

## Agile

is not a task.  
is not a model.  
Mindset.

## Cycles

Reduce the learning cycle to decrease the cost of change.  
Culture of shift  
- Iterations  
-Scrum  
Voice of customer: Product Owner

## Every iteration

-Testing  
-Automation

## Frameworks of Agile

-Scrum  
-XP  
-Kanban

## Agile

-Uncovering  
-Doing it  
-Helping others, not telling them.

## Values of Agile manifesto

-Individual and interactions over processes and tools  
-Working Software via documentations  
-Customer collaboration  
-Responding to change over following a plan

## KPI

-Working Software  
-Practices and Engineerings  
-Simplicity  
-Self Organizing Team

## Big Deal

-Continues improvements

## Adaptive (Waterfall Weakness)

-Deliver working software frequently  
-Welcome change  
-Technical Excellence and good design  
-Continues improvement

## People and Interaction

-Business and Developer work together  
-Face to Face conversations  
-Self organizing teams  
-Promote sustainable development  
-Motivated individuals

## Waterfall Weakness

## What is Agile?

Part 1

Kambiz Guity

<https://github.com/kambizguity>

- Detect translation issues early
- Validate user needs earlier
- Detect Integration issues early

### **Business People**

- Product Owner
- Product Manager