

Class Room Notes and other Exercises

Task - Values and Principles

What could be possible values?

Honesty
Respect
Trust
Integration
Patience

What could be possible principles?

Cooperation among the team - **trust, Integration**
Regular and Punctual to class - **Respect**
Deliver results responsibly - **Honesty & Trust**
Sharing responsibilities - **Trust**
Mutual Respect - Respecting everyone in the Team - **Respect**
Talk Openly about Problems.-**Honesty**
Motivate team in postive direction- **Patience**

DevOps Class - 5th April

Why Feedback is important in AGILE

Improvement
It gives chance to team to improve themselves
It is important to deliver your results in a way that is comfortable and convenient to the person whom we deliver.

what is the purpose and what delivers the value for the results that you need to submit.

Doing excess doesn't bring much value to the project. - Not necessary

KISS - Keep it short and simple.

Fulfill demands

What is the idea behind this kind of team composition?

Problem of Diversity.
Communication
Problem of Language.
In real life the team will not be having your friends, you should get to know them and work.

How to become a social developer - Jeremy Clark

<https://vimeo.com/171078099>

What do we really need to become a Social Developer?

Intrinsic Motivation - very important

Extrinsic Motivation

Books on Intrinsic Motivation - FISH!, Drive

What to do to bridge the Gap?

Find values for the team, the way we want everyone behave in the team..
Consensus should arrive on the values chosen in the team.

What are values?

Values are living things and they develop as we develop as a team.

Difference between Values and Principles?

Principles - Practical advices, how you could bring values to life using the principles

Law of Instruments - Abraham Masslow

The Inception Deck

Inception

Project - Online Poker game

Project Name ??? RoyalHand

Sponsor ???

Who could be the possible sponsors for our Project? - Find who could be interested in giving money for such project.

Reasons to run this project???

Adapt Agile Experience.

Networking.

Reputation.

Earn money.

Technical Solution

Skills we need for Project

which skills everyone in the team have

what could we do to achieve the required skills

python.org

python.org/about/gettingstarted

Required Technology Stack

Python

GIT

Jenkins

Jetbrains

Tasks to do for learning the Required Technologies

<https://www.atlassian.com/git/tutorials>

<https://www.codecademy.com/learn/python>

DevOps Class -

Time Keeper - 90 seconds

Limiting time in meeting helps

Questions to be asked in the Daily/

What was your biggest challenge last week?
How did you or will you solve it?
What is your goal for this week?
What will you do to meet your goals?

Feedback from last week submission

Naming of documents is very important

Team Name # Topic of submission

The elevator pitch (Limitation 30 seconds)

For (target customer) **Every Poker Enthusiast (Online and Offline)**

who(statement of need or opportunity) **can play anytime and anywhere**

the (project name) **Royal Hand**

is a (product category) **Online Platform**

that (key benefit, compelling reason to buy) **provides realistic Poker experience with easier interface**

Unlike (primary competitive alternative) **who have complicated User Interfaces**

our project (statement of primary differentiation) **aims to transform Online Poker world and provide realistic experience.**

ELEVATOR PITCH

Our Target customer is every Poker enthusiast, and they can play anytime and anywhere, it provides realistic Poker experience with easier Interface, which is our major goal. And it aims to transform Online Poker World and provide realistic experience.

- To become clear about the core of the project
- When we need to explain a project in a shorter time then you should think so much about the project and come up with the elevator pitch.

Main problem for pitch

While discussing about deciding about a pitch. First we should align every body to the pitch topic and then tell.

Product Box - inform potential customer about our project and convince him to buy our product
Imagine that our product is sold in a shop and think how it could look

Align and put you in the shoes of customers

Product name

fun picture

slogan

benefit 1,2,3

No Class - next week.

- Your Project Community - Stakeholders
- Technical Solution - Be clear about this before starting
- Technologies

languages

libraries

tools

technology

- what keeps us up at night (what bad things could possibly happen in the project) - if we know about this in the beginning then we can know how to avoid this.
- The A-Team - List of people who can solve everything and which skills do they have, so it helps us to know which person can help us tackle a situation (Analyst, Developers, Manager)
- How big is the thing? - how long it would take, (Just an estimation for the team to have an idea about the project, from the day it started and end)

Deliver the product as many times as possible and how long you need in each interval

April 26th 2017

Daily Standup Meeting Key questions:

What interesting things have happened since our last class?

How do you feel today and why?

What do you remember of our last class?

What do you expect of today's class?

What happens if a developer can't test his code immediately?

Not a problem, he can wait for the testing phase.

Developer needs to know if module is working appropriately

Interconnection between the modules can be a problem and it should be avoided

What happens if test systems are fixed on the fly to meet UAT criteria?

Not possible to fix some changes on fly

No documentation will be present so could end up having problems

What happens if code and artifacts are not sync through test systems?

1. Wastage of Time
2. Wastage of resources
3. Deviation from the goal
4. Verification of completeness is not possible

What happens if developers share a test system?

Very common that there might be problems

Waste of time

What happens if no unit tests are done?

What happens if no regression tests are done?

can't be sure that older works in sync with newer work

What happens if the quality is only checked by manual testing?

cost more

more time

human error

could reduce quality of software

What happens if artifacts of a specific version differ on test systems?

might result in failures because of the differences caused

4L for Documentation

Deadline 1st May

Liked

Learned

Lacked

Longed for

May 17 2017

What you learned the last time we were in class?

Today's Topic:

Technical

Human

Technical Practices of Feedback

What is Feedback?

4L Feedback - Learned, Liked, Lacked for, Longed for

What does Feedback mean ?

- to Improve
- to enhance
- to learn

.

- to know strong points about ourselves
- to know user interests

“Feedback” from our team perspective is an opportunity for the Organization or any Person who is receiving it, to know what they need to improve, enhance and also understand the user interests and know their own strengths.

MAY 24th 2017

KUDO Cards

Used by company's
when colleagues want to give each other positive feedback
Person who have most of the KUDO cards then they will get a present

a way of showing appreciation towards a person

this is not from boss, just from the team

Feedback should not effect the other person
should not be direct
you should be direct only after the person repeatedly does the same thing even after giving regular feedbacks

Ways of Giving the Feedback

- The Sandwich or Burger Method
- The Feedback-Wrap by Jurgen Appelo
- Sushi-style

May 31st 2017

Why sharing helpful to improve quality in a sustainable manner?

- sharing is a way of communication
- spreading out the knowledge of whole team

Why ‘sustainability’ important?

Do we need Meetings?

we need meetings but what we need to think is about the way the meetings are organized

How the meetings are conducted?

Types of Meetings

- regular
- status update
- information sharing
- innovation
- decision making
- team building
- creative

- **Why - Purpose**

What is the purpose of the meeting

“”

why do we need to run the meeting

- **Who - Participants**
 - are everyone really needed to attend the meeting
 - people feel bore when they dont have anything from the meeting
- **Where - Place**
 - regular meeting room is right place for meetings concerning innovation
 - meeting can happen everywhere depending on the issue discussed in the meeting
- **When - time**
 - what's important for the team
 - meeting should not disturb the work
- **How - Methods/Styles**
 - Good meeting should be always prepared for the meeting

PAIR PROGRAMMING

- increase in the quality
- reduces the review timing
- increases the speed of delivery

Team Programming - same as pair programming it could be done

RESPONSIBILITY PROCESS

Denial

- dangerous level because people keep on denying the things that are going wrong
- this is causing huge trouble for the companies

Blame

- blame others for your fault
- blame everyone but not consider that it was not your mistake

Justify

- Justify behavior by showing the circumstances around
- cover our ass
- dont find any solutions

Shame

- being sorry for what have been done
- making a failure should not make us feel shame - it comes from the culture that we have grown up in. the feeling of shame

Obligation

- Keeping conditions that "if you tell me then I will do this"
- this kind of situation leads to blame situation

Responsibility

- taking responsibility for what happened
- focussing on the steps that could be done in overcoming the mistake

TEAM CHARTER

- Content

- Context
- Mission(Goals that you need to achieve) & Objectives(How you can achieve the goals)
- Composition of Team and Roles
- Authority, Boundaries and Empowerment
- Resources and Support
- Operations (how do we structure our daily work)
- Negotiations and Agreement

RETROSPECTIVE

- runs regularly not only at end of project but also during the project
- what have we learned
- can be arranged only within the team and could also happen with team and the client
- Prime Directive - to make it clear what we would like to do from the meeting

Tools for Retrospective Meeting

- appreciation
- mad,sad,glad
- 4L's
- SaMoLo - Same of- More of - Less Of
- 5 Why's - (Ask five times why has this happened and this leads us to the main core of the problem)

Meeting for looking at Past - Post Mortems (After project is finished)

This meetings are also called AAR - After Action Review (US Military)

When is a project done? DOD - Definition of Done

As long as there are problems project is not over

Kick Off Meeting

- conducted at the start of the project

Definition of Ready (DOR) Meetings

- we agree that the task is ready to work on that
- the meeting should be really really short

Special Meetings

How to make your meetings effective?

Before Meeting

- Create Agenda for Meeting
- Who, What, Where, When
- Conformance from Majority in the team

At the Time of Meeting

- Be prepared by the time of meeting
- Structured but Flexible
- Important Roles - Moderator, Time Keeper, MOM writer

After Meeting

- Sending the MOM with results and conclusions
- Make the team aware about the decisions

note

Minutes of Meeting

Shouldn't be Boring

Yellow and Red Cards

To Keep the topic interesting

- **Yellow Card** - You are being boring and it's not helpful
- **Red Card** - You have to stop the meeting now

This will change the way in which meetings are conducted

Team Rules for Feedback

- No Stereotypic Generalizations
- Notices Efforts and Improvements
- Avoid being Judgmental
- Integrate KUDO's card culture
- Given within proper timings

Prototype Mindsets

Giver

- Open-minded and Proactive
- Constructive not Destructive
- Request over Demand

Getter

- Accept with Open-mindedness
- Don't take it personally

Feedback is a Gift!!!

always

often

most of the time

never

