

# Agile - XP - Scrum - Lean

Mark Windholtz, AgileDNA





# Introduction

- Mark Windholtz
- XP at OOPSAL in 1997
- Worked with XP, Scrum teams
- \$6 million DoD Air Force Logistics



# About

- Phased
- Agile
- Scrum
- Extreme Programming
- Lean

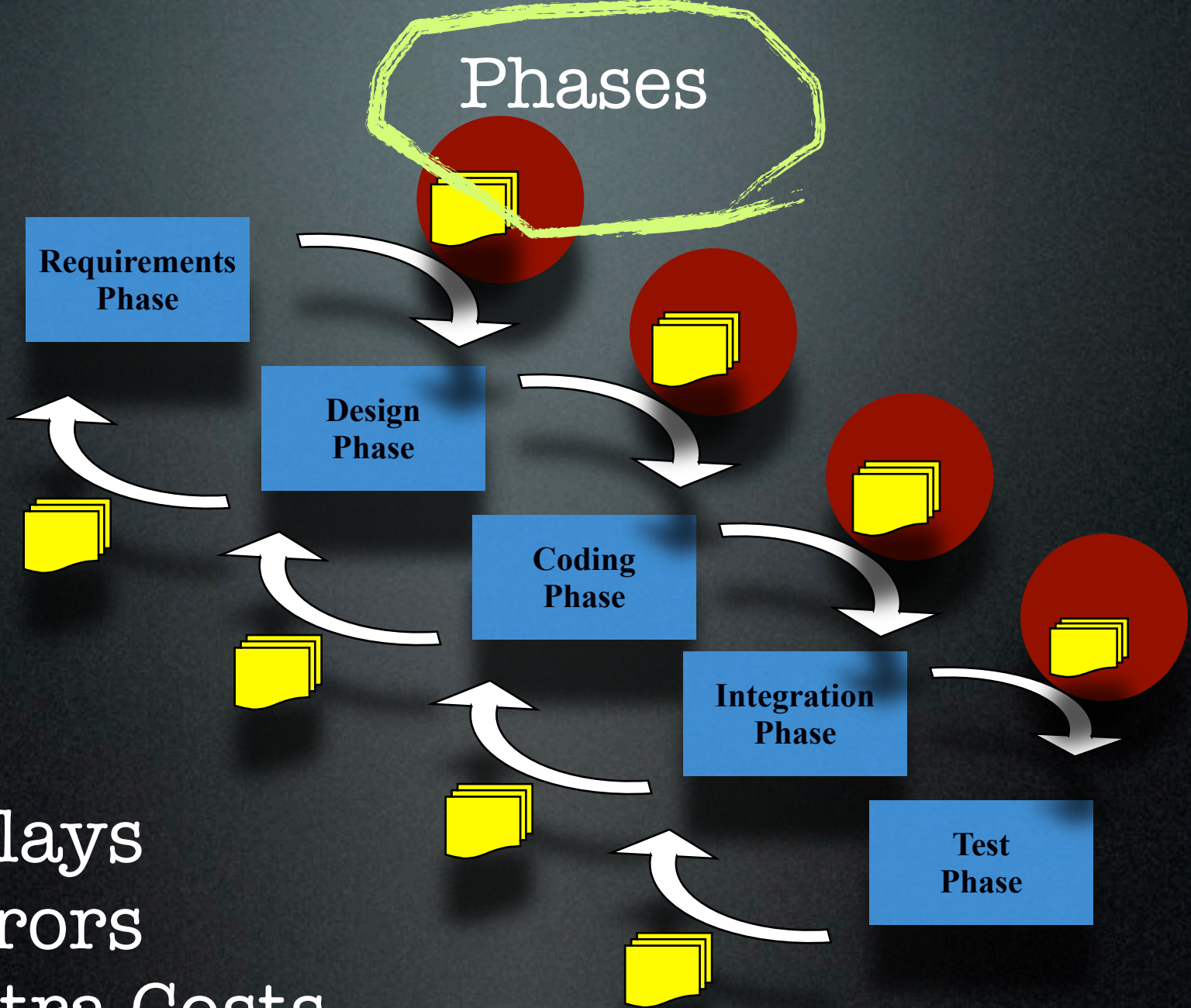


# Normal

Normal Software dev is ...

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





- Delays
- Errors
- Extra Costs

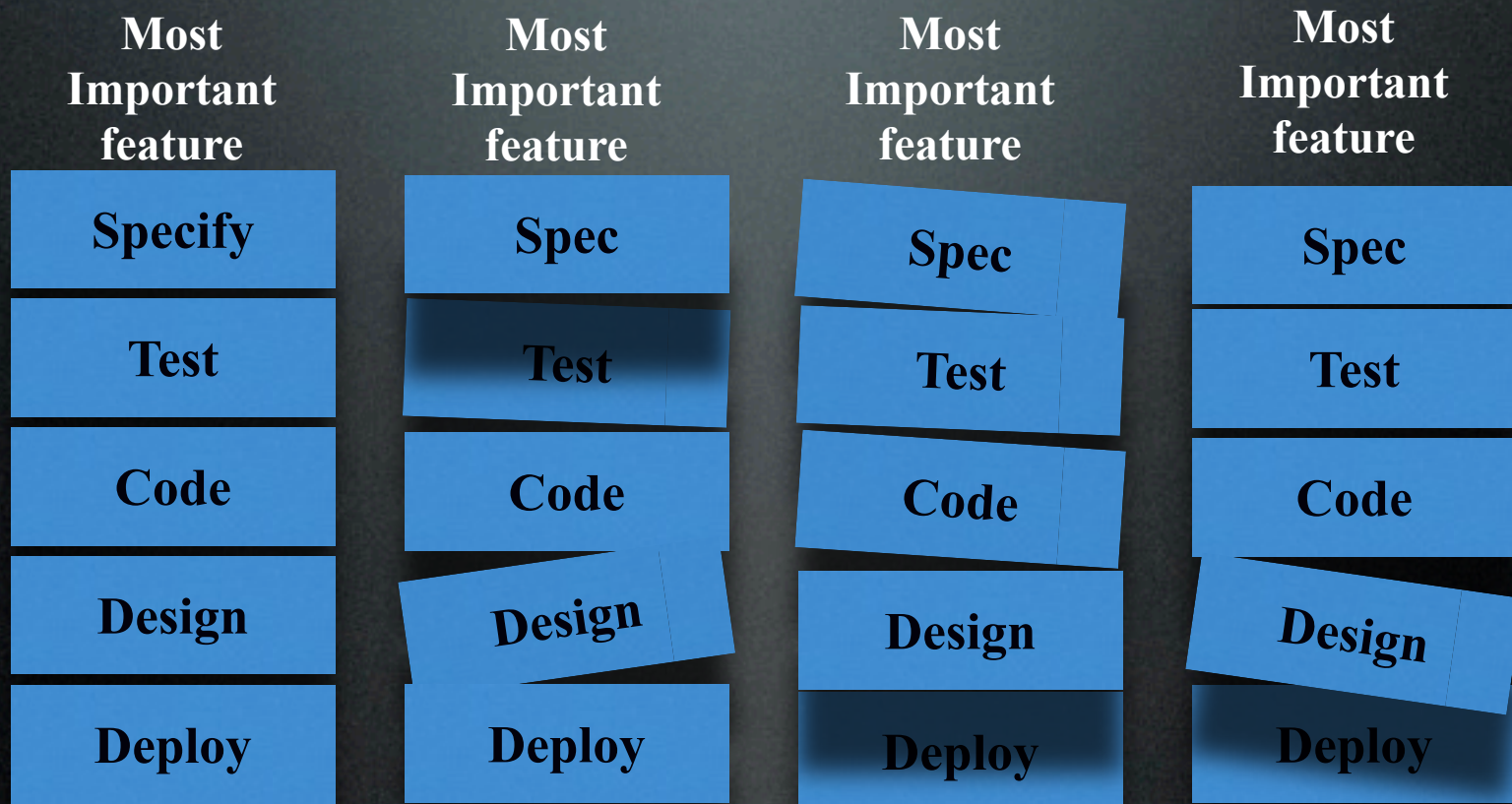


# Big Batches

- Projects of 12-18 months
- Must Predict future Biz Problems

# Iterations

- Pick single biggest problem?





# Scrum

- Agile Project Management
  - Estimating
  - Planning
  - Iterating
- Plus: Quick-Start, Certification
- Minus: Missing the “How”



# Scrum





# Extreme Programming (XP)

- Adopted Most Scrum PM Practices
- Engineering Practices
  - Test-First / Continuous-Design
  - Simple Design / Pair Programming
  - Open Workspace
- Plus: Fuller Solution
- Minus: Harder to Start -- Get a Coach



# Scrum





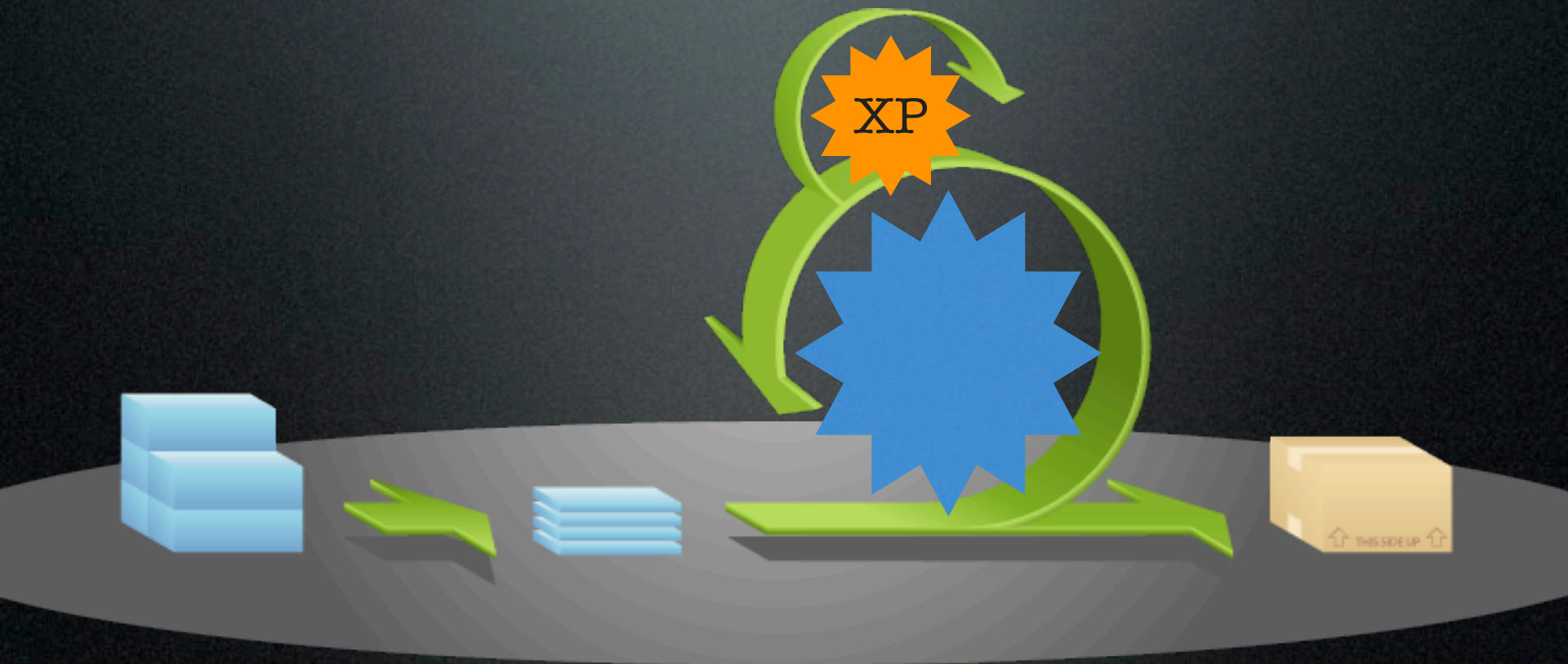
# Scrum





# XP

## Engineering Practices



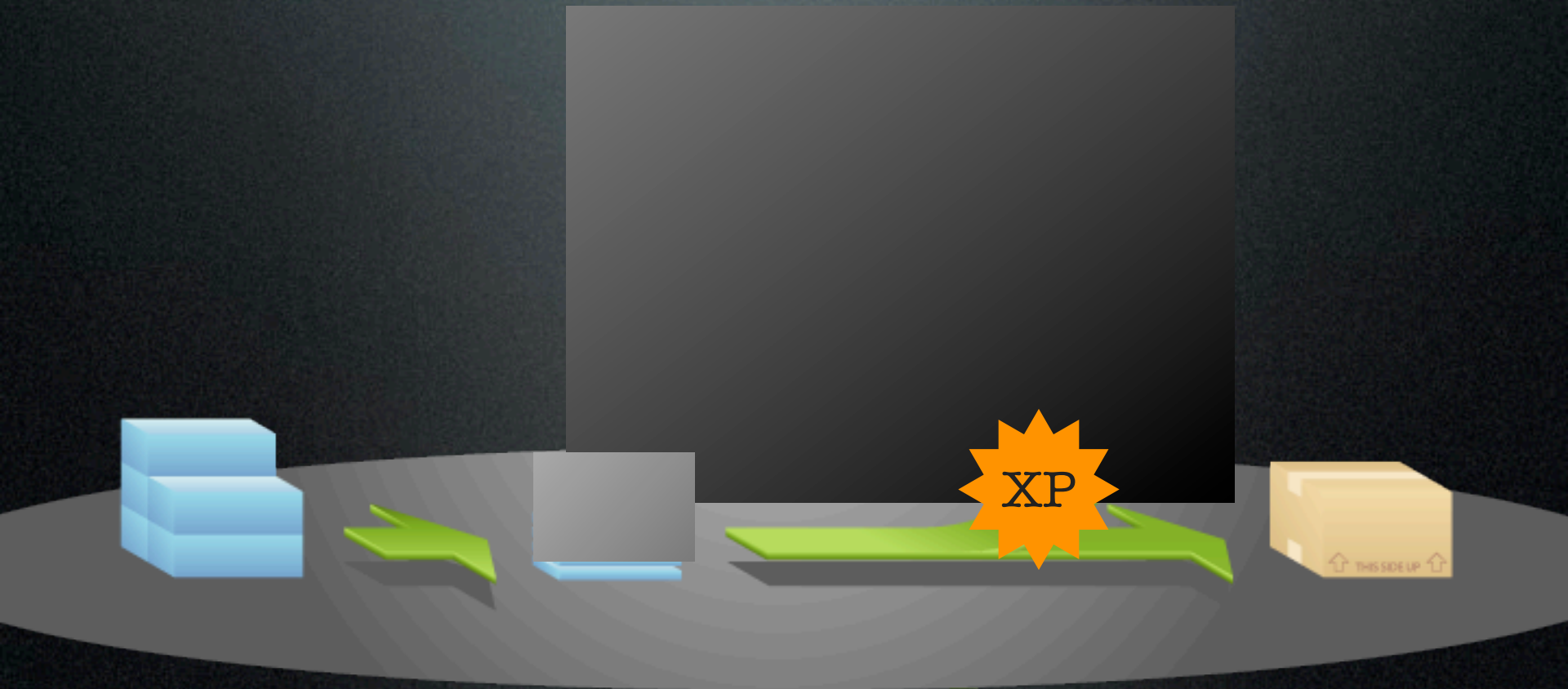


# Lean

- Business Model for the Enterprise
- Reduce Waste
- Increase Flow of Value
- No Iterations
- Plus: Super-efficient
- Minus: External co-ordination, Reviews



# Lean





# Summary

- Phases - Delays, Defects, Costs
- Agile: Iterations
- Scrum: Estimating / Planning
- XP: Scrum + “How to”
- Lean: Value Flow, No Iterations