In the DevOps Handbook there are many suggestions to improve a business or a team. The chapters to summarize also provide insightful information on companies’ practices and struggles throughout the early years of software development. These practices have helped many companies’ success and thriving development teams. But also ensures the future success of the business while at the same time improving employees’ workloads and project lead times. These chapters provide some great suggestions on what has helped other teams improve their work, such as generalizing employees, two-pizza rule, and even including other teams into the daily stand ups.

Allowing developers to be generalists when it comes to learning different ways to build the infrastructure is a fantastic thing. Giving employees opportunities to learn new skills to become better developers and moving them throughout roles on the team. (Kim et al., 2016) Not often is it a good idea to have specific roles, it creates “siloization” which according to Dr. Spear makes departments “operate more like sovereign states.” (Kim et al., 2016) Siloization can lead to increased lead times because every time you need a specific change you need to have that specific developer available.

There is also a term called the two-pizza team rule. And with this rule it suggests keeping teams small. Team sizes should be about 8 people in each team, or about two pizzas to feed them. (Kim et al., 2016) This rule originally was adopted by Amazon. A smaller team helps keep a clear understanding of what they are working on. (Kim et al., 2016) Having a smaller team also helps with letting other employees gain valuable leadership experience by providing them with an “environment where failure does not have catastrophic consequences.” (Kim et al., 2016)

In chapter 8 there are two things to be summarized. The book suggests that we should be inviting Ops to the Dev Standups and to the retrospectives. One of the things made popular by Scrum was a daily or weekly standup, which is a short meeting where the team shares what work they have done, what needs to be done, and what is preventing work from being done. (Kim et al., 2016) Its so the team can understand what tasks are being completed. This is where you would learn about problems and ways other devs in the team can assist in solving the problems. “A common problem is that this information is compartmentalized within the development team.” (Kim et al., 2016) And by inviting operations to the standups it could help with the “planning and preparation” of the work. (Kim et al., 2016)

Although there is more than what has been summarized these are still some great suggestions on improving workflow in the software development world. Some of these will close gaps between team members or even teams, such as providing a space where employees are encouraged to be generalists and allowing the Ops to be included in daily stand ups so they can have a better picture of what workloads, and lead times look like. Even the idea of keeping teams smaller and providing members with an opportunity to gain valuable experience in leadership.

Reference:

Kim, G., Debois, P., Willis, J. O., & Humble, J. (2016). *The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations*. https://dl.acm.org/citation.cfm?id=3044729