

Agile Engineering Practices

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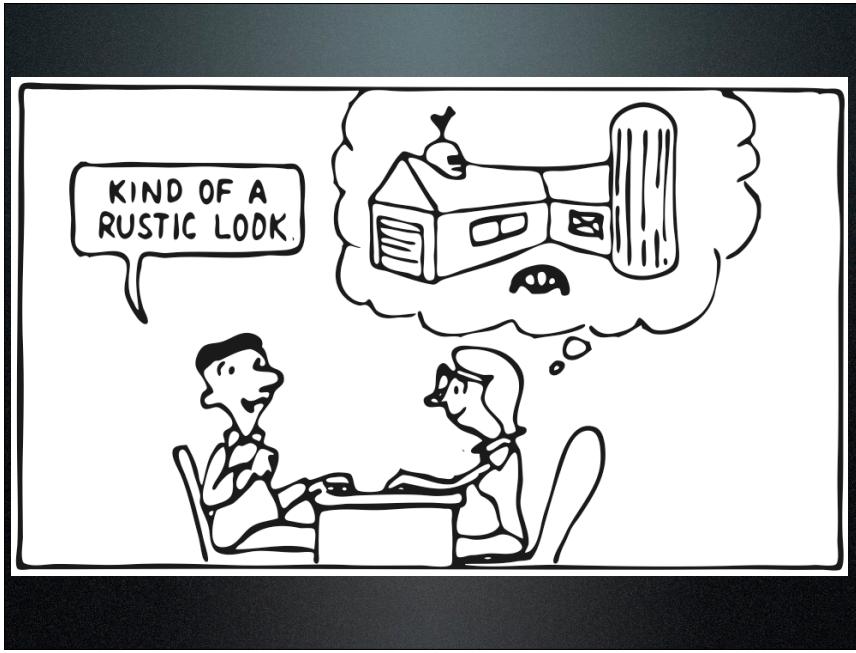
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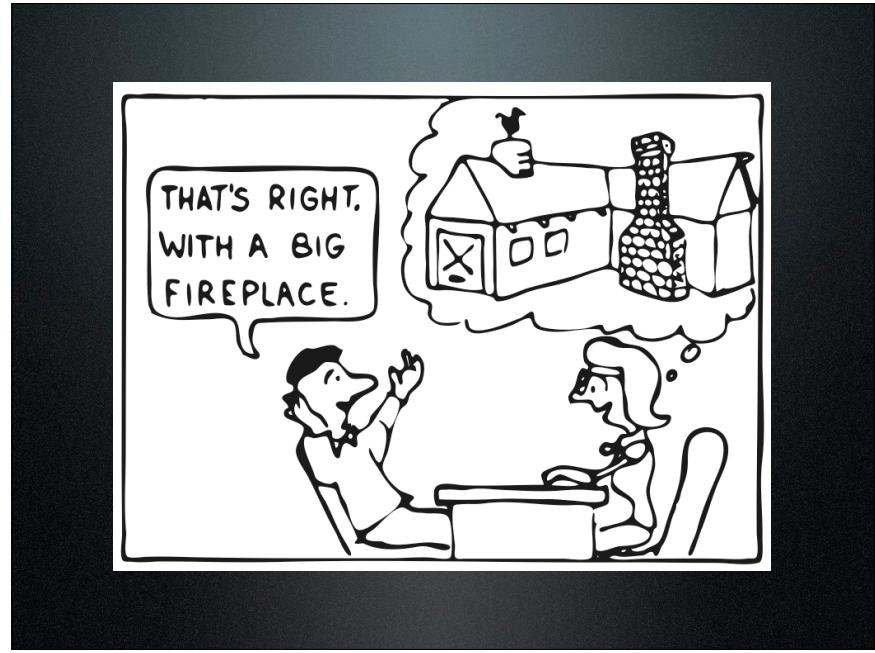
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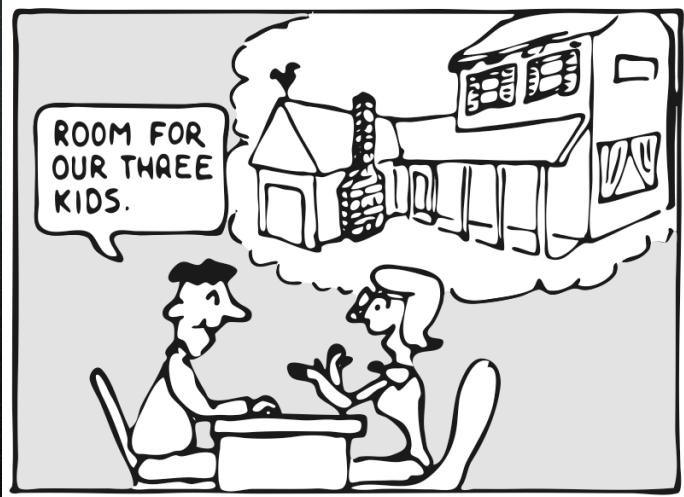
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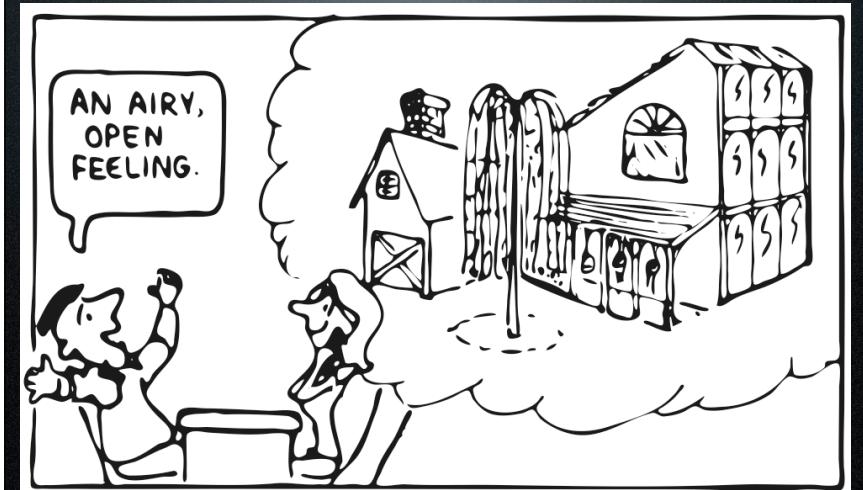
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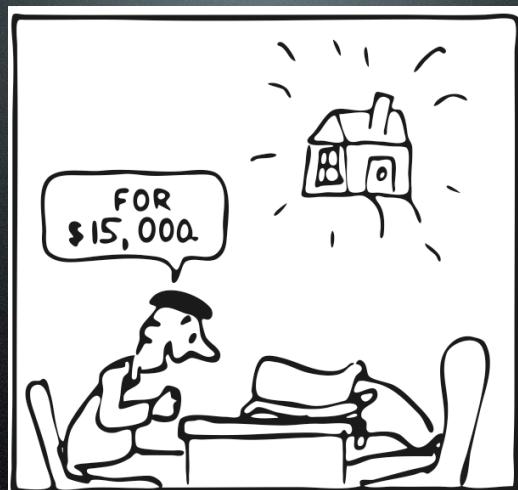
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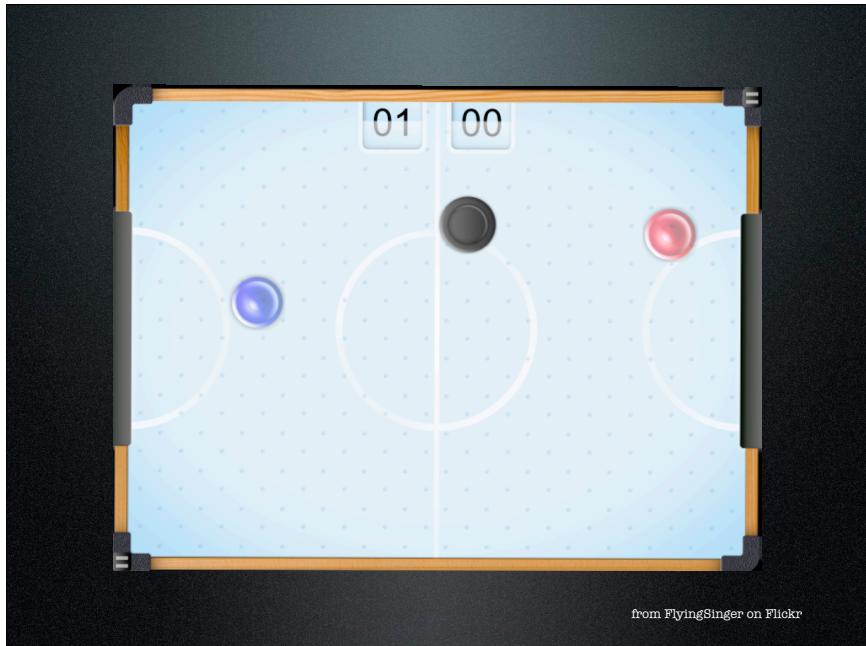
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Things Change

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Software Must
Change Too

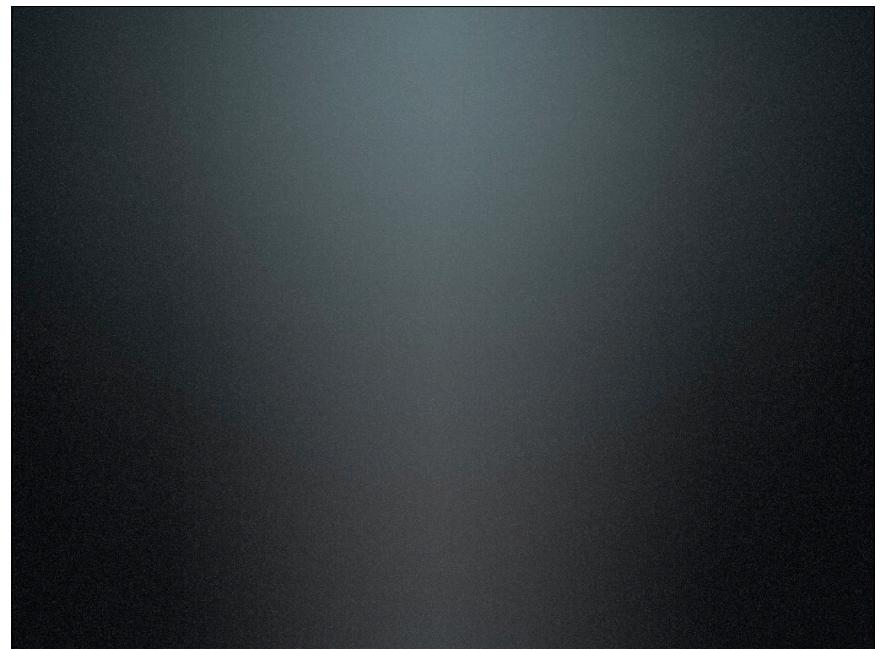
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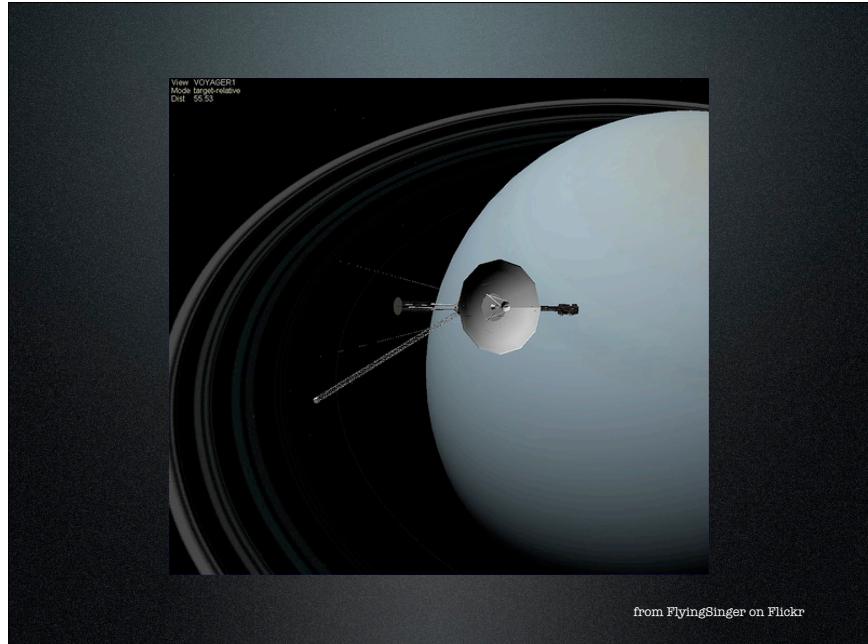
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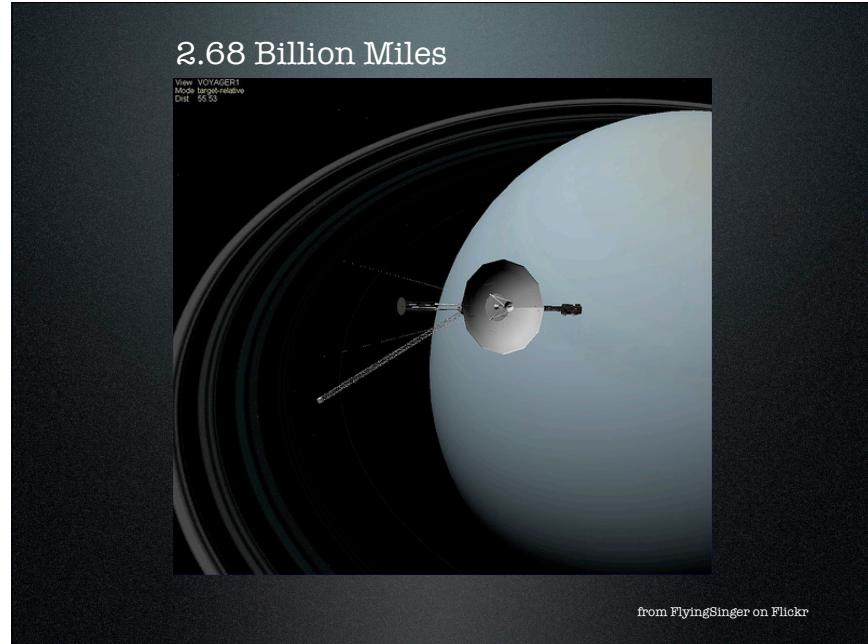
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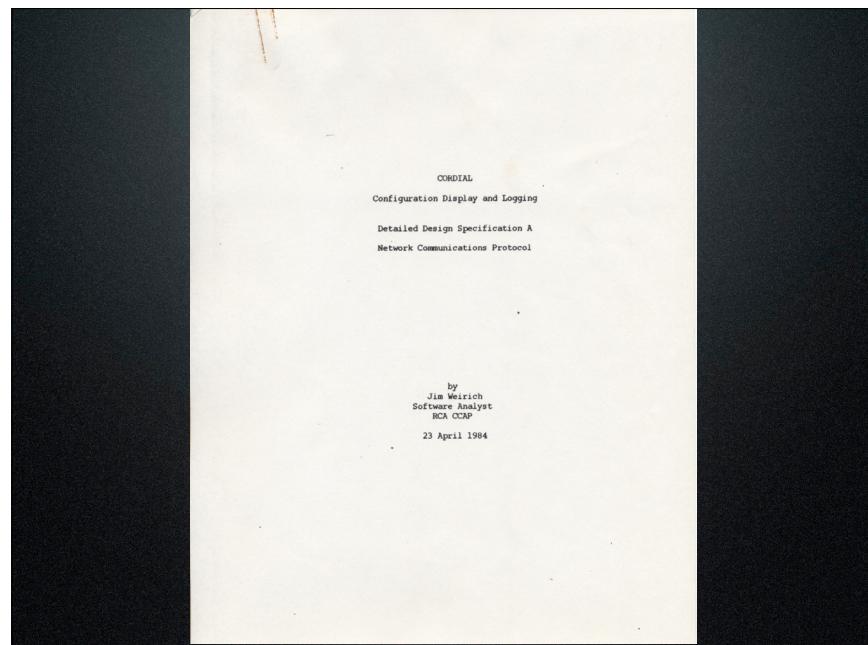
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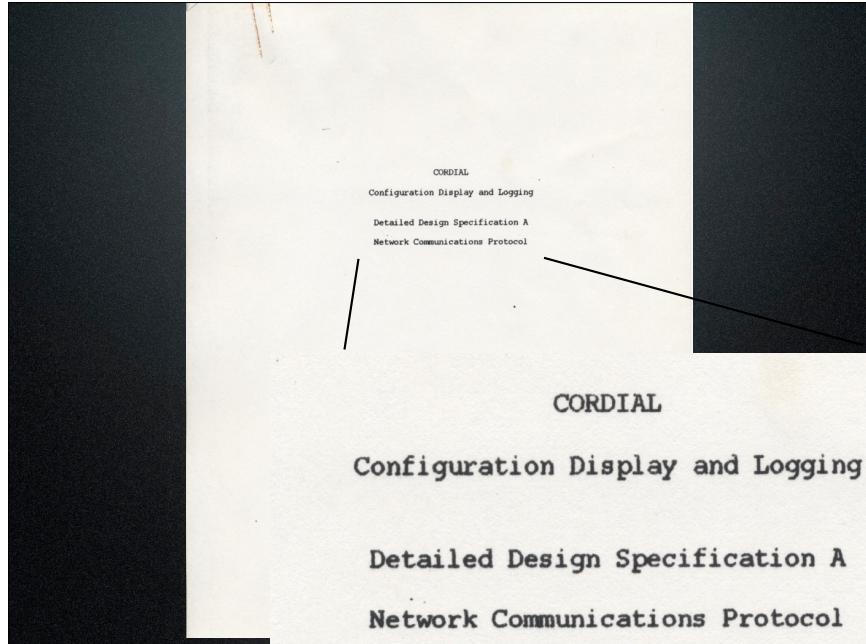
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```
transmit_flag := true
Loop
    if transmit_flag then
        Send "Reset Host" packet
        Start Time Out Counter
        transmit_flag := false
    end if

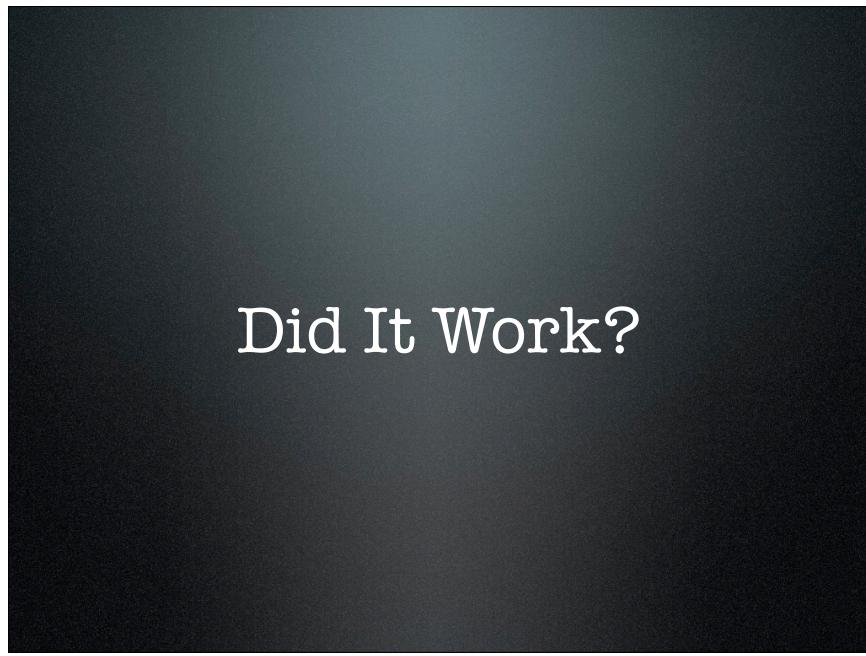
    Receive Packet P

    case P of
        "Reset Host Ack"      => Exit loop
        "Reset Transport"     => Send "Reset Transport Ack" packet
        others                 => Discard packet P
    end case

    if Time Out expired then
        transmit_flag := true
    end if
end loop
```

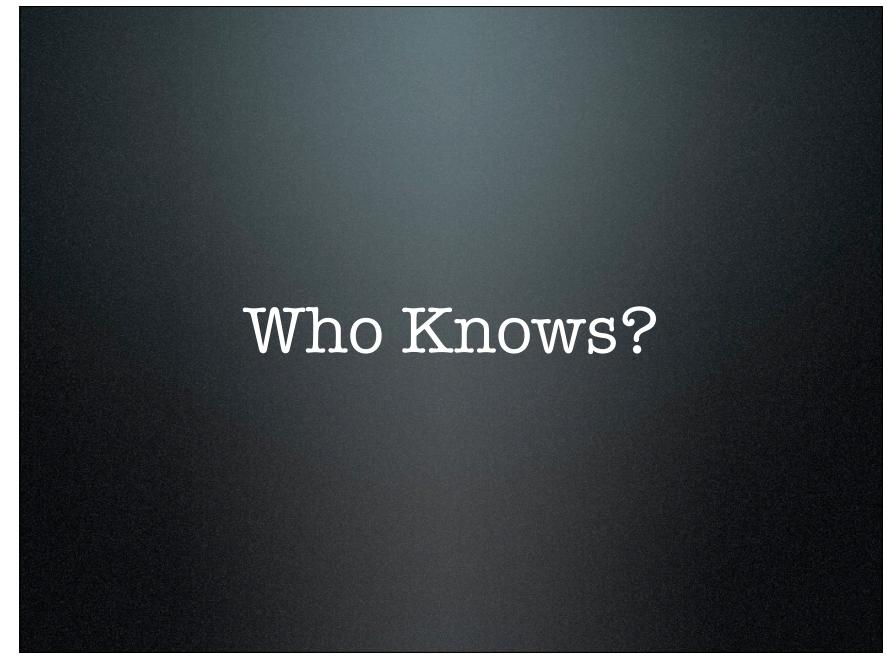
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Increase Feedback

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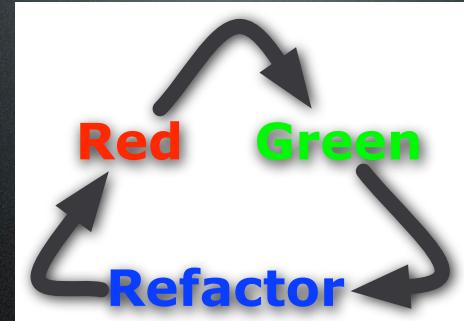
Smallest Feedback Loop

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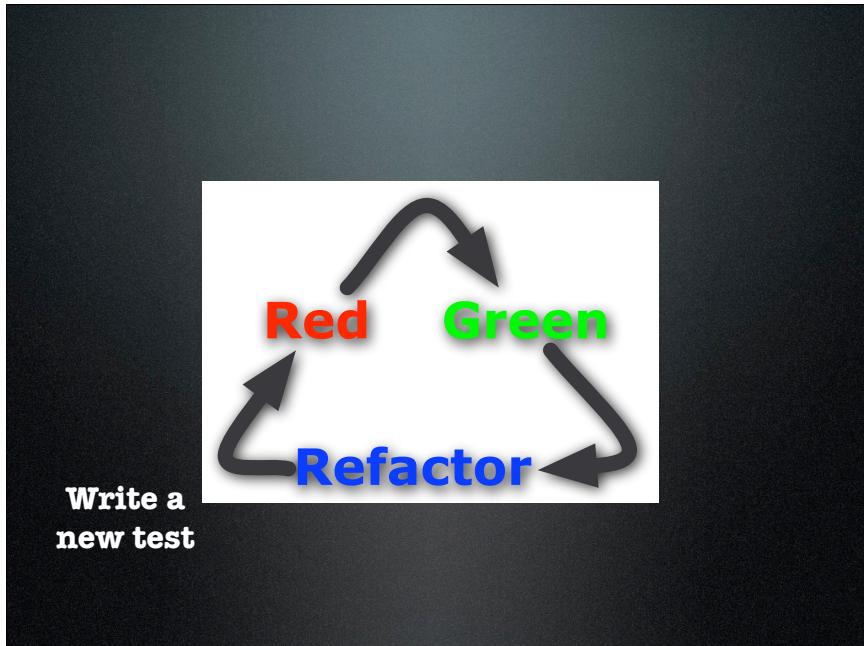
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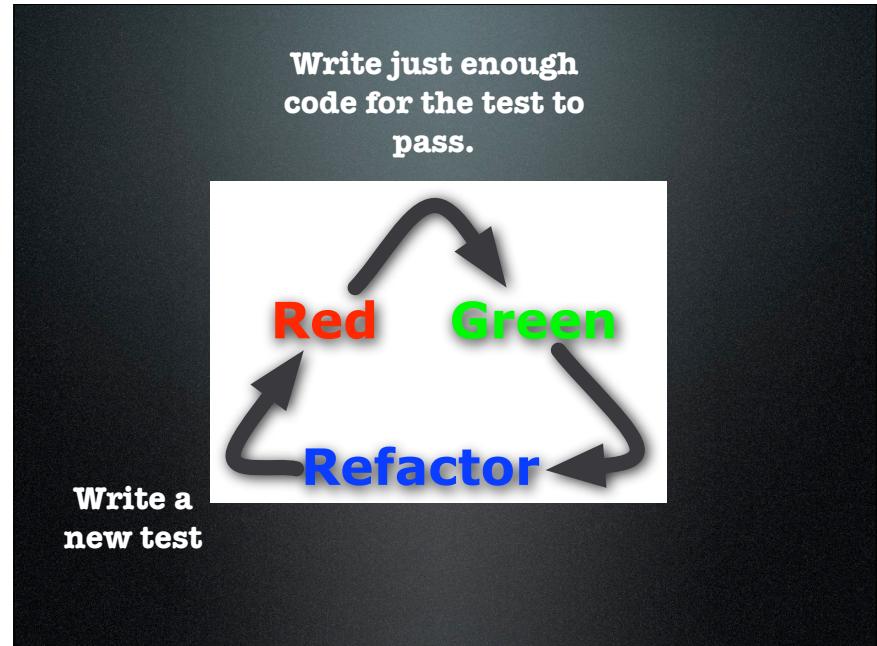
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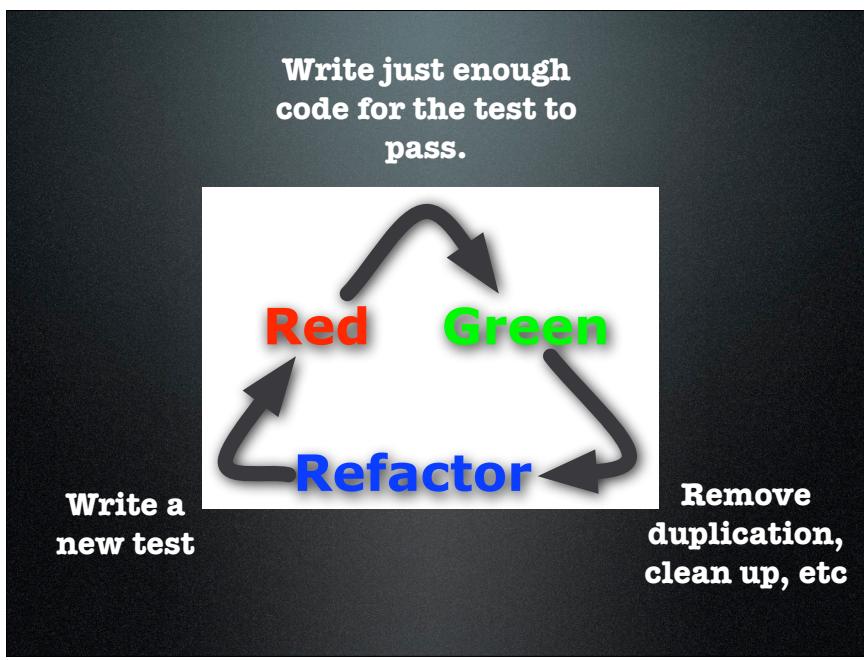
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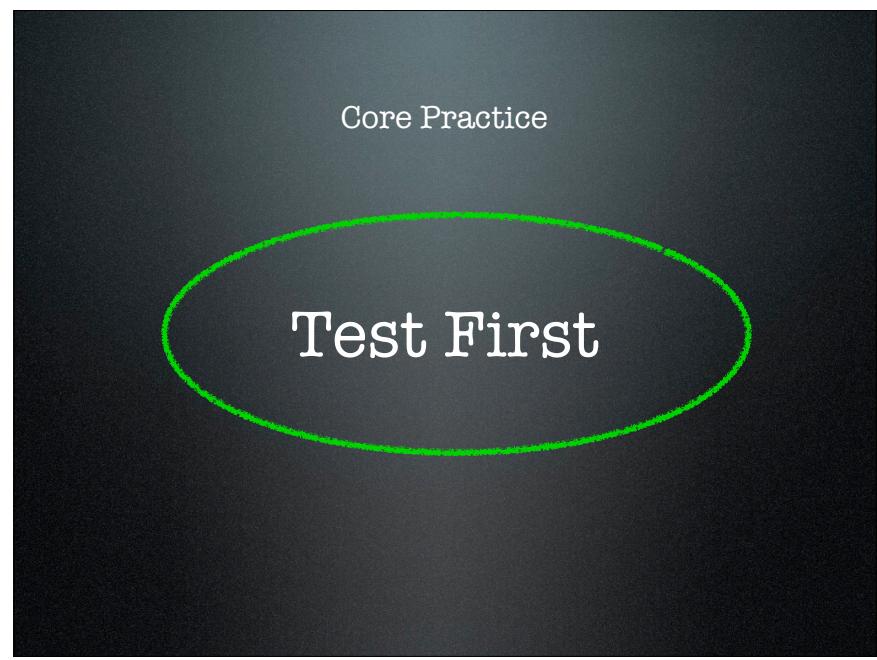
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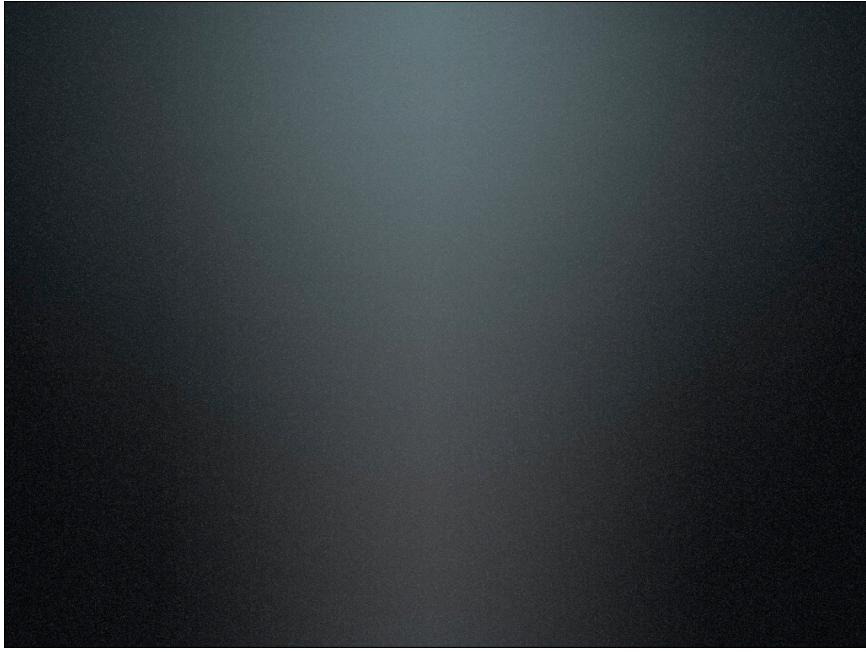
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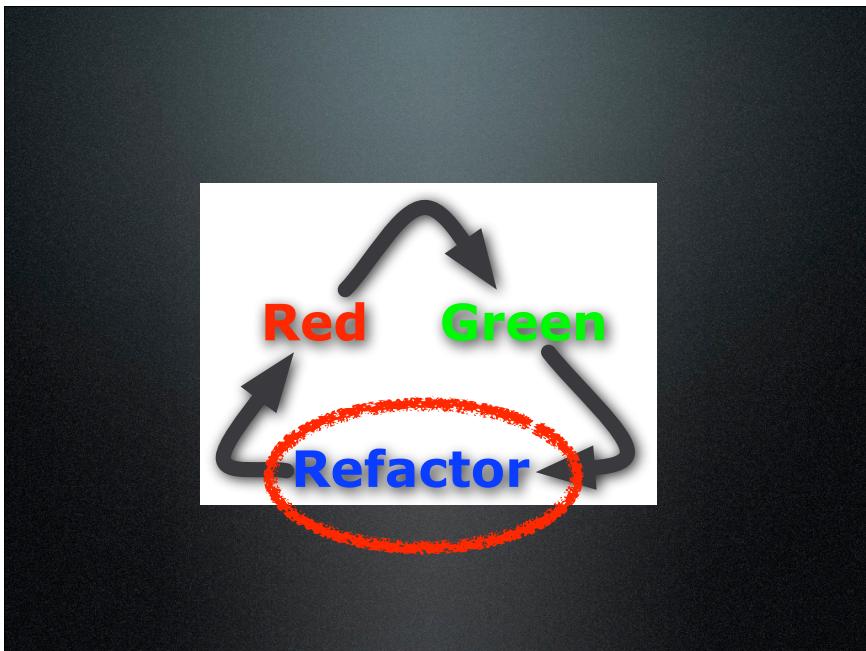
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from David Benbenick

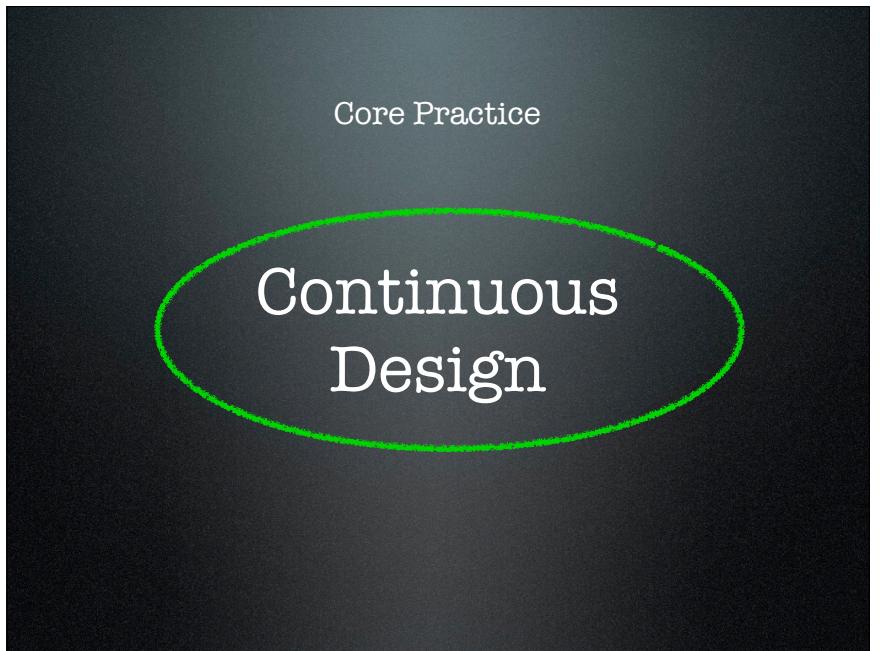
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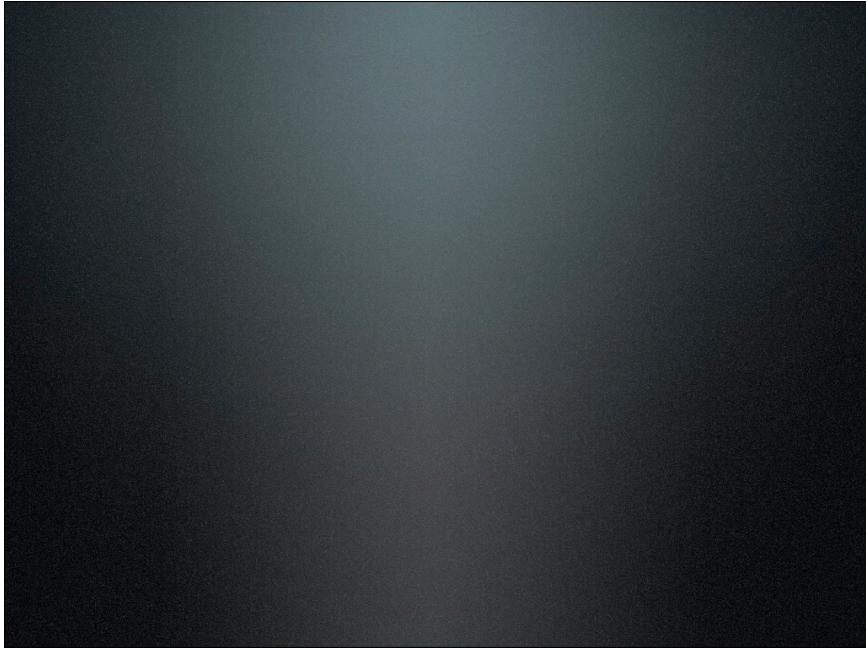
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An Over Generalized Solution

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from E ♥ Y on Flickr

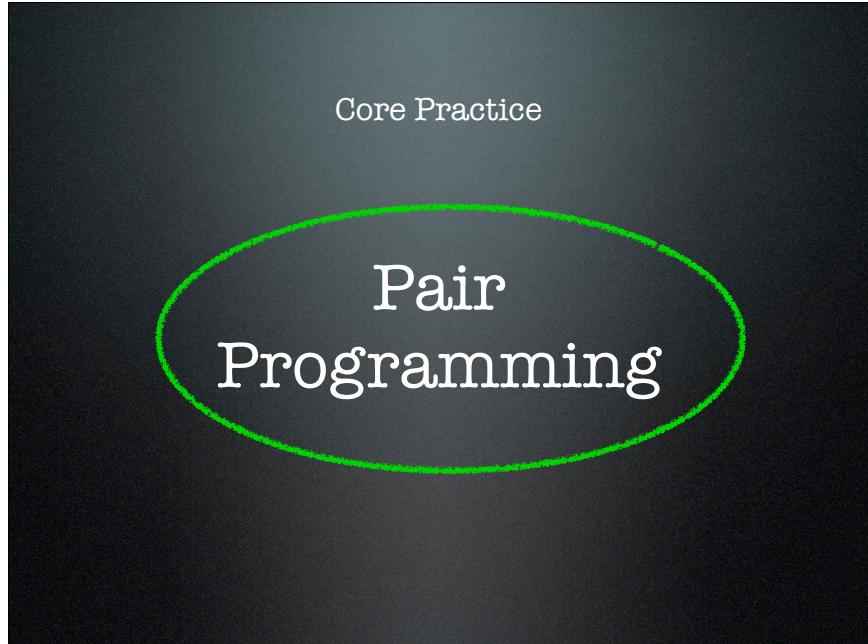
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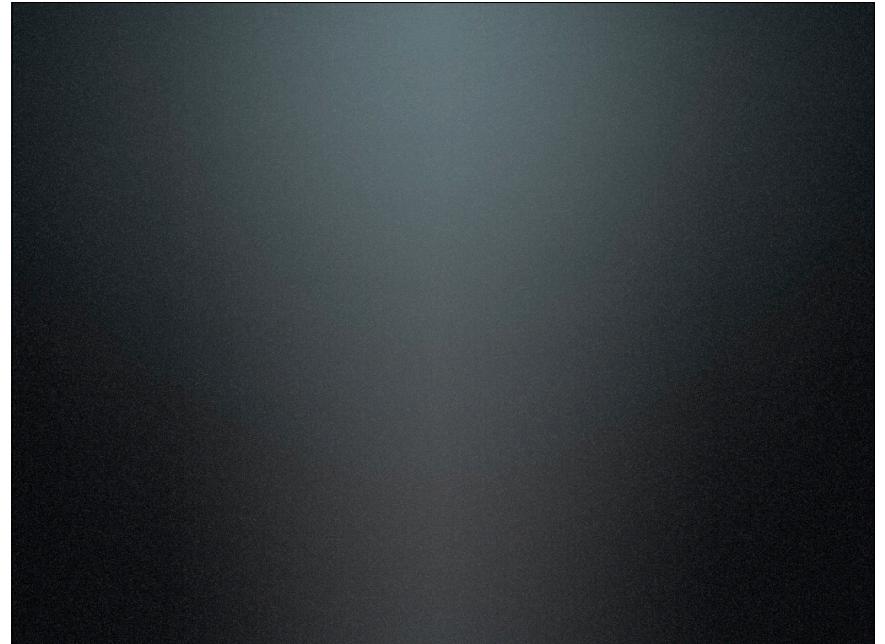
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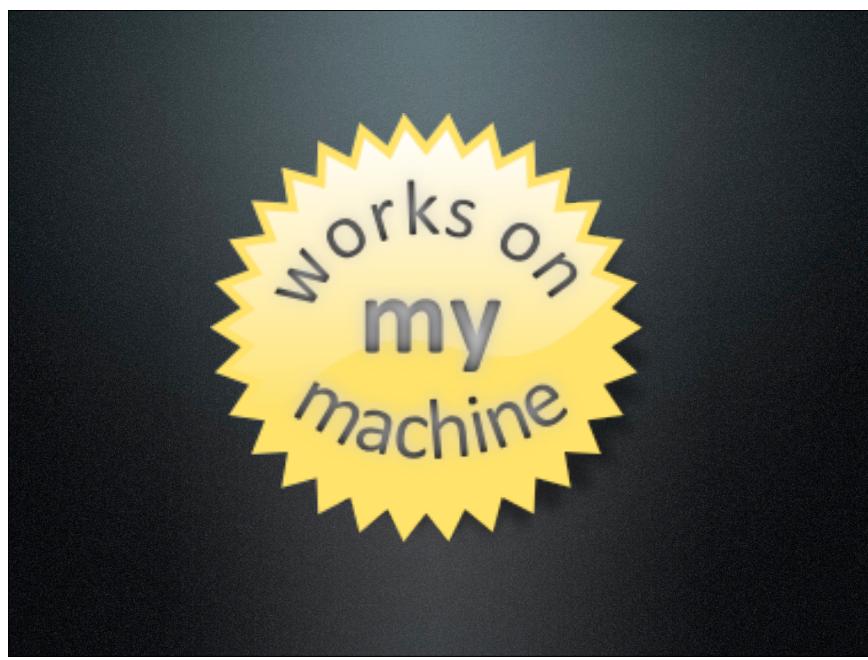
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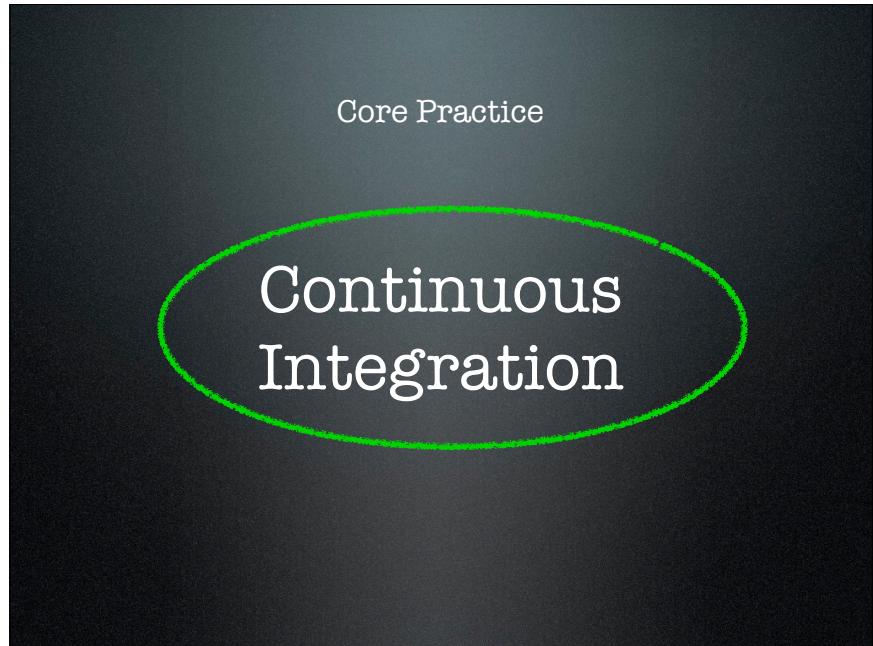
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The screenshot shows the runcode run web interface. At the top, there's a navigation bar with the logo 'run>code>run we get builds done', a user profile icon for 'jimweirich', and links for 'add project', 'account', and 'logout'. Below the navigation, there's a section titled 'Your Projects' with filters for 'status: active | disabled | all', 'visibility: public | private | all', and 'sort by: name | last updated'. The main area displays two sections: 'jimweirich / builder' and 'jimweirich / flexmock'. Each section lists recent builds with details like author, commit hash, duration, status, and a brief log message. For example, in the 'builder' section, there are three builds: one succeeded (c41c891), one fixed (213e073), and one failed (213e073). In the 'flexmock' section, there are three builds: one fixed (89fe310), one failed (4cb9e07), and one succeeded (98c08f9).

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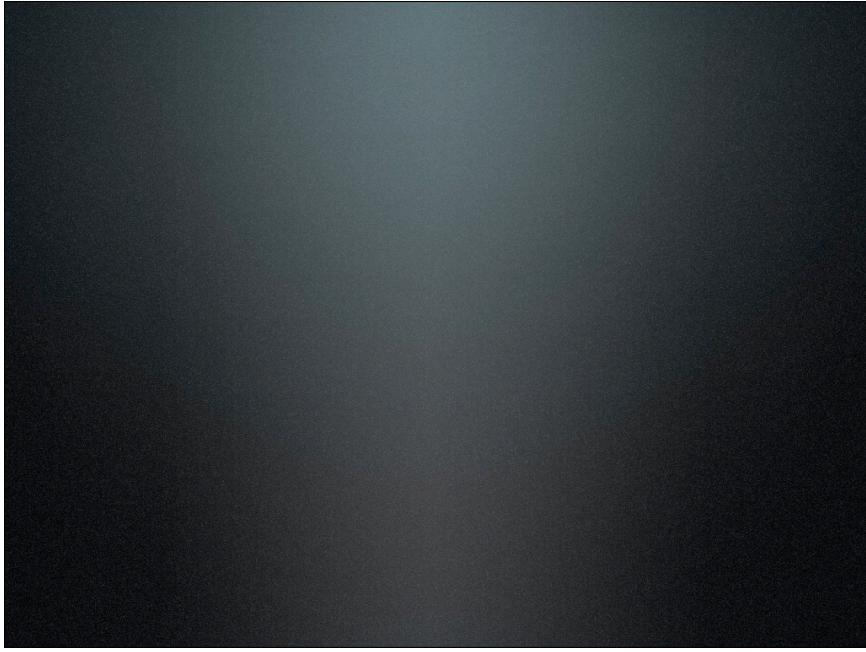
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The screenshot shows the CruiseControl.rb web interface. At the top, there's a header with the logo 'CruiseControl.rb Continuous Integration for Ruby'. Below the header, there are navigation links for '< prev 3461 next > latest >>'. The main content area is titled 'master build 3461' and shows a timestamp 'finished at 9:09 PM on 27 Apr 2010 taking 6 minutes and 58 seconds'. Below this, there's a 'Build Changeset' section listing revisions from 3461 down to 3325, with some failing builds highlighted in red. There are also sections for 'Build Log', 'Custom Build Artifacts' (listing files like cucumber_coverage, spec_coverage, test.log, print.css, cucumber.log, and requests.log), and 'Project Settings'. A note at the bottom right indicates 'Copyright 2007-20089, EdgeCase, LLC. All rights reserved.'

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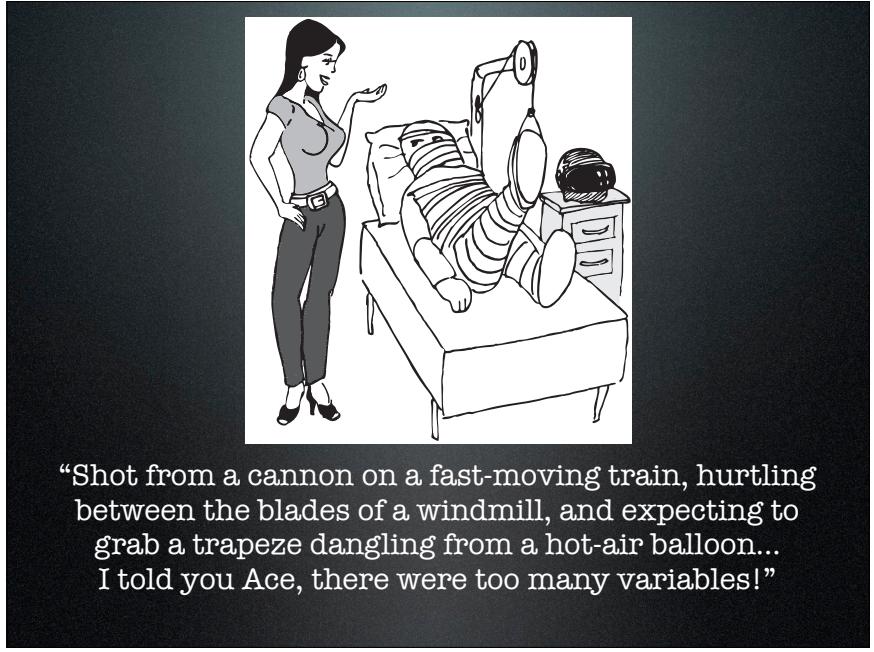
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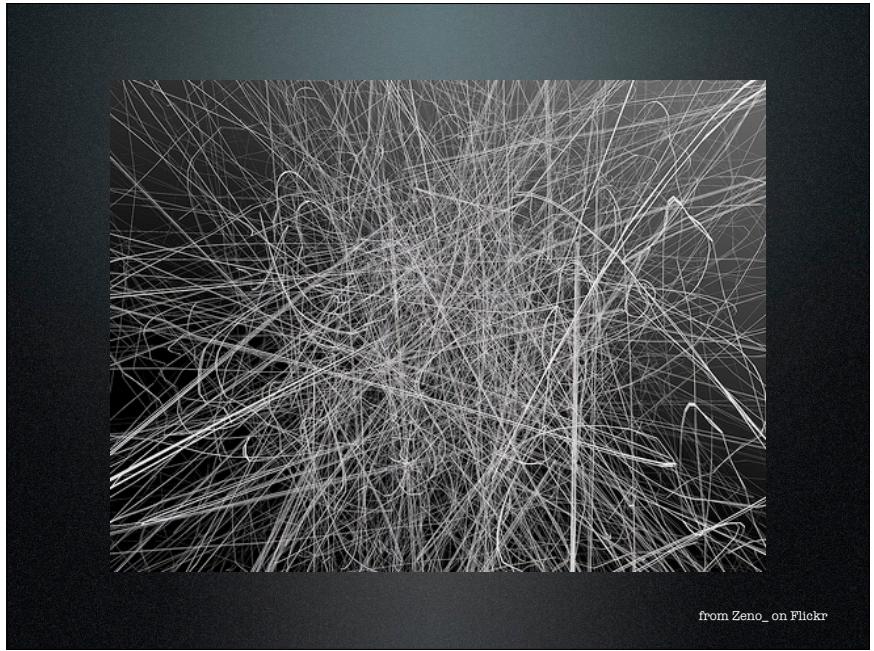
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Confession Time

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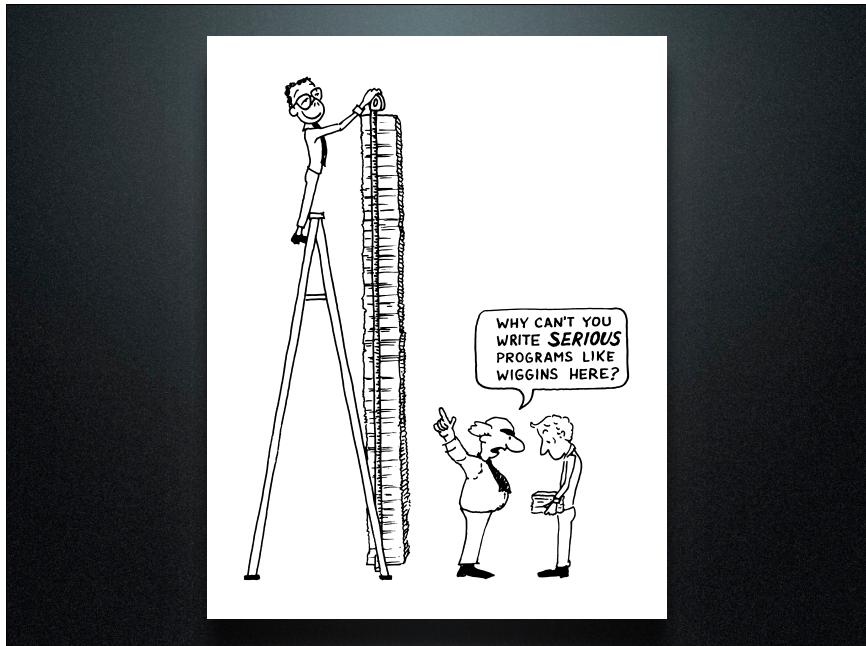
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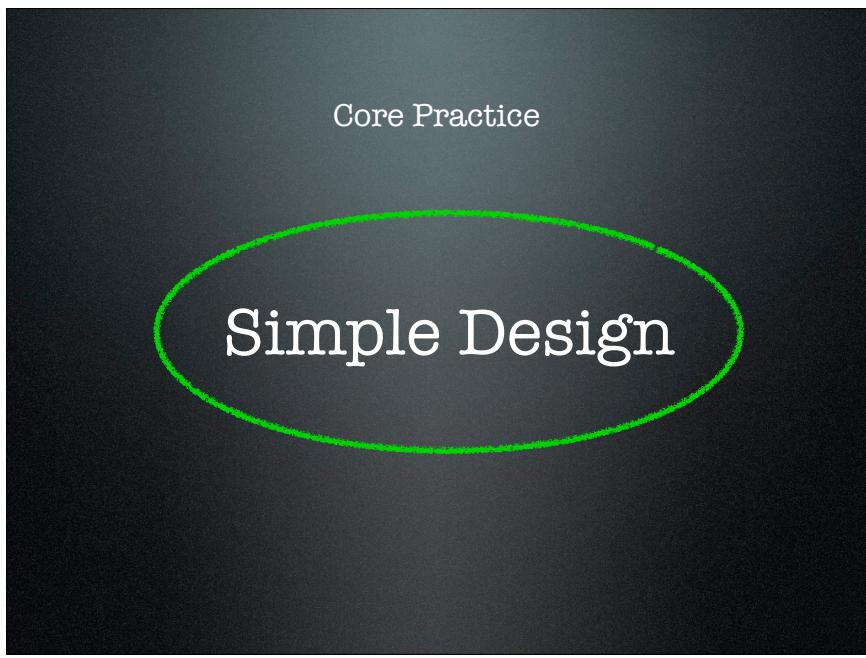
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YAGNI

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(Sidebar)

What is Simple?

1. Passes all the tests
2. Reveals the intention of the developer
3. No Duplication
4. Fewest number of classes or methods

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Core Practice

Collective
Ownership

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The nice thing about standards
is that there are so many of
them to choose from.

-- Andrew S. Tanenbaum

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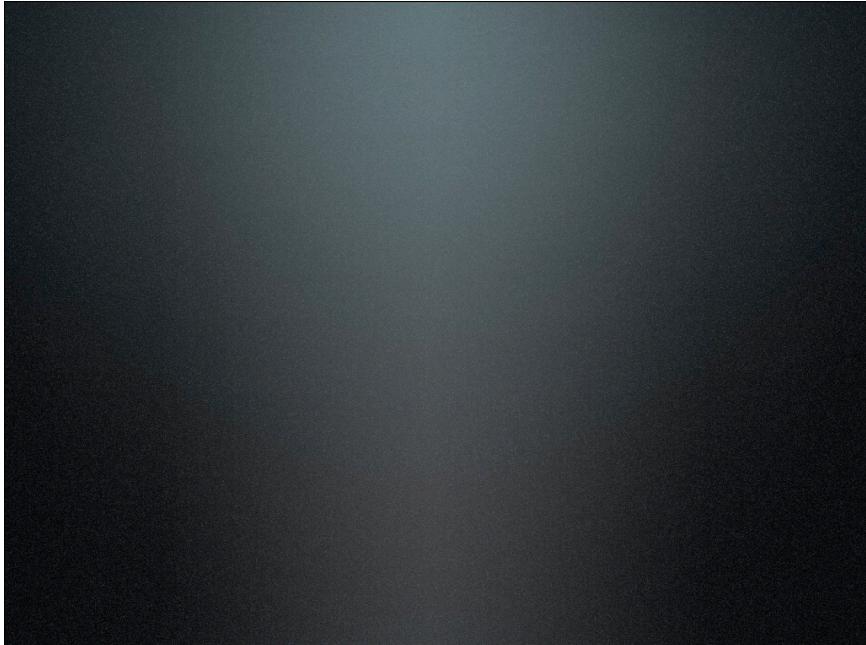
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Core Practice

Coding
Standard

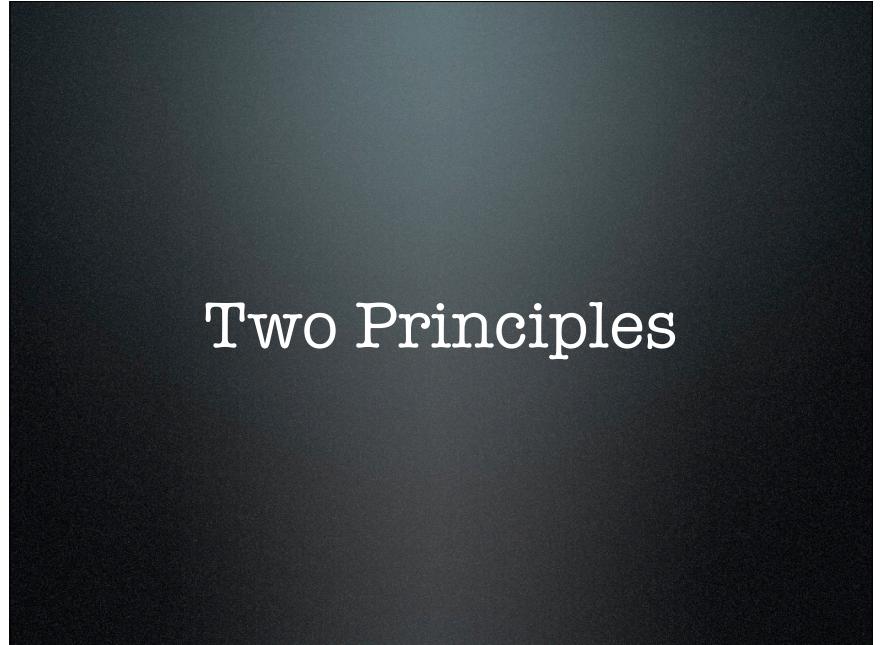
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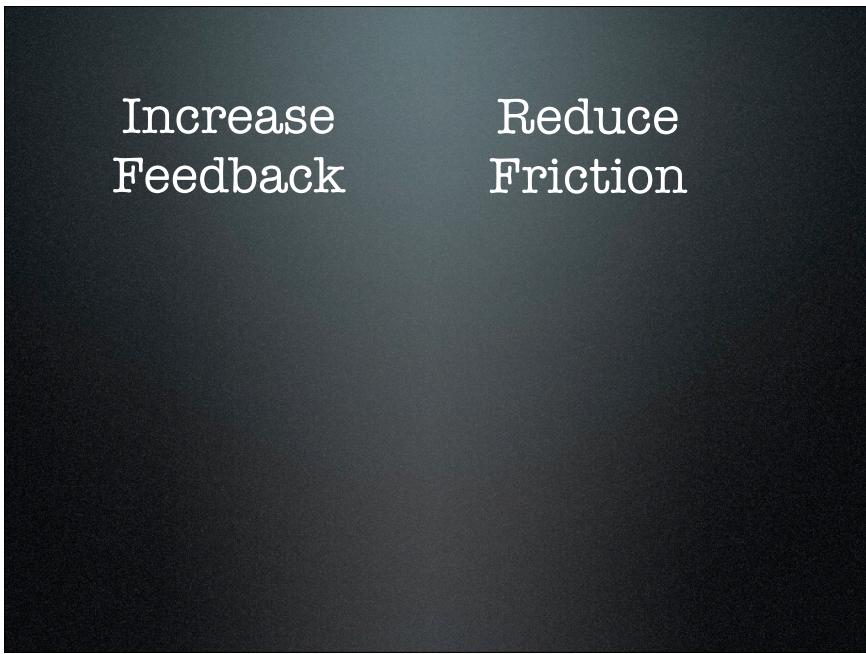
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Two Principles

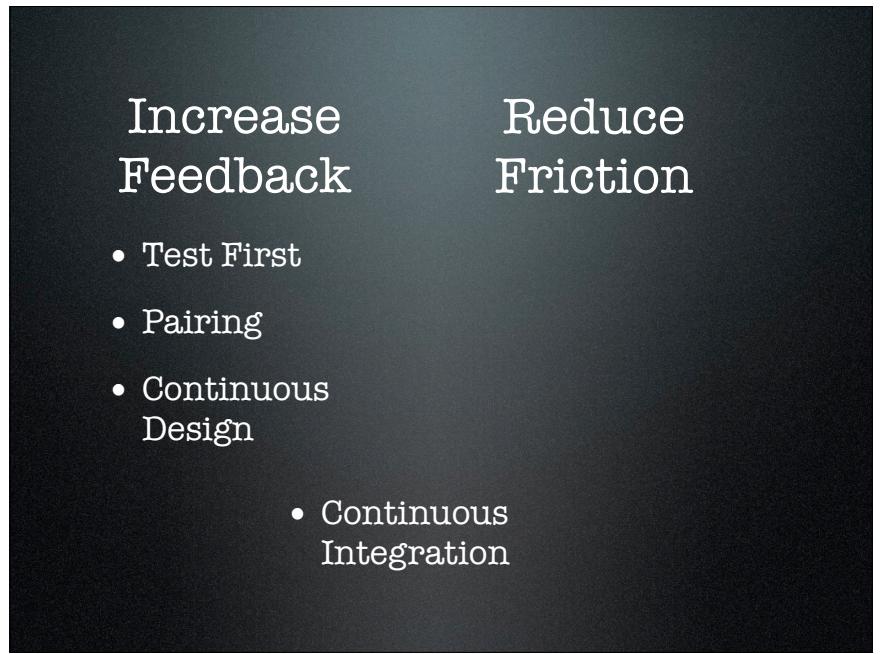


Increase
Feedback

Reduce
Friction

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Increase
Feedback

Reduce
Friction

- Test First
- Pairing
- Continuous Design
- Continuous Integration

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Increase Feedback

- Test First
- Pairing
- Continuous Design
- Continuous Integration

Reduce Friction

- Simple Design
- Collective Ownership
- Coding Standard

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Core Practices

Customer Practices

How to Define Features Iteratively

- Small Releases
- On-Site Customer
- Planning Game

Team Practices

How to Communicate Iteratively

- Open WorkSpace
- Sustainable Pace
- Continuous Integration
- Collective Ownership

Programmer Practices

How to Build Features Iteratively

- Test-First
- Pairing
- Continuous Design (aka Refactoring)
- Simple Design (aka YAGNI)
- Coding Standard

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Core Practices

Customer Practices

How to Define Features Iteratively

- Small Releases
- On-Site Customer
- Planning Game

Team Practices

How to Communicate Iteratively

- Open WorkSpace
- Sustainable Pace
- Continuous Integration
- Collective Ownership

Programmer Practices

How to Build Features Iteratively

- Test-First
- Pairing
- Continuous Design (aka Refactoring)
- Simple Design (aka YAGNI)
- Coding Standard

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Thank You

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Available on GitHub

[git://github.com/jimweirich/
presentation_agile_engineering_practices.git](git://github.com/jimweirich/presentation_agile_engineering_practices.git)

Resources

Are You Really Doing
Agile Development?

[http://jakescruggs.blogspot.com/2010/05/
are-you-really-doing-agile-development.html](http://jakescruggs.blogspot.com/2010/05/are-you-really-doing-agile-development.html)

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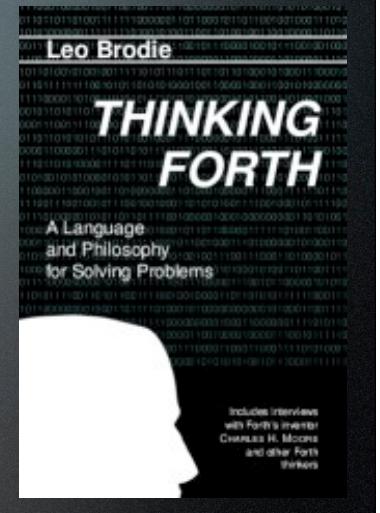
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Questions

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