AGILE INTRODUCTION

MARK WINDHOLTZ

- Agile Coach / Programmer
  - Company: AgileDNA
- Startups - ScrumAlliance.org
- DoD Air Force Logistics
  - $6 million / SEI Level 5

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GOAL

- Deliver Business Value

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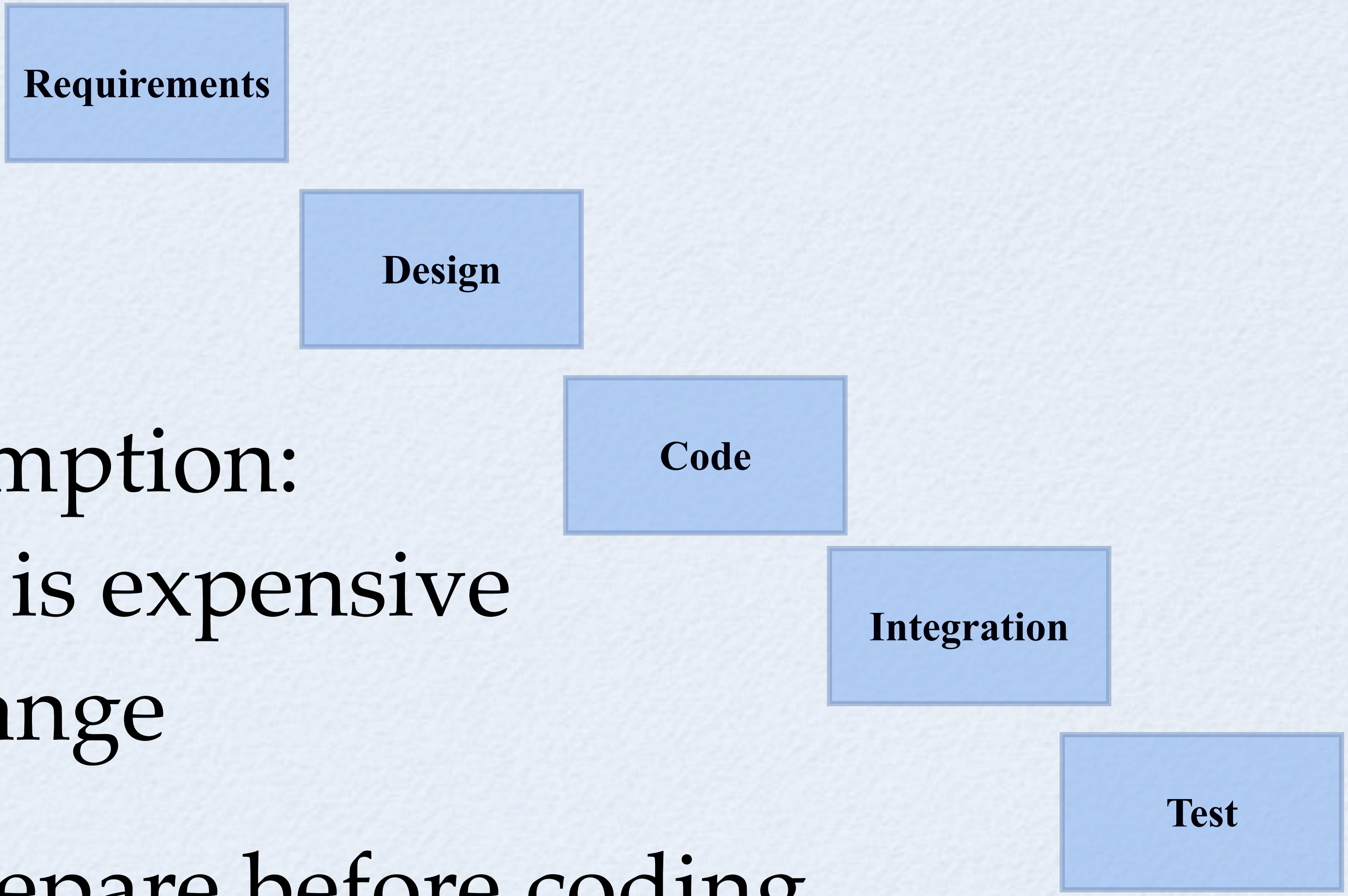
PHASES



Requirements

Design

Code

Integration

Test

Assumption:
Code is expensive to change

So, prepare before coding

Typical Results

- Long Integration Phase
- Long Test Phase
- “Code and Fix”
- High Defect Counts
- Expensive Failed Projects

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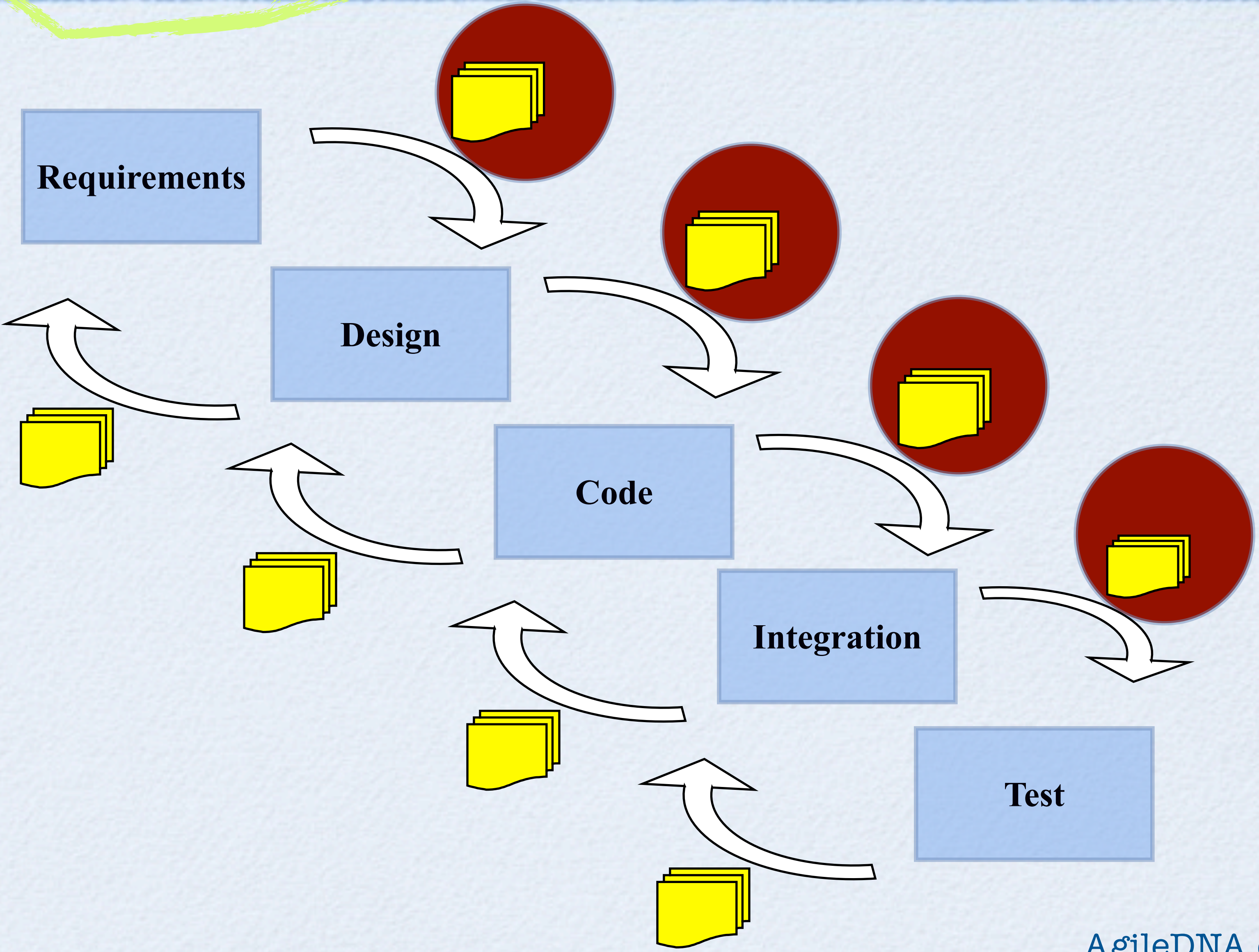
Phases = Extra Work



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Long Release Cycles

- Projects of 12-18 Months
- Must Predict Future
  - Problems
  - Opportunities

Agile Manifesto

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

AGILE MANIFESTO

(PARAPHRASED)

Ok:	Processes and Tools
Better:	**People Thinking and Talking**
Ok:	Detailed Documentation
Better:	**Working, Auto-Tested Software**
Ok:	Legal Contracts
Better:	**Customer Participation, Partnership**
Ok:	Following a Plan
Better:	**Responding to Change**

Tweets: #Agile2010

- Out of 300 startups surveyed - single biggest predictor of failure: sticking with the initial business plan
- People are not resources. Try referring to your spouse as a *resource* & see where that gets you.

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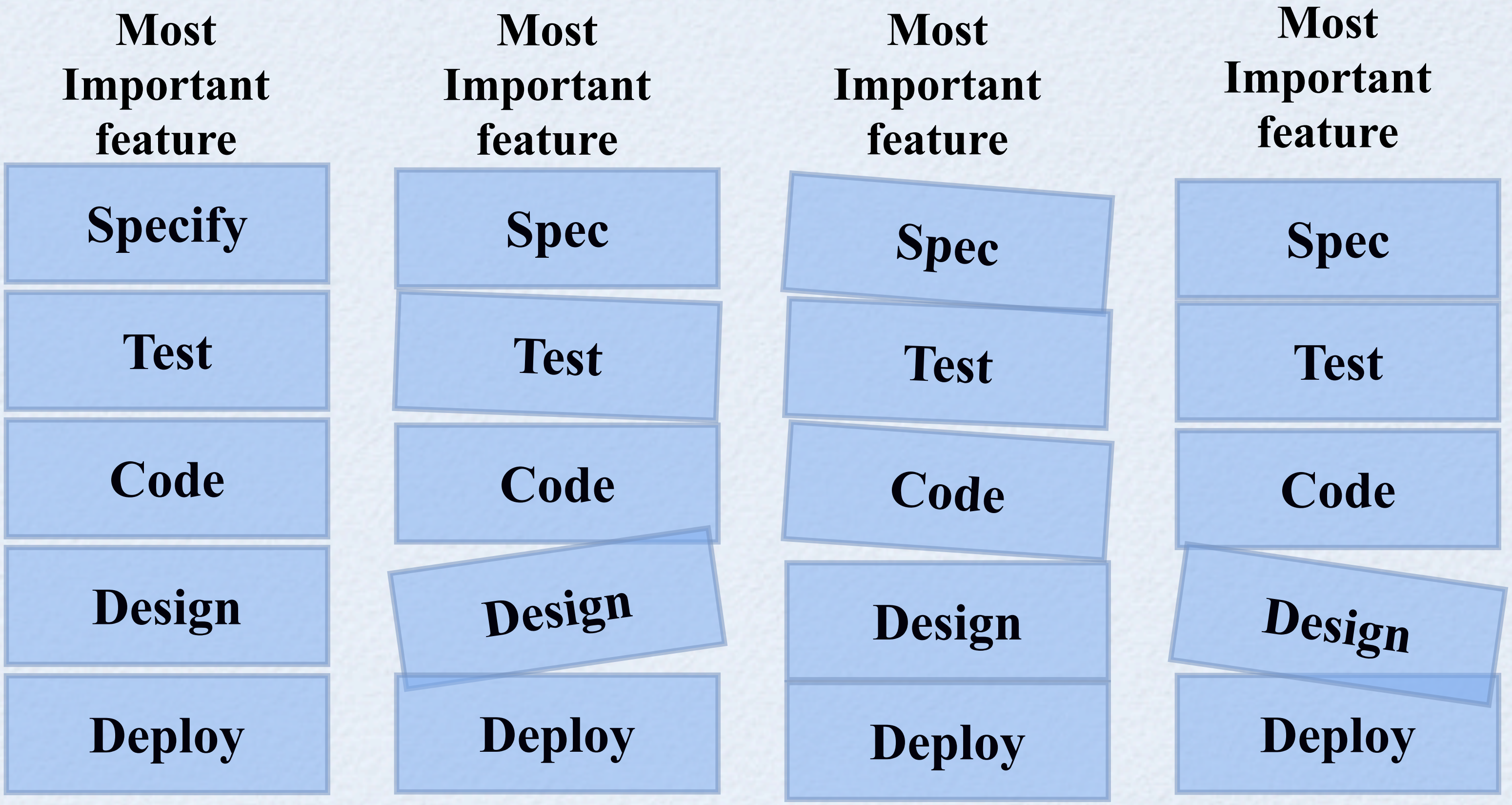
AGILE

- Asserts: Partially completed work is
  - Expensive
  - Attracts Defects
- Techniques to make Code flexible
  - Feedback: Automated Testing, etc

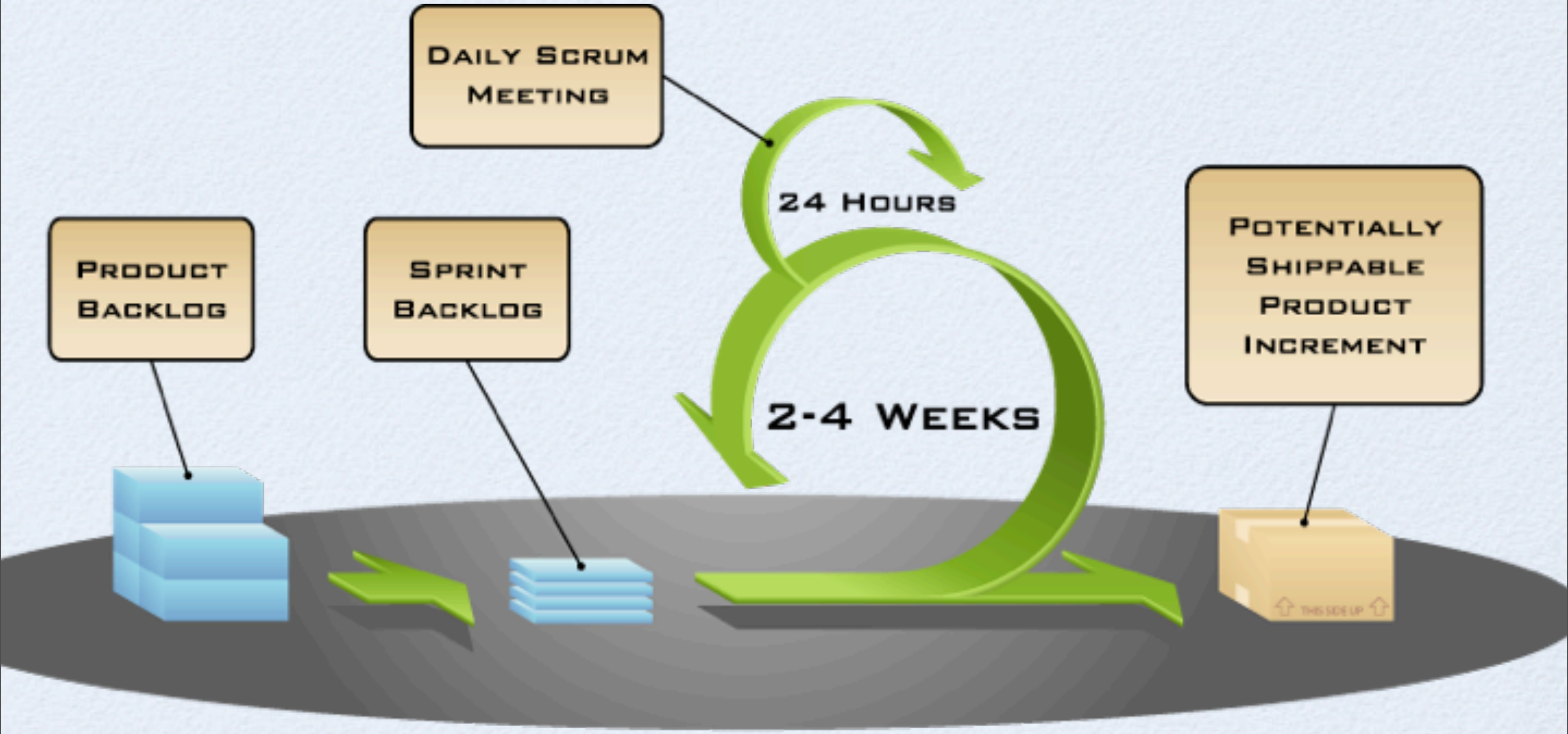
ITERATIONS

- Pick single biggest problem?



Most Important feature	Most Important feature	Most Important feature	Most Important feature
Specify	Spec	Spec	Spec
Test	Test	Test	Test
Code	Code	Code	Code
Design	Design	Design	Design
Deploy	Deploy	Deploy	Deploy

AGILE / SCRUM



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AGILE PRACTICES

Customer	Team	Engineering
Define Iteratively	Communicate Iteratively	Build Iteratively
Small Releases	Open WorkSpace	Test-First
Planning Game	Sustainable Pace	Simple Design
On-Site Customer	Continuous Integration	Continuous Design (aka Refactoring)
	Collective Ownership	Coding Standard
		Pair Programming

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Summary

- Phases -
  - Partially completed work, extra work
  - Long Release Cycles
- Agile -
  - Completing small tasks using ...
  - Iterations, Feedback, Coding techniques

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