

Applied Agile Development and Execution

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Introduction

January 6, 2014

Who am I...

CenturyLink's Vice President of Cloud Development, I oversee the development of CenturyLink's cloud management platform. I have been writing software in various forms for over 30 years (yes, I am really that old).

Prior to CenturyLink, I held leadership roles at Tier 3, Microsoft, and ThoughtWorks.

Earlier in my career, I co-founded Object Mentor, Inc. with [Robert C. Martin](#), a consulting firm that specialized in training and mentoring our clients in C++, Java, Object-Oriented Programming, and Agile Methodologies.

In addition to my day job at CenturyLink, I serve on the [Agile Alliance Board](#).

Schedule

Monday Night

6:00-9:00p

15-20min Break

Saturday

January 25, 9:00a – 4:00p

March 1, 9:00a – 4:00p

Holidays

January 20 and February 17

Guidelines

Ground rules

Laptops / mobile phones by exception

Parking Lot

An open forum to drop notes anytime throughout the course

Will be revisited and discussed at regular intervals

Ask Questions

Do not be afraid to stop me at any time!

Schedule

January 6 – 6:00-9:00p

Introduction

Values – Exploring why!

January 13 – 6:00-9:00p

A Framework for Agile Project Management

January 20 – No Class

January 25 (Saturday) – 9:00a-4:00p

Collaboration

Building Teams

January 27 – 6:00-9:00p

Guest Lecture – TBA

February 3 – 6:00-9:00p

User Stories

Iteration Planning

February 10 - 6:00-9:00p

Introduction to Agile Development Practices

Unit Testing

Pair Programming

Micro-Pairing

February 17 – No Class

February 24 - 6:00-9:00p

Test Driven Development

March 1 (Saturday) – 9:00a-4:00p

Refactoring

Technical Debt

SOLID Principles

Schedule - Continued

March 3 – 6:00-9:00p

Project Overview

March 10 – 6:00-9:00p

Envision

Speculate

March 17 – 6:00-9:00p

Sprint #1

March 24 – 6:00-9:00p

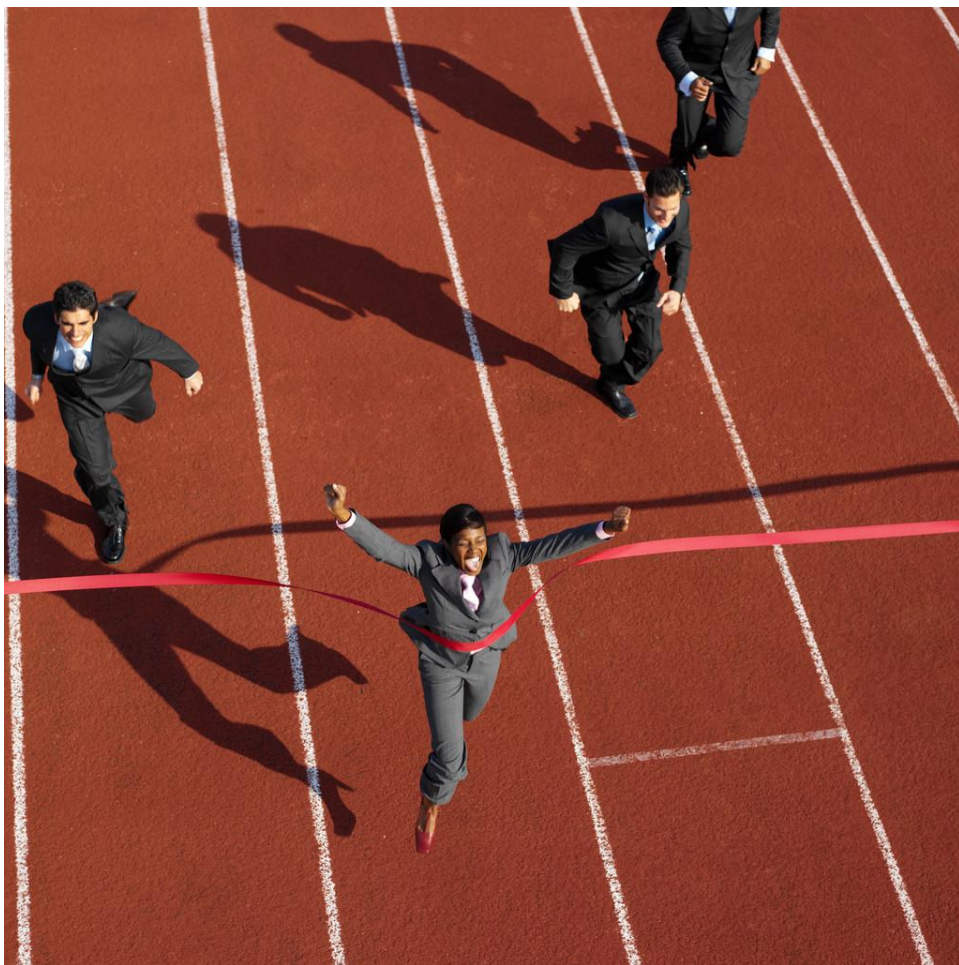
Sprint #2

March 31 – 6:00-9:00p

Project Presentations

Class Retrospective

CSM Exam



Introduce Yourself

Professional Background

Why are you taking the class?



Exercise — Class Makeup

Imagine a line running across the room on which you will place yourselves.

Questions

How effective are the existing processes and development practices within your organization?

How familiar are you with Scrum?

Managers, Project Leaders, QA, Developers

10 = Developers

8 = QA

5 = Project Leaders

3 = Managers

1 = Senior managers

Exercise – What does agile mean?

Please take a few minutes to jot down your individual ideas and thoughts

Then work together with 3-4 of your neighbors to create a definition.

Discuss how your team definition relates to software development

Exercise – What would you like to get out of this class?

Please take a few minutes to jot down your individual ideas and thoughts

Share 1-2 of them with the class

Values

Exploring Why!

Many companies have nice
sounding value statements
displayed in the lobby, such as

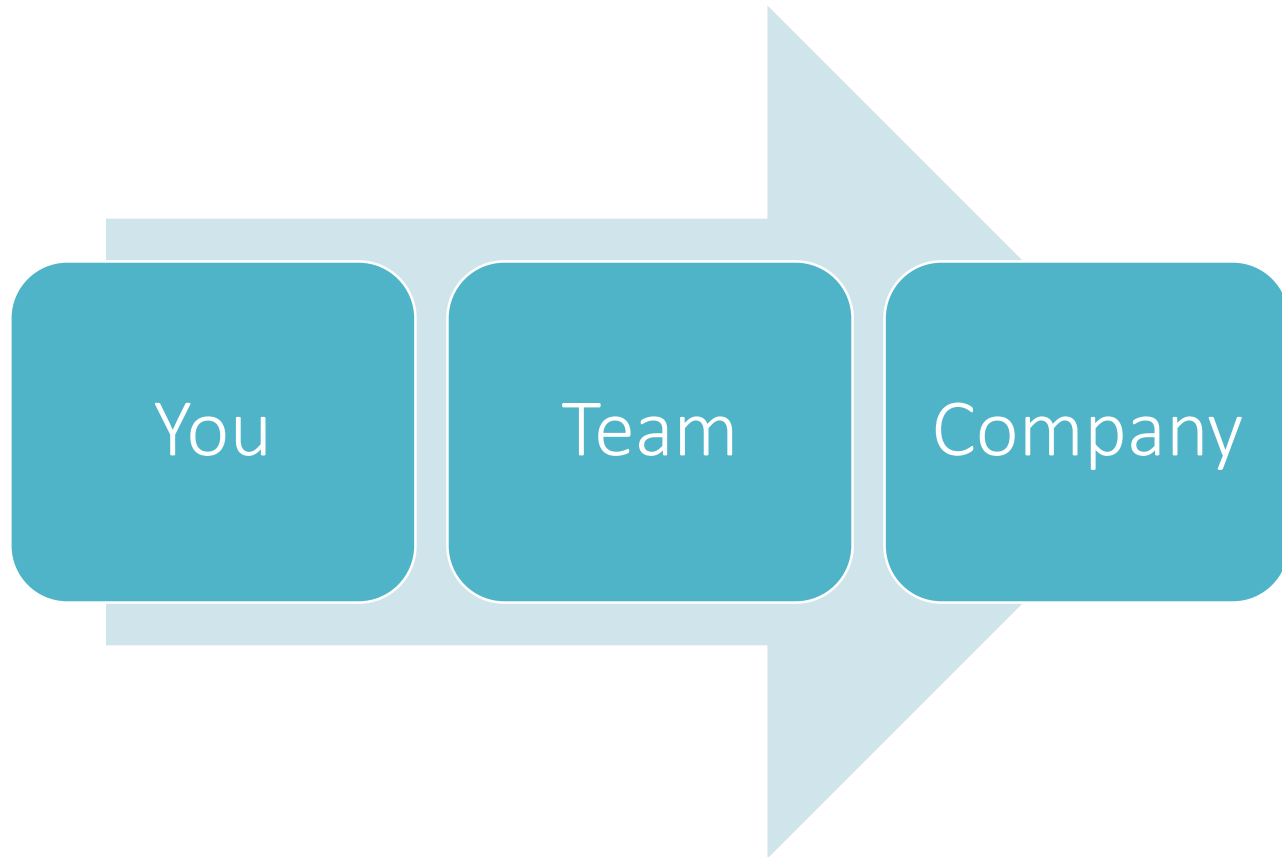
Integrity
Communication
Respect
Excellence

Many companies have nice sounding value statements displayed in the lobby, such as



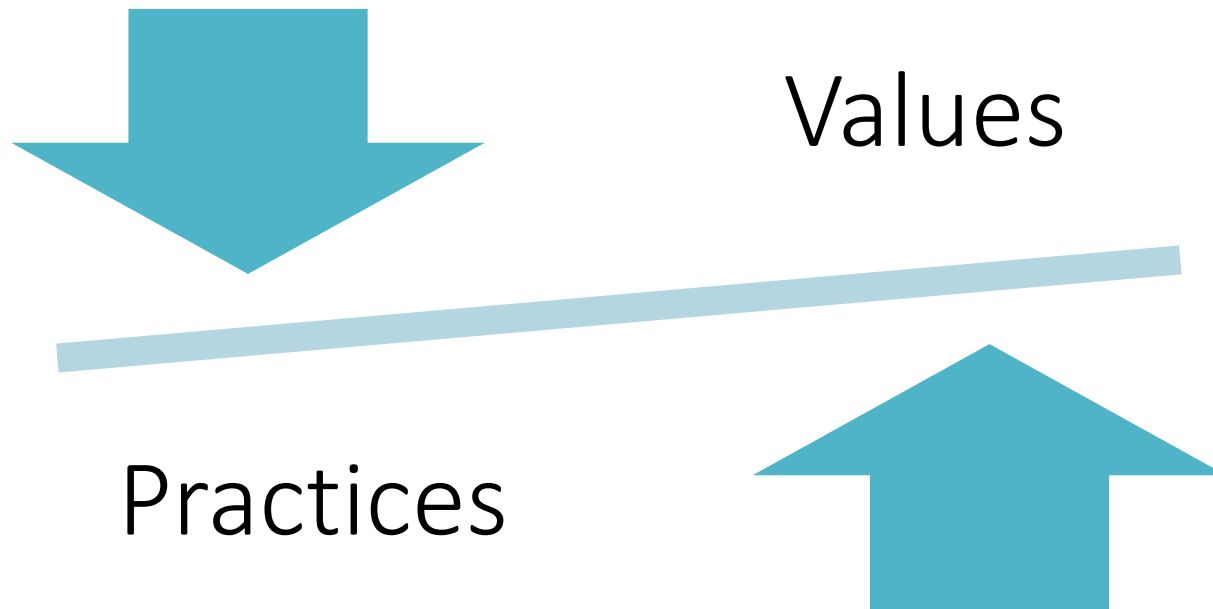
Integrity
Communication
Respect
Excellence

Shared values



Recognize and reward
Only those individuals
Who's actions
Demonstrate the values

DO NOT
Recognize or reward
Any individual
Who's actions
Oppose the values



An Example

What is this driving position referred to?

Why do this?

Is it correct?



Control Vehicle

10 and 2

9 and 3

Values = Why

Practices = How

Extreme Programming Values

Extreme Programming Explained 2nd Edition, Kent Beck

Communication

Simplicity

Feedback

Courage



Simplicity

Incremental Design

Stories

Weekly Cycles



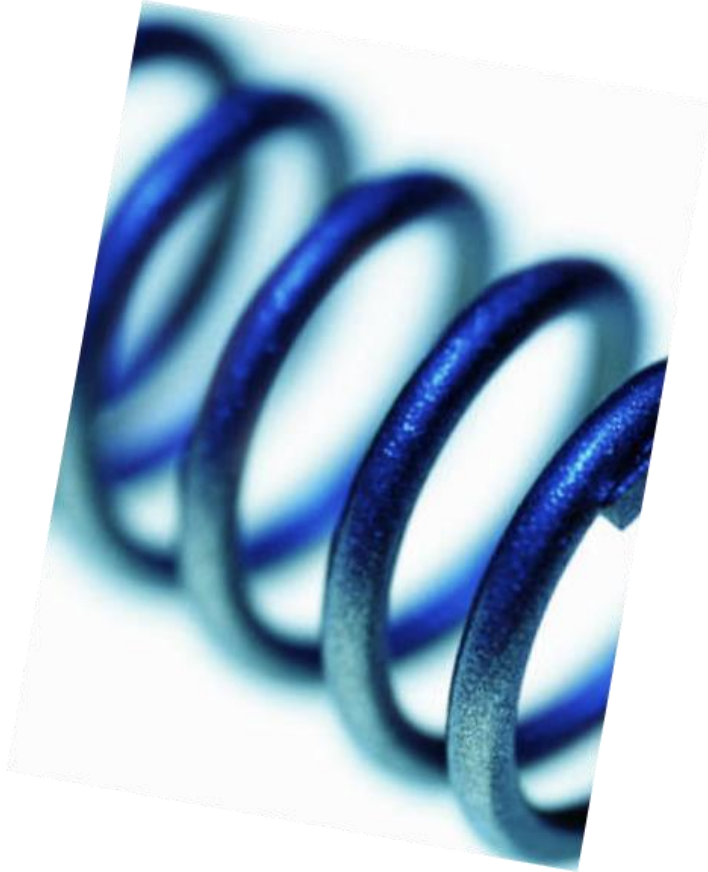
Communication

Sit together

Whole team

Informative Workspace

Continuous Integration



Feedback

Test-First Programming

Incremental Design

Ten Minute Build

Continuous Integration

Weekly Cycles



Courage

Informative Workspace

Pair Programming

Energized Work

Weekly Cycles

Slack

Scrum Values

Focus

Respect

Courage

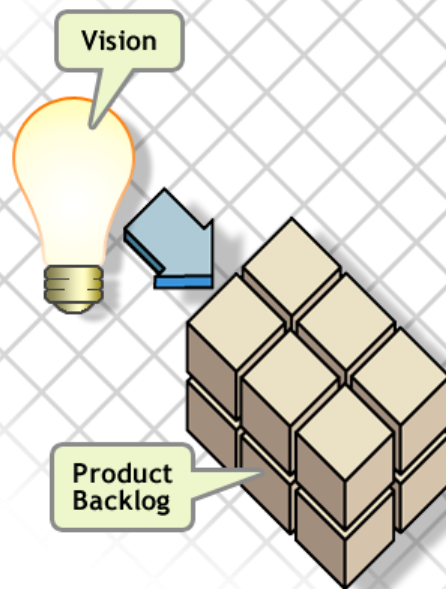
Commitment

Openness

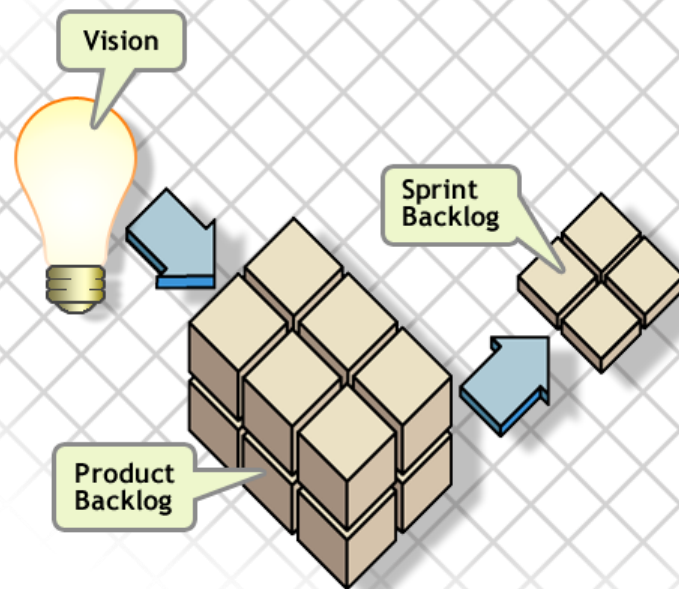
Start with a Vision



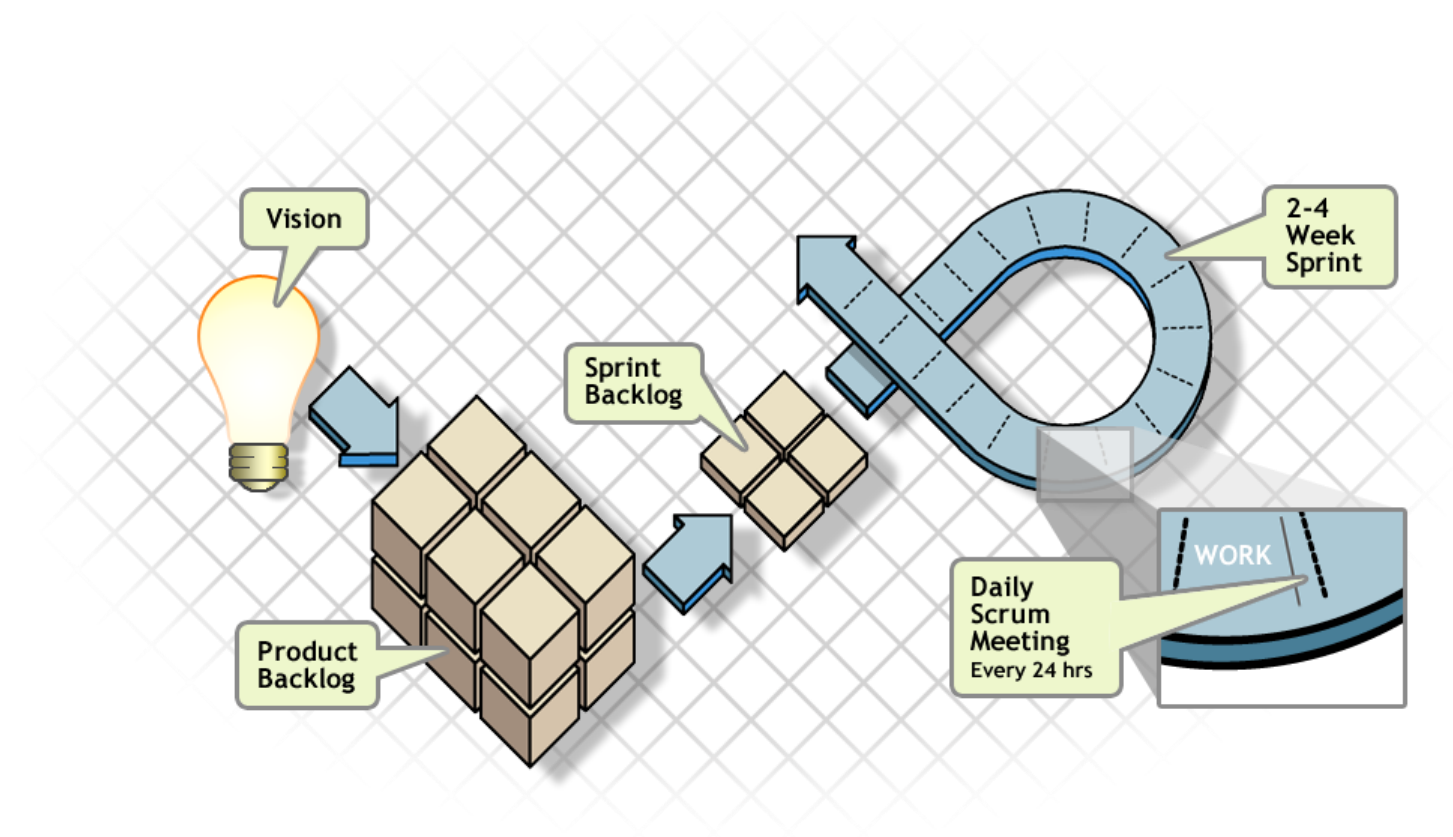
Build the Product Backlog



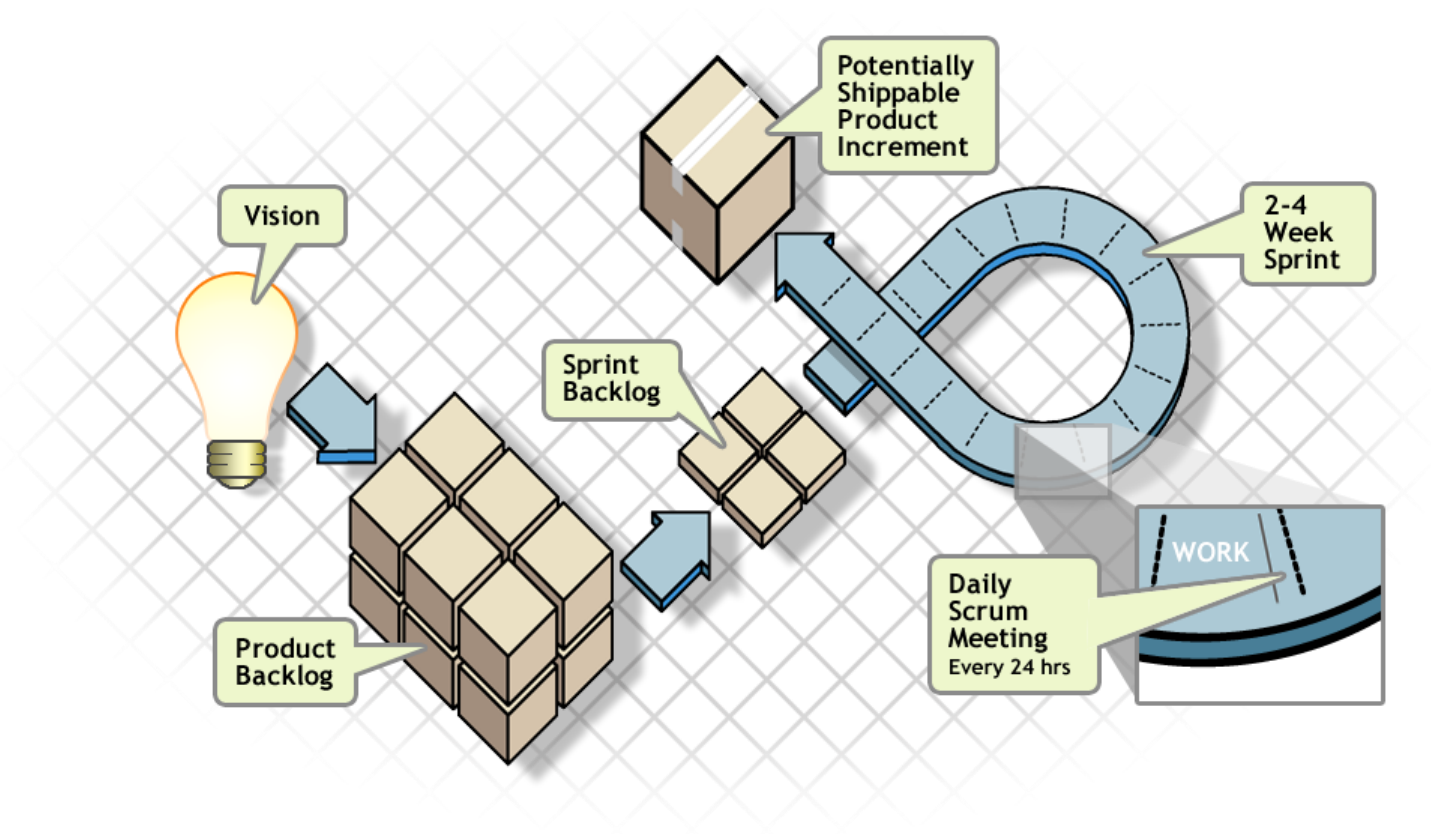
Decompose Stories Into A Sprint Backlog



Do the Work



Release



Agile Process Values

Agile Process Values

Minimalism

Disciplined

Reality
Based

Sustainable



Minimalism

What is simple?

Simple



1. easy to understand, deal with, use, etc.: a simple matter; simple tools 2. not elaborate or artificial; plain: a simple style. 3. not ornate or luxurious; unadorned: a simple gown. 4. unaffected; unassuming; modest: a simple manner. 5. not complicated: a simple design. 6. not complex or compound; single. 7. occurring or considered alone; mere; bare: the simple truth; a simple fact. 8. free of deceit or guile; sincere; unconditional: a frank, simple answer. 9. common or ordinary: a simple soldier. 10. not grand or sophisticated; unpretentious: a simple way of life 11. humble or lowly: simple folk. 12. inconsequential or rudimentary. 13. unlearned; ignorant. 14. lacking mental acuteness or sense: a simple way of thinking. 15. unsophisticated; naive; credulous. 16. simpleminded. 17. Chemistry. a. composed of only one substance or element: a simple substance. b. not mixed. 18. Botany. not divided into parts: a simple leaf; a simple stem. 19. Zoology. not compound: a simple ascidian. 20. Music. uncompounded or without overtones; single: simple tone. 21. Grammar. having only the head without modifying elements included: The simple subject of "The dappled pony gazed over the fence" is "pony." Compare complete (def. 5). 22. (of a verb tense) consisting of a main verb with no auxiliaries, as takes (simple present) or stood (simple past) (opposed to compound). 23. Mathematics. linear (def. 7). 24. Optics. (of a lens) having two optical surfaces only. 25. an ignorant, foolish, or gullible person. 26. something simple, unmixed, or uncompounded. 27. simples, Textiles. cords for controlling the warp threads in forming the shed on draw-looms. 28. a person of humble origins; commoner. 29. an herb or other plant used for medicinal purposes: country simples.

Simple

easy to understand, deal with, use, etc. : a simple matter;
simple tools

unsophisticated; naive; credulous.

Mies van der Rohe

Modern Architecture Pioneer

“Less is More”

Minimalism - work is
stripped down to its most
fundamental features

Creates impression of
extreme simplicity



Minimalism

Incremental Design

User Stories

Weekly Cycles

Test-Driven Development

Disciplined

Test-Driven Development

Continuous Integration

Ten Minute Build

Weekly Cycles

Collective Ownership

Reality Based

Sit together

Whole team

Informative Workspace

Collective Ownership

Sustainable

Slack

Energized Work

Pair Programming

Exercise – Identify your current process values?

Please take a few minutes to jot down your individual ideas and thoughts

Discuss with 3-4 of your neighbors to get their feedback.