

Comprehensive guide for change



- 1. Write down intended benefits
- 2. Identify those which can be measured

Quantitative

<u>1</u>

Flow metrics

- Cycle time
- Releases
- Cards completed

Deploys rolled back

Time spent on bugs

- Categorizing
- Reproducing
- Fixing

Code coverage

1 Quantitative

- Flow metrics
 - Cycle time
 - Releases
 - Cards completed
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Code coverage



Developer happiness
Team communication
Sense of ownership

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Code Kata

An exercise in programming which helps programmers hone their skills through practice and repetition.

Start by test-driving all **new code**.

Tests

```
bedtime_routine = function() {...}
morning_routine = function() {
   eat_breakfast();
   get_dressed();
   brush_teeth();
}
```

Tests

```
morning_routine_test = function()
{
   routine_includes_breakfast();
}
```

```
// bedtime_routine = function() {...}
// morning_routine = function() {
// eat_breakfast();
// get_dressed();
// brush_teeth();
// }
```

Tests

```
morning_routine_test = function()
{
   routine_includes_breakfast();
}
```

```
// bedtime_routine = function() {...}
  morning_routine = function() {
    eat_breakfast();
// get_dressed();
// brush_teeth();
  }
```

Tests

```
morning_routine_test = function()
{
   routine_includes_breakfast();
}

morning_routine_test_2 = function()
{
   routine_includes_clothes();
}
```

```
// bedtime_routine = function() {...}
  morning_routine = function() {
    eat_breakfast();
// get_dressed();
// brush_teeth();
  }
```

Tests

```
morning_routine_test = function()
{
   routine_includes_breakfast();
}

morning_routine_test_2 = function()
{
   routine_includes_clothes();
}
```

```
// bedtime_routine = function() {...}
  morning_routine = function() {
    eat_breakfast();
    get_dressed();
// brush_teeth();
}
```

Tests

```
/ morning_routine_test = function()
{
   routine_includes_breakfast();
}

/ morning_routine_test_2 = function()
{
   routine_includes_clothes();
}
```

```
// bedtime_routine = function() {...}
  morning_routine = function() {
    eat_breakfast();
    get_dressed();
// brush_teeth();
}
```

Add tests to existing code as the code is touched.