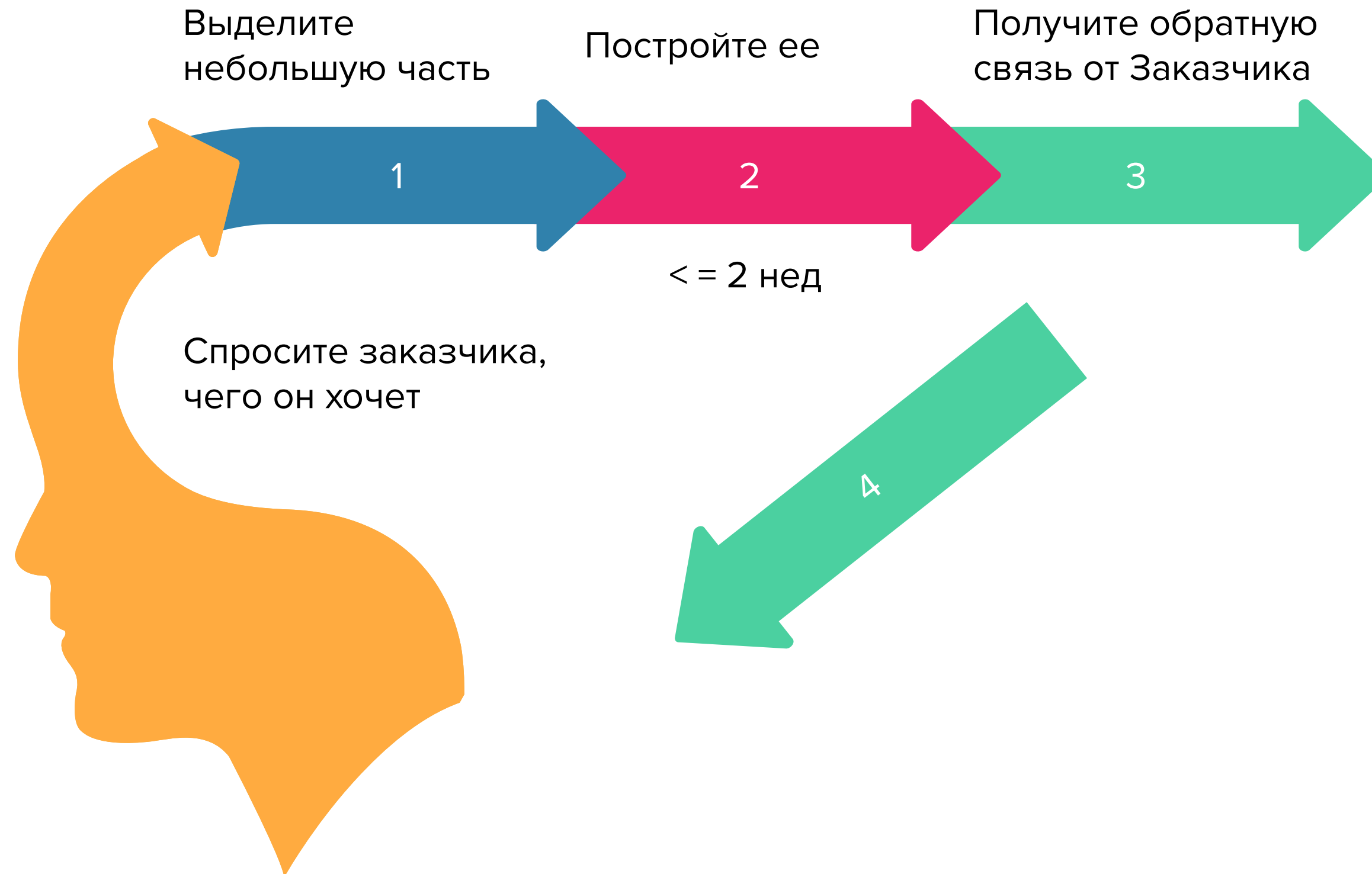
Быстрая обратная связь



Быстрая смена курса



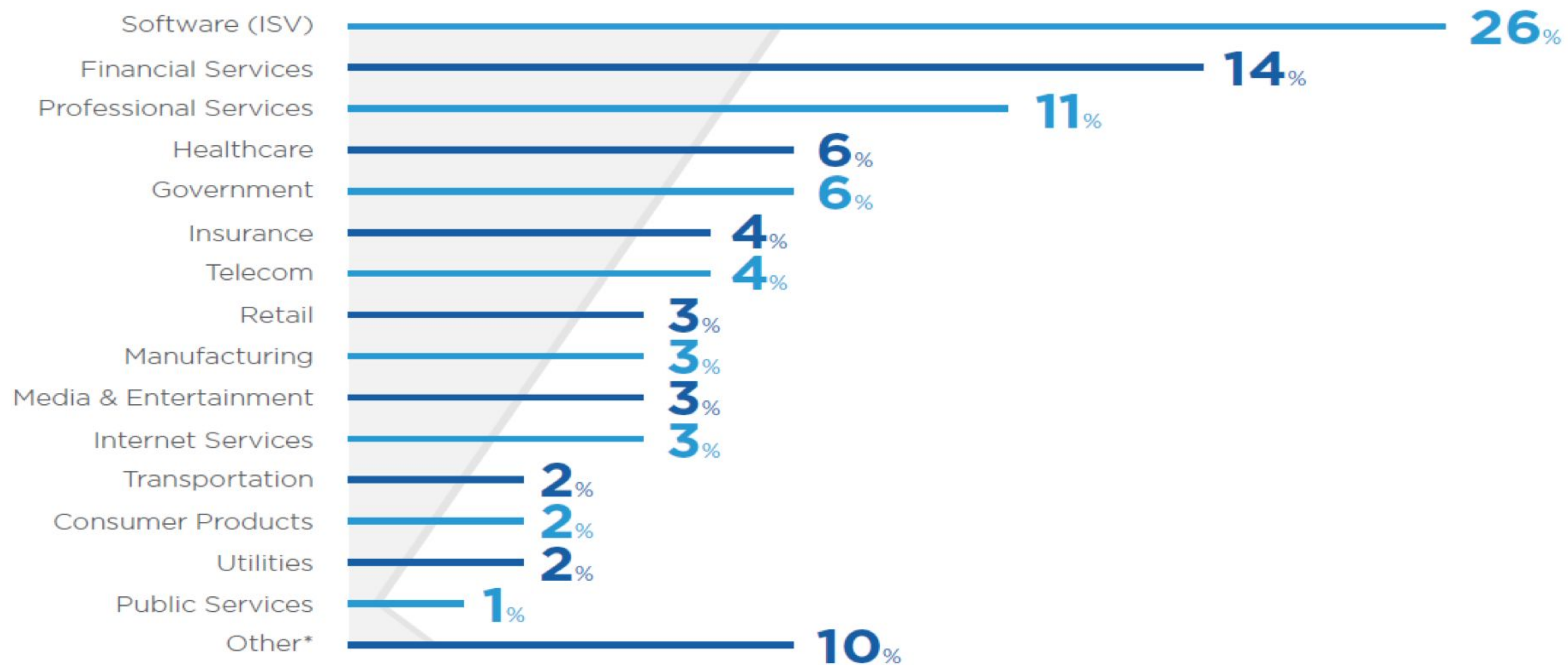
Как это работает?



Нужен ли вам Agile?

4





*Write-in responses were commonly Education, Consulting, Aerospace, Automotive, Hospitality, and Non-Profit.



Спасибо за внимание!



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