

# DevOps for Defense

February 2019

Agile Bookends:
The Power of Refinement & Retrospective

JD Black

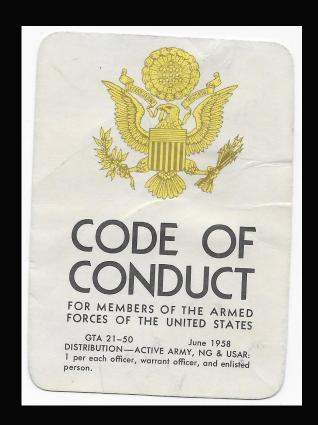
https://www.meetup.com/DevOps-for-Defense/ https://github.com/jondavid-black/DevOpsForDefense <u>devopsfordefense@gmail.com</u> https://twitter.com/devops4defense

Sponsored by:



## **DevOps for Defense Meetup: Code of Conduct**

- UNCLASSIFIED ONLY!!!!
- Treat each other with respect and professionalism.
- Do not talk about private, sensitive, or proprietary work.
- Do talk about your experiences, needs, desires to improve work in our domain.
- Do share your thoughts.
- Do learn from others.
- Do respect & tip your bartenders!



## Be Heard!

What would you like to do in future months?



#### Presentations:

- Write a topic on a card & add it to the table in the Presentation area.
- If you'd like to volunteer to present the topic, add "Volunteer: [YOUR NAME]".

#### Books:

Write the title & author on a card & add it to the table in the Book Club area.

#### Activities:

 Write a short name & description of the activity on a card & add it to the table in the Activity area.

#### Please be an Active Part of our Meetup Success!

#### **Announcement!**



From startups to banking and publishing, Nashville is home to a very large and awesome tech community. We're proud to bring back DevOpsDays Nashville for the third year at the Music City Center in 2019! DevOpsDays Nashville will bring 325+ development, operations, security, and management professionals together to discuss the culture, processes, and tools to enable better organizations and innovative products.

Tickets are on sale now for \$179.50 USD.

#### PSA on Containers: Run...Save Yourselves!!!

#### Doomsday Docker security hole uncovered

A security vulnerability has been disclosed for a flaw in runc, Docker and Kubernetes' container runtime, which can be used to attack any host system running containers.

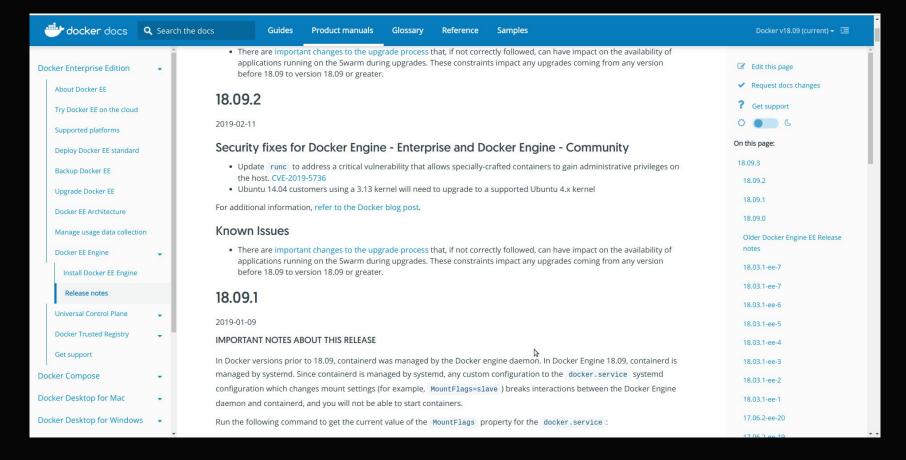


By Steven J. Vaughan-Nichols for Linux and Open Source | February 11, 2019 -- 18:53 GMT (10:53 PST) | Topic: Security



Major Container Security Flaw Threatens Cascading Attacks

## PSA on Containers: Or Keep Your SW Patching Up to Date!

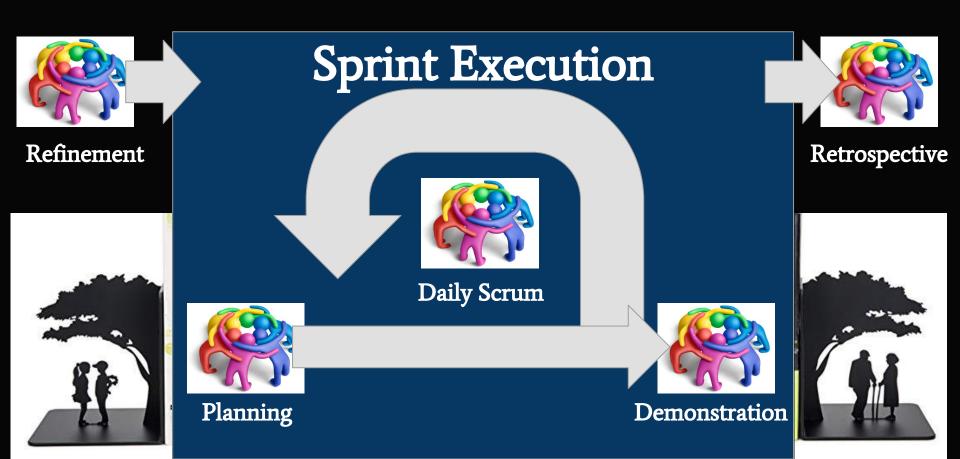


# Agile Bookends

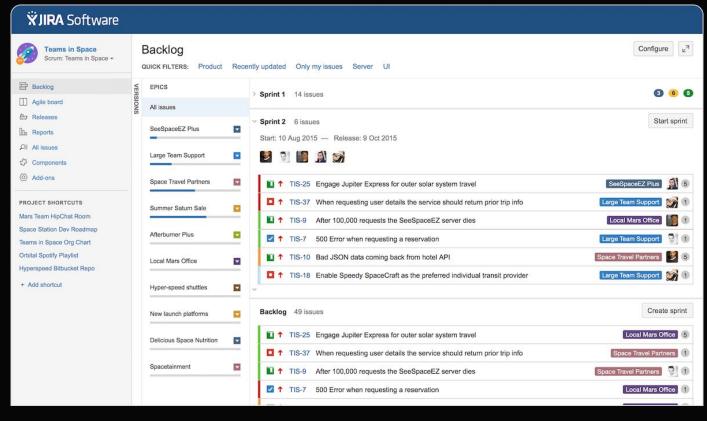


The Power of Refinement & Retrospective

## Five Standard Agile Ceremonies



## Agile / Scrum Core Concept - Start with a Backlog



Backlog consists of work items (stories, bugs, etc.)

- Written by any Stakeholder
- Prioritized by the ProductOwner
- Refined & Accepted by the Team

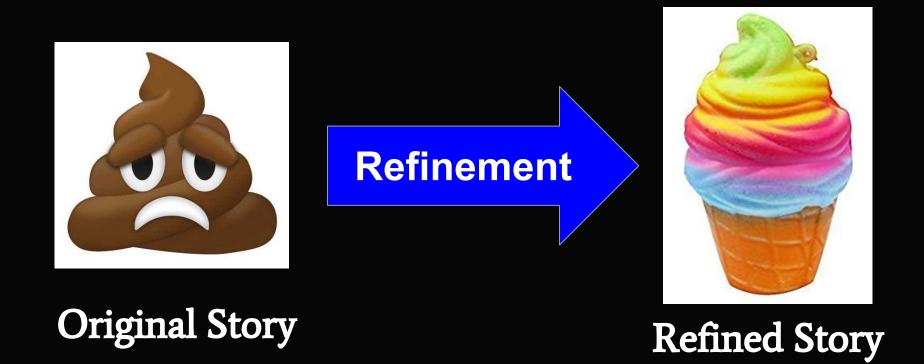
### **Story Writing - Basic Template**

As a \_\_\_\_\_, I want \_\_\_\_\_ so that \_\_\_\_.

#### Acceptance Criteria

- 1. Must \_\_\_\_\_
- 2. Must \_\_\_\_\_
- 3. Must \_\_\_\_\_

## Agile / Scrum Refinement Transforms Your Backlog



### **Good Refinement Is Key to Good Outcomes**

- Refinement should be fun for the team
  - And may be a little uncomfortable for the product owner
- Team should be ruthless when evaluating stories.
  - Make sure the desired outcome is clearly stated (what not how)
  - Make sure value of doing the work is understood by all (the "so that")
  - Drive out ambiguity in the written story (e.g. jargon)
  - Identify knowledge gaps and create activities to fill (continuous learning)
  - Make sure acceptance criteria are true/false and readily demonstrable
  - Eliminate opportunities for rock drills
  - O Break down large activities into small achievable increments of work

Refinement May Completely Rewrite Stories on the Backlog...Good Outcome!

#### **Estimating Stories - Planning Poker**

#### Story Points...

- 1. Should be a relative estimate to a baseline story the team fully understands.
- 2. Should be a unitless estimate that incorporates uncertainty, scale, and difficulty.
- 3. Should not be treated as time (e.g. hours, days, etc.)
  - a. Beware the CAM using your story points as a weapon leads to sandbagging

#### When team members have significantly different estimates:

- Recognize this is likely due to remaining ambiguity or knowledge gaps
- Continue the discussion, focusing on high and low estimate team members
- Focus on assumptions that drive the estimates to ensure the team agrees
- May identify opportunities to pair team members to improve knowledge transfer

#### Purpose: Improve Communication & Uncover Remaining Ambiguity in Stories

#### **Good Refinement**



**Easier Planning** 



**Better Demonstrations** 



Make everyone look like a superhero!



## Retrospectives

#### What went well?

• Team strengths, positive outcomes, etc.

## What didn't go well?

• Resist temptation to jump to solutions.

## What will we improve next sprint?

- How do we make the good even better?
- How do we avoid repeating missteps?

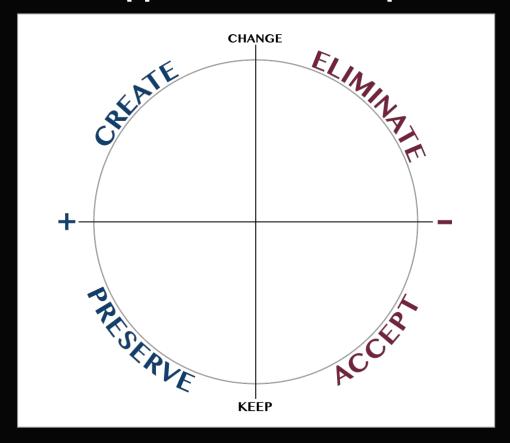
## **Prime Directive**

"Regardless of what we discover, we understand and truly believe that everyone did the best job they could, given what they knew at the time, their skills and abilities, the resources available, and the situation at hand."

--Norm Kerth, Project Retrospectives: A Handbook for Team Review



#### **Identify Opportunities to Improve Immediately**



Use a "Wheel of Change" to help organize your thoughts and actions.

Positive vs Negative

Keep vs Change

## Retrospectives...Require Follow Through!

YOU ARE
WHAT YOU DO,
NOT WHAT YOU SAY
YOU WILL DO.

-CG JUNG

MUSE UPON THIS:

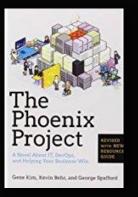
Never underestimate the power of one small change.

#MondayMorningMusing

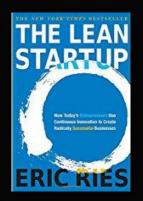
MuseLaura.com

#### DevOps Resources

Books / Publications:









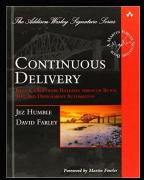
Conference Presentations (YouTube):

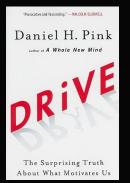
- DevOps Enterprise Summit (DOES)
- IT Revolution
- Velocity
- GoTo

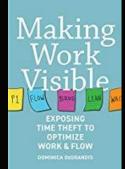




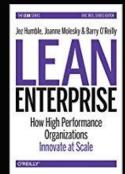


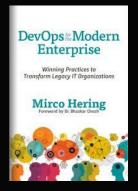












#### **Group Exercises: Lean Coffee & Book Club**

#### **Book Club:**

- Review & Discuss "Drive" Section 3
- Get your copy of "The Phoenix Project"
- 1. Each table has a facilitator.
- 2. The facilitator has a short introduction.
- 3. Everyone write down questions or topics for discussion on the subject. Place them in the middle of the table.



- The group votes on each question or topic by placing a dot on the card. 3
  votes per person.
- 5. Cards with most dots goes first. Set a timer for 5 minutes and discuss.
- 6. After 5 minutes, either vote (thumbs up/down) to keep going or move on to the next card.

Topics: "Improve Refinement in my Team", and "Retro: Victories & Defeats"