Mob Programming

A Mob Programming Workshop

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Logistics

- Start / end times
- Mid-morning / afternoon breaks
- Disconnect protocol
  - Are you down? Text Jeff at +1-719-287-4335
  - Is Jeff down? Jeff will text xxx-xxx-xxxx
- Unable to build?
- Cameras?
- Law of two feet

The Mob Keeps Going

Workshop Overview

- Mob programming roles / intros
- Collaboration and software development / git handover
- Two core rules
- TDD
- Pomodoros
- Maintaining / sustaining mob programming
  - Safety
- BDD
- Why mob programming works
- Face to face again?
- [Mob composing exercise]
- Wrapping up

Kahoot!

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mob programming (IRL)

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Roles

driver

navigator

navigator

navigator

Dedicated navigator

driver

navigator

Typing - Talking

“I’m typing”

“I’m talking”

“I’m on deck”

thanks to Llewellyn Falco for this idea!

Intros

- Create a file at the root of your repo (use team name!)
- For each person, capture:
  - Name
  - Primary role
  - Interesting factoid
- From the group, capture:
  - Top three (and only 3!) concerns about mobbing

Remember:

* "I'm typing"
* "I'm talking"
* "I'm on deck"

Commit & push up to switch drivers

Collaborative development

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We are uncovering **better ways of developing software**

by blah blah blah.

Blah blah, we have come to value:

Individuals and interactions

over

processes and tools

The **most efficient and effective** method of conveying information to & within a development team:

Face-to-face conversation

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...or this...

“Cube Farm”

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... or this.

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Transforming idea

1999

Pair programming

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We are here.

How do we make remote pair programming more efficient / effective?

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Remote Techniques

- “Share ’n’ snooze”
- Screen share + remote control
- Terminal multiplexers
- File sync/IDE sync solutions
- Cloud-based IDEs
- Git handover

Git handover

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Git handover

The simplest, cheapest thing that could possibly work.

“If you like your IDE, you can keep your IDE.”

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mob

how about a demo?

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On Your Turn

1. Share screen
2. `git status`
3. `mob start 5`
4. listen; translate
5. `mob next`

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Oops: Flow

Forgot to do a **`mob start`**?

```
mob start --include-uncommitted-changes

(mob start -i)
```

mob Tips

- Let mob do the git commands for you
  - `git status` when unsure
- Learn what the tool does for you
- Frequently commit via **`mob done`**
- End the day with a commit

mob

“We’re confused!”

Determine whose changes you need

Check the git stash

Check the reflog

Warning: Your undo chain won’t transfer!

Why pair? (breakout)

Remember:

* “I’m typing”
* “I’m talking”
* “I’m on deck”

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Switching roles

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Pair swapping

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Not

pairing!

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"But it takes twice as long.... But it costs twice as much!"

What of:

- Debugging sessions?
- More defects?
- Poorer design?
- Inscrutable code?
- "Mull time?"
- Loss of key knowledge?
- Under-performing devs?
- Ramping up?

Pairing: Overhead costs

- Scheduling / coordination
- Context-switching overhead
- After-the-fact review & rework
- Merge hell
- Managing interpersonal challenges
- Ongoing dissonance

Pairing: Interpersonal challenges

- Fear
- Novice-novice
- Individual alignment
- Domination and other dysfunctions
- Physical accommodations
- Accessibility needs
- Time zones
- Preferred environments
- Hygiene
- COVID-19, Ebola, H1N1, leprosy, cooties, …

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Mob programming

"All the brilliant people working on the same thing,
at the same time,
in the same place,
and on the same computer."

Photo courtesy Agile Ailliance.

-- Woody Zuill

http://mobprogramming.org

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“We had a good time today.”

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“We go faster.”

Why? (Mural board)

“Ensemble programming”

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Business people and developers must work together daily throughout the project.

The best architectures, requirements, and designs emerge from self-organizing teams.

The Right Tool for the Job

Rules?

common sense

+

2 (non-obvious) rules

+

comfort / safety

+

ongoing attention

Rule #1: **Strong style navigation**

"For an idea to go from your head into the computer it **must** go through someone else's hands."

-- Llewellyn Falco

http://llewellynfalco.blogspot.com/2014/06/llewellyns-strong-style-pairing.html

Why **strong-style navigation**?

Minimize:

- Domination
- Fear

Maximize:

- Leveling up
- Engagement

Translation levels

Breathing room

“Couple Drinking Milkshake,” courtesy Cottonbro via Pexels

Rule #2: **Rapid driver swaps**

Why **rapid driver swaps**?

Minimize:

- Domination
- Fear

Maximize:

- Engagement
- Small, focused increments

We’re all in this together

No one left behind

Remember the “law of two feet!”

Photo courtesy Анастасия Триббиани via Pexels

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TDD

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Test-Driven Development

An incremental design technique

Describe the outcome (in a test).

Get it to work (get test to pass).

Make it concise/clear (tests still pass).

Repeat.

A rotation.

Exercise: TDD Paint by Numbers

`./test/util/NameNormalizer.spec.ts`

courtesy Alexandru-Bogdan Ghita via Pexels

Remember:

* “I’m typing”
* “I’m talking”
* “I’m on deck”

Regroup when done one rotation!

Rotation #1

Mini-retro

The sweet spot

5-6 hours / day

4 to 4.5 days / wk

Mob this

- Core product programming
- Problem solving
- Creative work
- Design work
- Work needing high quality
- Work needing standardization
- Work we all must know
- Work we all must agree on

Not this!

- Simple work
- Repetitive work that can't be cost-effectively automated
- …

Courtesy Anna Shvets via Pexels

Watch the toes!

"Pomodoro Kitchen Timer for Activity Logging," courtesy Andy Roberts
https://www.flickr.com/photos/aroberts/6332067642
https://creativecommons.org/licenses/by/2.0/

Pomodoros

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https://en.wikipedia.org/wiki/Pomodoro_Technique

A pomodoro

- In 5-7 minutes:
  - Review objective
  - Overview the task at hand
- ~20 minute rotation
- Where are we at?
- Mini-retro
- Mini-break!

Rotation #1

Mini-retro

Rotation #2

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Exercise: TDD Paint by Numbers

Theme: Make it concise/clear (tests still pass).

Optional:

* “I’m typing”
* “I’m talking”
* “I’m on deck”

Regroup when done one rotation!

Kahoot!

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Topics: Maintaining & Sustaining

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Comfort and safety

Breaks

Physically comfortable environment

Safety

Courtesy Industrial Logic, http://modernagile.org
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"FEAR," Courtesy Kevin B 3, https://www.flickr.com/photos/22850192@N03/8290599649/
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(Anonymous) Safety exercise

How safe do you feel?

5: I’m comfortable saying pretty much anything
4: I’m comfortable talking about most things
3: Somewhere in the middle
2: I’m not comfortable talking about most things
1: I’m not comfortable talking about anything

https://form.jotform.com/213267421111038

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photo courtesy Emmanuel Ikwuegbu, Pexels

What makes people feel unsafe?

Remember, remember

Waste Snake

Courtesy Industrial Logic / Tim Ottinger
https://www.industriallogic.com/blog/a-few-tips-for-mob-programming/

Lessons Learned

https://www.pexels.com/photo/abstract-blackboard-bulb-chalk-355948/

https://www.pexels.com/photo/bow-tie-businessman-fashion-man-1702/

Heed

- Mob fatigue
- Interviewing
- New folks
- When / when not
- Retrospecting
- Interruptions

Photo courtesy Ketut Subiyanto via Pexels

Some reminders

Law of two feet

Be there

Don’t forget your breaks!

Core hours

Rotating solo navigator as needed.

https://www.pexels.com/photo/close-up-of-hand-over-white-background-255527/

BDD

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Bill Wake's story criteria

Image courtesy InvestmentTotal.com https://www.flickr.com/photos/investmenttotal/
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Exercise: Story vetting

Candidate Stories

- Movie rental age restrictions
- Show message: "Patron with bad credit" to librarian on credit check fail when adding new patron; flash screen and sound alarm
- Deliver analysis document for rental age restriction req’ts
- Fix inventory load to complete in 1 minute
- Testing phase for rental age restrictions story
- Create more appealing self-scanner user interface
- Refactor crappy code in HoldingService
- Allow user to register for material due notifications
- Send email notification day before due date

Exercise: Story breakdown

Movie rental age restrictions

Happy path scenarios

End user accomplishes a primary goal

Icon courtesy of Freepik via flaticon.com

Exercise: Identify scenarios

- Identify:
  - Happy path(s)
  - Alternate path(s)
  - Edge cases if interesting
  - Error conditions
- Focus on the end result

Optional:

* "I'm typing"
* "I'm talking"
* "I'm on deck"

- Derive *only* the name for each scenario
  - Discuss an example if you need clarification

Driver Tip

Overwhelmed? Feeling micromanaged?

https://www.pexels.com/photo/bow-tie-businessman-fashion-man-1702/

Mob Tip

"This is a good place for an example." -- Brian Marick

Courtesy YogeshMishra Maharaja, CC BY-SA 4.0, https://commons.wikimedia.org/w/index.php?curid=64491074

Clarify scope with scenarios

- Review scenario names holistically
- Determine initial scope / priority

Exercise: Negotiate an MVP

Minimum scenarios to deliver something useful

Given-when-then structure

Given some initial context

When some action is taken,
or some event occurs

Then some result is expected

Phrase examples declaratively

Given patron John aged 12
And movie Superbad, rated R
When John scans Superbad
Then the system rejects checkout of Superbad

Exercise: BDD

Optional:

* typing
* talking
* on deck

Flesh out Gherkin for your MVP scenarios

courtesy some photo source

Where are we heading?

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Classic Agile Iteration

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Reduced WIP

Planning and estimation

Outpace™

starwood
Hotels and
Resorts

Killing Ceremony

Mon	Tue	Wed	Thu	Fri
standup	standup	standup	standup	standup
		sprint 27 planning		
PR story 137			sprint 28: 3 amigos	
PR story 139	sprint 26 demo			
	sprint 26 retro			

Dancing couple icon courtesy Wikimedia,
http://creativecommons.org/licenses/by-sa/3.0/

Flow

https://www.pexels.com/photo/architecture-auto-automobiles-bridge-210182/

What disrupts our flow?

Interruptions
Overload of new ideas
Blockages
Failure demand (rework)
Coordination overhead
Overload
Premature planning

vs. One piece flow

Code-specific costs

- context switching & interruptions
- knowledge silos
- hidden defects
- defects (“with enough eyes…”)
- passive after-the-fact reviews
- merge overhead
- coordination
- non-standard solutions
- decreased quality of solution

Limiting WIP

A virtuous cycle of improvement

Limiting WIP

Foster a culture of *completing* work.
Not starting it.

Continuous Delivery

Face to Face Again?

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"Open Plan" Workspace

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mob programming (IRL)

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Tooling

Mobster

http://mobster.cc

Mob composing

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What's like software development?

Q.

Key characteristics of software development?

Key challenges in software development?

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How is composing *similar to* software development?

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How is it *different from* software development?

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Team or individual activities?

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What do you know about music?

https://www.pexels.com/photo/people-coffee-meeting-team-7096/

Tasks

- Installing Geektone
- Exploring Geektone (twinkle twinkle)
- Melody
- Chorus
- Tension / release
- Rhythm and "space"
- Counter-melody
- Intro
- Outro

Geektone & Music Basics

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Notes

- Duration

1/4	1/2	1	1/8	1/16
quarter	half	whole	eighth	sixteenth

- Dotted

One-and-a-half times
normal duration

Rests

- Duration

1/4	1/2	1	1/8	1/16
quarter	half	whole	eighth	sixteenth

Notes Have Pitch

staff

- C D E F G A B C
- do re mi fa sol la ti do

a scale

Bass Clef

Treble Clef

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Sharps & Flats

- Sharp: half step up (semitone)

- Flat: half step down

- Applied to all notes of same pitch!

Measures & Beats

- 4/4 time:
  - - 4 beats per measure
  - - quarter note gets the beat

Geektone pomodoro

- Install

  `git clone https://github.com/jlangr/geektone`

  Rest of instructions in README.md

- Explore

  Enter of “Twinkle Twinkle”

  Experiment with different tracks

- Use a 2-minute timer

Composing Challenge

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The Challenges

45 or 60 seconds

- Television / radio ad
  - Feel-good product ad, emotive charity ad, medical malady ad, ...
- Movie title track
  - Horror, comedy, drama, adventure, ...
- Television montage
  - Uplifting; increasingly desperate; tear-jerking, ...

Image: “Philips Pattern pm5644,” by Zacabeb
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Mini design pomodoro

- Choose challenge (5 min)
- Discuss theme (5 min)
  - Agree on the core emotion(s) to provoke
    e.g. *anxiety, joy, relaxation*
  - Agree on a few goals
    e.g. *punchy, meandering, increasingly frantic*

Go !

Song Structure

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

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(Basic) Melody

A common thread through a song

- Range: An octave and a half
- Perhaps contains some repeating elements
- Mostly "stepwise" with occasional leaps
- Climactic moment
  - Highest notes?

Verse

- Tells a story
  - Often with new lyrics
- Details of the song
- Supports the chorus

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

Chorus

- Repeated verse / phrase: a motif

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

- Short and simple!
- Repetition + simple variants
- Punctuate via:
  - Volume
  - Silence
  - Add'l instruments

Pomodoro: Compose a basic song

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Creating "Space"

Silence is golden

Rests can:

- add interest to melodies
- create interesting rhythms
- create suspense

Rhythm

- Brings character to the music
- Keeps the song together
  … and propels it
- Makes us want to move

Ideas

- Listen to some basic rhythms
- Start simple: be repetitive
- Then tweak it.
- Clap it out

Pomodoro: Rhythm & Space

- Do some iteration, some incrementing
- Seek to introduce space in the verse / chorus
- Create a new track for rhythm

Tension / release

- Building unrest / conflict
- Needs release!
- Example: Chord progressions

- Rhythmic tension
- Melodic tension
- Bridge tension
- Instrumental tension
- Dynamic tension

Pomodoro: Introduce tension

Additional Elements for Pomodoros

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Counter-Melody

- Subordinate to main melody
  - Uses same scale
- Sounds good alone
- Should oppose, not overlap

Intro

- Grab the listener's attention
- Establish style / mood

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

- Perhaps use materials from rest of song
- Seek contrast:
  - Stripped down
  - Slower / faster
  - Grabby hook!...

Outro / Conclusion

- Inverse of intro?
- Wraps things up

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

- No rules
- Simple
- Might repeat elements of chorus / verse

Bridge

- Optional transition
- Pause / reflect on earlier parts of song
- Prepare listener for climax

Intro	Verse	Chorus	Verse	Chorus	Bridge	Verse	Chorus	Outro

- Opposing melody, chord progression
- Deepen emotional impact
- Connect smoothly

Wrapping Up

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Kahoot!

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“We had a good time today.”

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“We go faster.”

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Possible reasons?

- WIP of one
- Important discussions happen before code integrated
- Fewer / simpler rituals / coordination efforts
  - Stand-ups, merges, iteration planning
  - More JIT efforts
- All the knowledge is here
- All the wisdom / expertise is here
- Everyone understands all the code
- The work never need stop
- Consistent solutions
- Adherence to quality standards / process
- Fewer defects
- Less rework
- Less merge hell
- Sensitive to delays / “lazy” / impatience
- Faster novice or new team member ramp-up

Mobbing? Hmm.

Things to Try

Guests

- experts
- managers
- ...

Warm-ups / katas

Speed challenges

Skills learning session

http://www.rtqe.net/ObliqueStrategies/

"Kata," courtesy https://www.flickr.com/photos/superwebdeveloper/
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Sacrificial lamb(s)

"This interruption is causing us to lose precious, active cycles. We are getting distracted from our primary purpose."

Alistair Cockburn, "A Diagnostic Model of Project Management"

https://alistair.cockburn.us/wp-content/uploads/2018/02/7d3745cd-77c7-45b2-abdb-74c29f5a9ab4.pdf

Some resources

http://mobprogramming.org

"A Few Tips for Mob Programming" (IL)

https://commons.wikimedia.org/wiki/File:Frederick_Brooks_IMG_2279.jpg

Brooks' Law

“Adding manpower to a late software project makes it later.”

The Mythical Man-Month, 1975

What Next

Could your team do this?

Agree to run experiment

"Mobbing Tuesdays?"

- or M-W, Tu-Th, 9-11:30, …
- better: M-Th, 9—noon

Create working agreements

Solicit private feedback

Have fun with it

https://www.amazon.com/Liftoff-Start-Sustain-Successful-Agile/dp/1680501631

Thank you!

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