

# An Introduction to Agile

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Agile Artisans



**JARED RICHARDSON**

CoAuthored [Ship It!](#) and [Career 2.0](#)

Screencast editor for PragProg.com

Started AgileRTP in 2007

2nd public signatory of the Agile Manifesto

Agile coach

[AgileArtisans.com](http://AgileArtisans.com)

The Pragmatic Bookshelf

A small image showing the front covers of two books: "Ship It!" by Jared Richardson and William Ciofalo, and "Career 2.0" by Jared Richardson and Matthew Egan.

The Agile Artisans logo, identical to the one at the top of the slide.

# Who am I?

**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.

Kent Beck	James Grenning	Robert C. Martin
Mike Beedle	Jim Highsmith	Steve Mellor
Arie van Bennekum	Andrew Hunt	Ken Schwaber
Alistair Cockburn	Ron Jeffries	Jeff Sutherland
Ward Cunningham	Jon Kern	Dave Thomas
Martin Fowler	Brian Marick	

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[AgileManifesto.org](http://AgileManifesto.org)

Which way?

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## UMBRELLA TERM



PROJECT MANAGEMENT

TECHNICAL PRACTICES

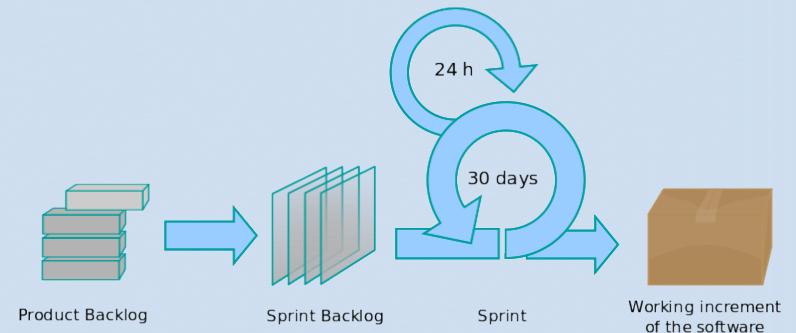
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## Over Generalize

Scrum  
Project Management

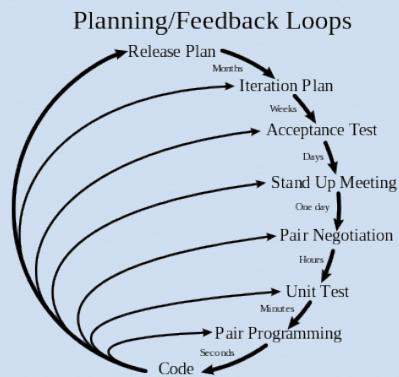
XP  
Technical Practices

## Scrum

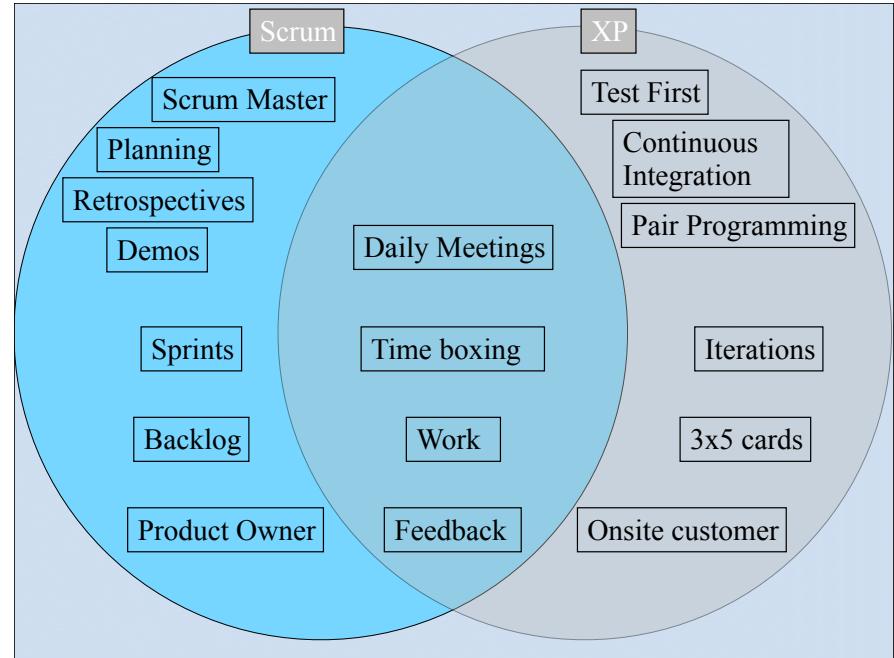


[wikipedia.org/wiki/File:Scrum\\_process.svg](https://wikipedia.org/wiki/File:Scrum_process.svg)

# XP



wikipedia.org/wiki/File:Extreme\_Programming.svg



# XP

Tribal  
Hire experience  
Hire coaches

## XP Resources

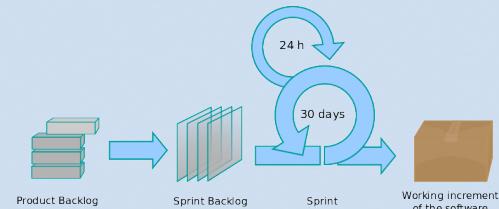
[Wikipedia.org/wiki/Extreme\\_Programming](https://en.wikipedia.org/wiki/Extreme_Programming)  
[ExtremeProgramming.org](http://ExtremeProgramming.org)  
[MartinFowler.com](http://MartinFowler.com)  
[ThreeRiversInstitute.org/blog](http://ThreeRiversInstitute.org/blog)

## Scrum

Hire experience  
Hire coaches  
Training  
Certifications

## Scrum Resources

[Wikipedia.org/wiki/Scrum\\_\(software\\_development\)](https://en.wikipedia.org/wiki/Scrum_(software_development))  
[Scrum.org](http://Scrum.org)  
[ScrumInc.com](http://ScrumInc.com)  
[ScrumAlliance.org](http://ScrumAlliance.org)



## There's More...

Crystal  
SAFe (Scaled Agile)  
DAD (Disciplined Agile)  
ICAgile  
....



## Key Practices

Daily meetings  
Iterations  
Test First  
Continuous Integration  
Retrospectives  
Demonstrations



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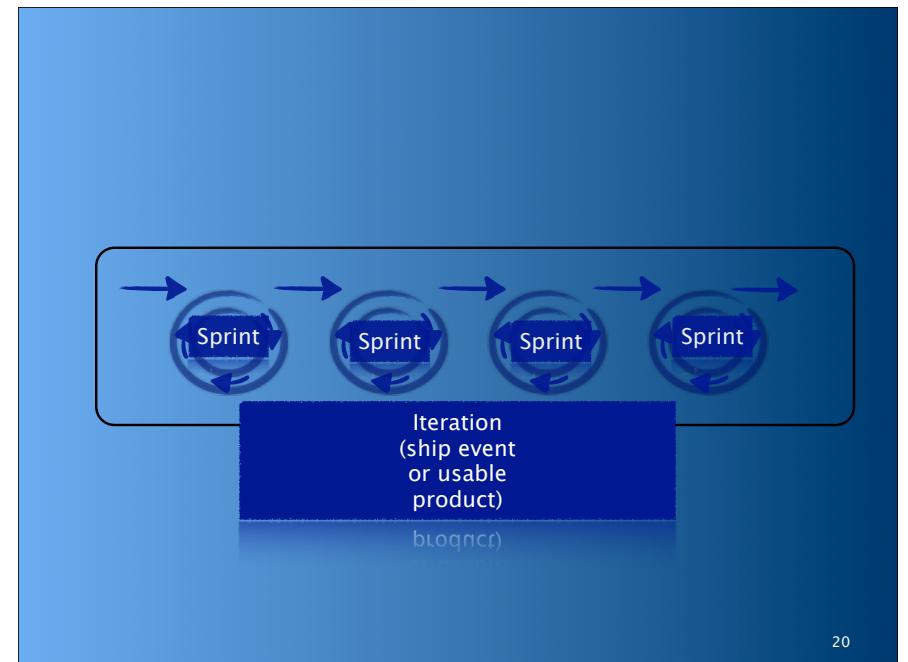
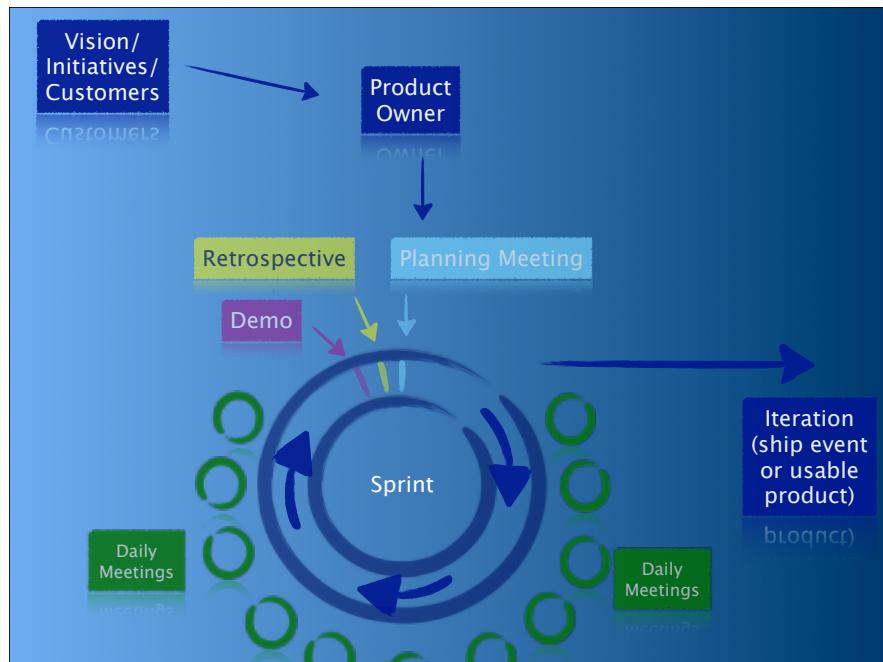
## Stand Ups

Daily  
Answer 3 (or 4) questions

Work done?  
Problems?  
Plan to do?  
(Problems you'll cause)



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## Iterations

Bounded work  
Create urgency  
Smaller units  
More finish lines  
More feedback  
More corrections



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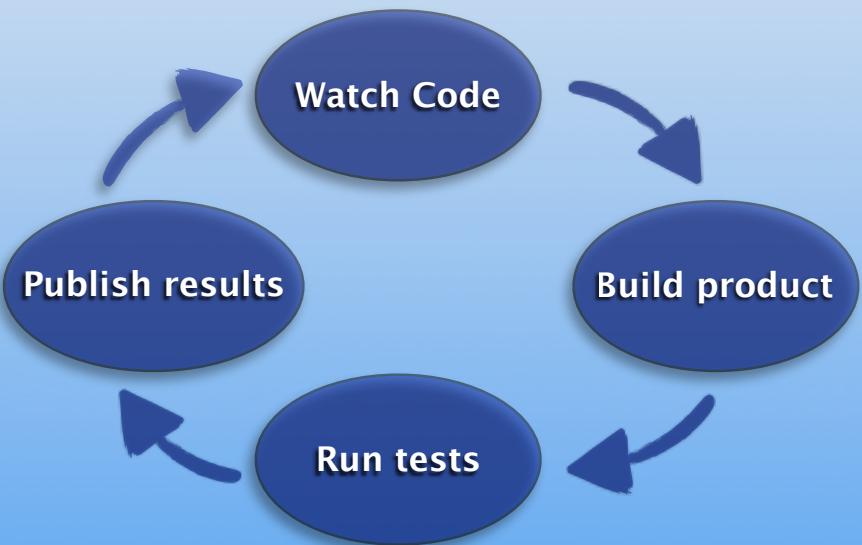
## Levels of tests

TDD  
BDD  
ATDD

## Test First

Write a test  
The test fails  
Write just enough code  
The test passes  
Repeat

## Continuous Integration

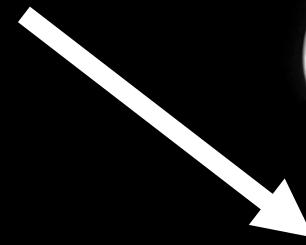




Fast  
feedback  
leads to  
fast fixes

## Minimize Dark Times

Code Change



Validation

<http://flickr.com/photos/bogenfreund/556656621/>

## Retrospective



Look back  
What worked?  
What didn't?  
Change?  
Experiments

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## Demonstrations



Iteration boundary  
Working features  
Feedback  
Conversation tool

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Which way?

flickr.com/photos/nkphillips/2865781749/



"Context matters"

Andy Hunt



andy.pragprog.com

## Dreyfus Model of Skills Acquisition

Level 1 => Novice  
Rules  
Level 5 => Guru  
Freedom  
Sliding scale

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Rules?

At first  
Then discard

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## Exercise

Two 3x5 cards  
3 reasons to adopt an agile process  
3 impediments at your org  
pass to the right  
brainstorm on solving impediments

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## Next Steps

Expertise (buy or rent)  
Pilot team  
Follow directions  
Adjust to fit  
Roll out



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