Build Quality in

- Build quality in the code and not test it later.
- Our policy – Zero Known defects at end of every iteration
  - Myth: The job of testing is to find defects.
  - Reality in Agile: The job of testing is to prevent defects.

People forget how fast you did a job –
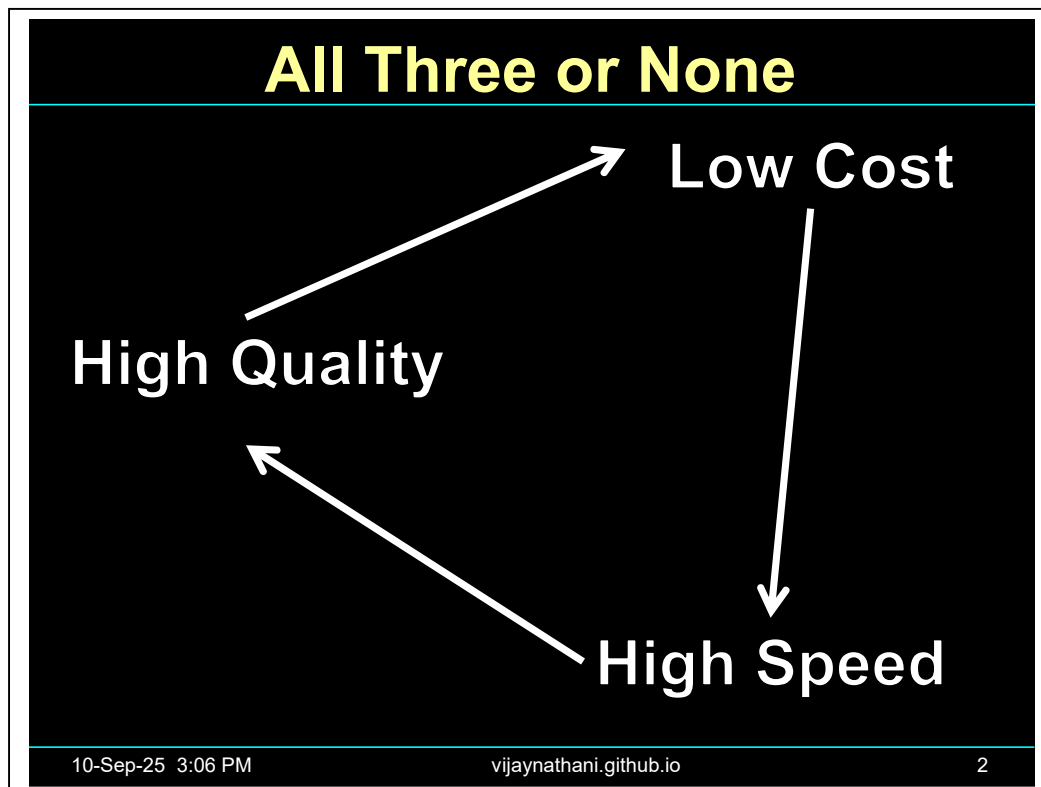but they always remember how well you did it.

You don't focus on putting defects into a tracking system; you avoid creating defects in the first place.

Off shoring from a developed country to developing only reduces the cost by about 30%.

A company typically has to pay Indian developers about 30% of what it pays developers in USA. The catch is that it there is extra project management overhead. So it costs the company 70 cents for every dollar after off shoring.

Jobs aren't going in search of low salaries. Jobs are going in search of integrity and accountability.

If integrity and accountability can better be supplied by a separate company many time zones away, customers will pay the necessary price in difficult communication to get them.

In the long run

Agile Manifesto & Principles

A guy, on his first date, announces his wedding date, number of kids she will have, their birth time, …

This is a traditional project planner.

These days agile seems to be about

- improving productivity,

- reducing work in process,

- Increasing velocity in any way possible,

- holding teams accountable for finishing everything they say they will, and,

- doing just enough that an organization can call itself agile without really being agile.

Many of these are good things. But they are the candy manufacturer version of agile: sweeter and easier to sell.

But, ultimately, these are as unrelated to the original meaning of agile as sweets is to the original meaning of Diwali.

Principles behind the Agile Manifesto

- Our highest priority is to satisfy the customer through <u>early and continuous delivery</u> of valuable software.
- <u>Welcome changing requirements</u>, even late in development. Agile processes harness change for the customer's competitive advantage.
- Working software is the <u>primary measure of progress</u>.
- Deliver working software frequently i.e. minimum length of sprint.
- Business people and developers <u>must work together daily</u> throughout the project.
- <u>Build projects around motivated individuals</u>. Give them the environment and support they need, and trust them to get the job done.

Principles (continued)

- The most efficient and effective method of conveying information to and within a development team is <u>face-to-face conversation</u>.

- Agile processes <u>promote sustainable development</u>. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

- Continuous attention to <u>technical excellence</u> and good design enhances agility.

- <u>Simplicity</u>--the art of maximizing the amount of work not done--is essential.

- The best architectures, requirements, and designs <u>emerge from self-organizing teams</u>.

- At regular intervals, <u>the team reflects</u> on how to become more effective, then tunes and adjusts its behavior accordingly.

The End

I cannot imagine any condition which would cause this ship to founder. Modern shipbuilding has gone beyond that.
– E. J. Smith, Captain of the Titanic ship.