dells DATEJUM 1281 managar ml 1 Scope modular code base 2 tometre 3 deliverables 4 milestones benign neglect 1. growth 2. gurdane & feed back 3. Focus (priority) 4. support when challenge. Take ownership of your own Career Proactive & Accountable Empany monger Reflect past & parrowce Mentung: low risk: loarn to manage hew hire: See Company w/ fresh eys on boarding tousls and dutue her how thernal networks

manager Skills MATE JUN 28 IC Coders Balane: F leader dip tasks project planny stake holder alignment I unblocking tournates Stop back to see the whole pre most piovitized: take a wide Wew keep the proj moving the managers path > my mac man-month 1975 speed of a project depends on excential complexity 内部处理 . 俊孝茂 Manage ment = 1. Progress tracking: Projects fall behind in crementally - track

2. Success system must have a clear

vision + need architect

DATE Jun 1291 Man - morth Management 3. Formal does Dobjectives (dear def) is time line 4. Project Estimates must include: 1) meetings in time estimates Recommendations 1. Surgical Team model Critical component should be develop bye top-bad proggrancer. supported by others 2, Code Freeze: and less revision 3, Tooling: Dedicated toolmakers + share took not each use own took

Man - monet Recommendetin 4. start implafter ownitecture is about why: ) prevent costly wrk.
If befor: Some debelopers will make assumpting -> taum out when redone X costly 2) Awid Idle resource Some teamates may not have sh to do 3) Preseve Conceptual integrity 4) hetter estimete scope & the he 5) Redue Commicofn over head 6) betty today for to be

DATTan 29 Lean Soft nave Develop ment From: To yota Productor System 7 principles 1. Elimnote waste Remove non-value addres actify 2. Amplify Irming short iterating, rapid feed back 3. Decide as late as possible Based on Real data > redue risk 4. Deliver as fast as possible Delver -> Collect feed back 5. En power the team 6. Build integrity 7. Optimize the whole

Managag skylls may provide opportunities Ch2: make connectn: Ch 3 Tech Lend (The manger; path) eader ship -> not a mang ment??

Q: whorks the diff? Bad example : focus on code details Tech lead: Spent 30% of time writing ande u/ tem major new role I proj management The art of balance old skrus new skills

DATE I 141 The mangr's chz - tech lead tech lead mult roles 1. Sys arch text 2. PM: proj planer 3. SDE & tru lead - Serror peoplerally Communicate -1. explain clearly and 2. Communicator o butils trust 1 Mon betr deerson 3) influence stake holders How to be great tech lead 1. Syc arch
2. Team: Salecide
when to Jolegate on process 3, don't forus 4. Comicate S1. doc 2, explan