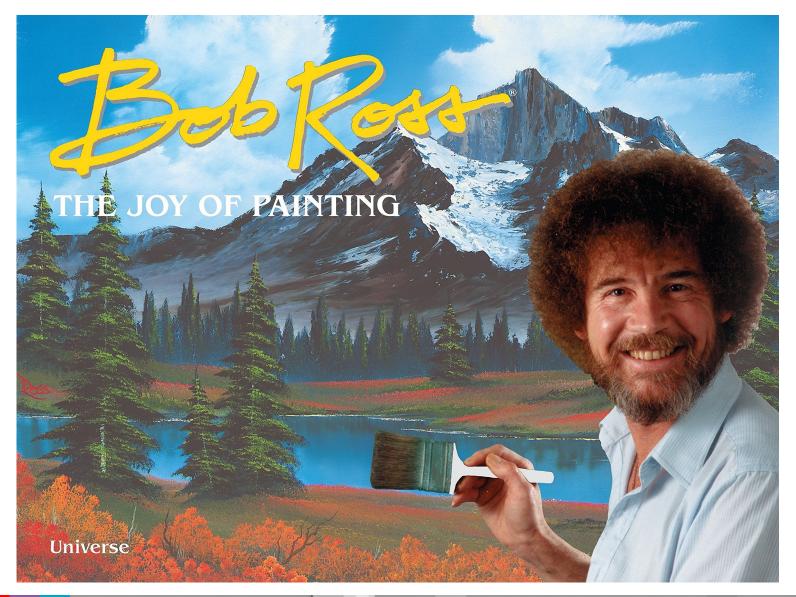
# **Agile Software Development for Developers**

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#### About The Talk: The Joy Of Software Development



#### Agenda

- Introduction
  - Welcome to Age of Agile
  - Paradigm and Paradigm Shift
- Agile Software Development
  - Definition
- Agile Software Development in a Nutshell
- The Cynefin Framework
- Back to Agile Values and Principles
- Next Session

Introduction

Welcome to Age of Agile

## QUIZ TIME

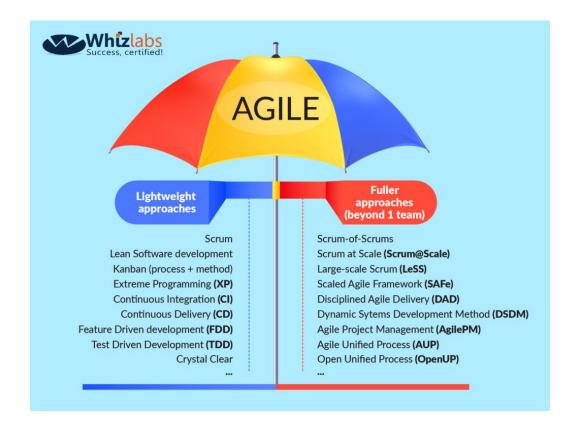
#### **Agile Development: An Elephant in the Dark**



Credit

#### Agile Development Jungle

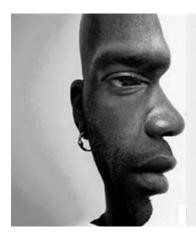
#### Special thanks to Extreme Programming (XP)



Introduction

Paradigm and Paradigm Shift

### Paradigm



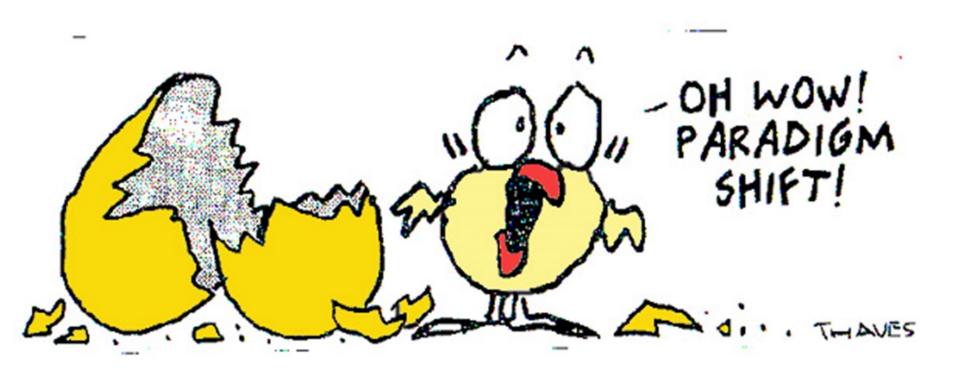
how we see things

#### paradigm:

a philosophical and theoretical framework of a scientific school or discipline within which theories, laws, and generalizations and the experiments performed in support of them are formulated

(Merriam-Webster)

### Paradigm Shift



### **Agility and Paradigm Shift**

Agility is a paradigm, so you have to shift your paradigm.

If you want your life to be more rewarding, you have to change the way you think.

Oprah Winfrey

## QUIZ TIME

Agile Software Development

**Definition** 

#### What is Agility: An Elephant in the Dark



Some executives [and people] seem to associate agile with anarchy (everybody does what he or she wants to), whereas others take it to mean "doing what I say, only faster." But agile is neither.

[hbr.org]

#### **Agility: Definition**

Creating change disrupts competitors (and the entire market ecosystem); responding to change (anticipated or unanticipated) guards against competitive thrusts.

I've characterized agility in two statements:

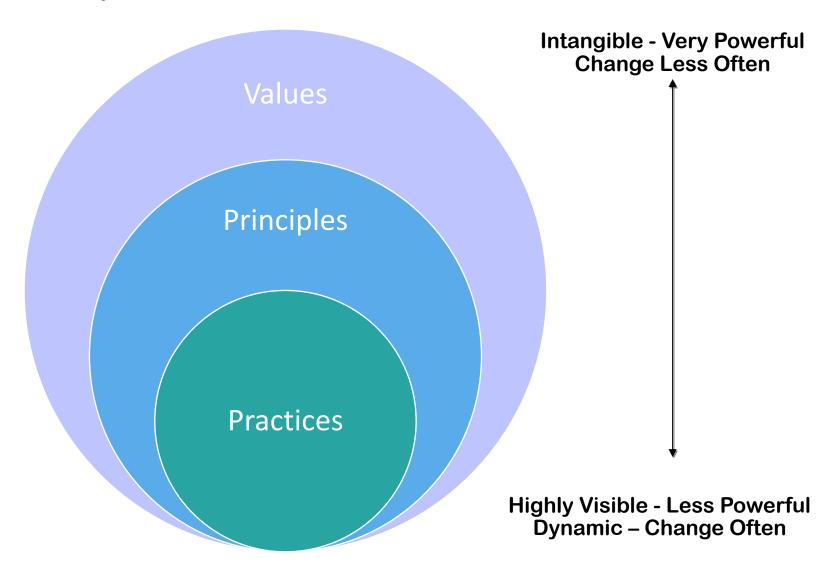
- Agility is the ability to both create and respond to change in order to profit in a turbulent business environment.
- Agility is the ability to balance flexibility and stability

Jim Highsmith, 2007

Agile Software Development

Agile Software Development in a Nutshell

#### Values, Principles, and Practices



#### The Agile Manifesto

## Values of AgileManifesto.org

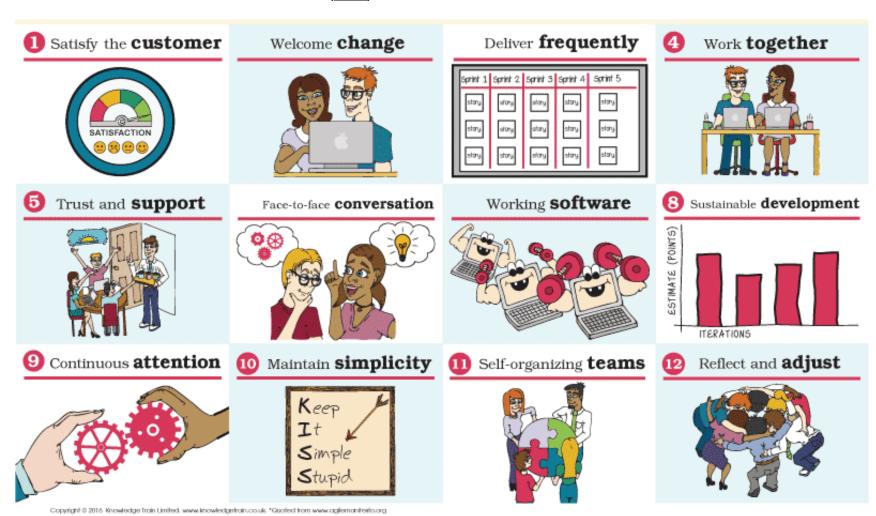
We are uncovering better ways of developing products by doing it and helping others do it. Through this work we have come to value:



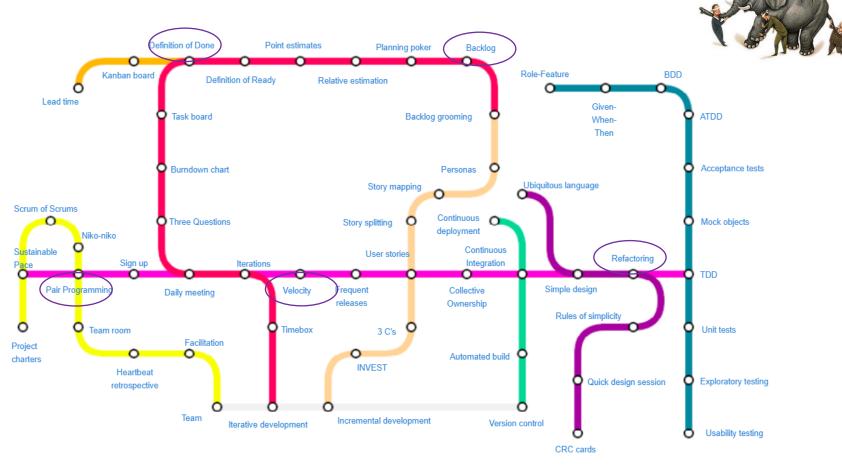
That is, while there is value in the items on the **right**, we value the items on the **left** more.

#### 12 Agile Principles

"In high-performance teams, the leaders managed the principles, and the principles managed the team." Carl Larson and Frank LaFasto (1989).



### Subway Map to Agile Practices



Lines represent practices from the various Agile "tribes" or areas of concern:

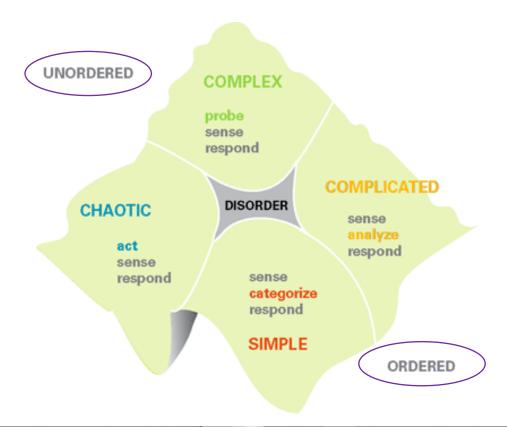


Agile Software Development

How It Works: Complexity and Cynefin

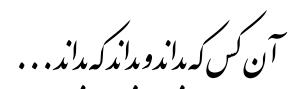
### The Cynefin :Sense Making Framework in a Complex World

Cynefin, pronounced kuh-nev-in, is a Welsh word that signifies the multiple factors in our environment and our experience that influence us in ways we can never understand.



#### Simple / Obvious / Clear (Ordered)

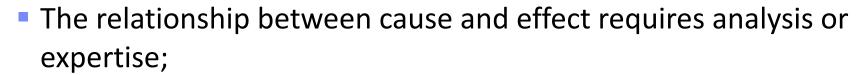
- Summary
  - Known-Known context
  - ▶ The domain of best practice
  - Right answer exists



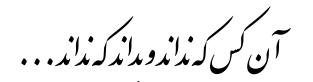
- The relationship between cause and effect is clear:
  - if you do X, expect Y.
- The advice is to "sense-categorize-respond":
  - establish the facts ("sense"),
  - categorize,
  - then respond by following the rule or applying best practice.
- The example: loan-payment processing.

#### Complicated (Ordered)

- Summary
  - Known-Unknown context
  - The domain of experts
  - There are a range of right answers.



- The framework recommends "sense—analyze—respond":
  - assess the facts,
  - analyze,
  - > and apply the appropriate good operating practice.
- The example: Car



#### Complex (Unordered)

- Summary
  - Unknown-Unknown context
  - ▶ The Domain of Emergence
  - ▶ There are no right answers
  - Flux and unpredictability



The example: battlefields, markets, ecosystems and corporate cultures

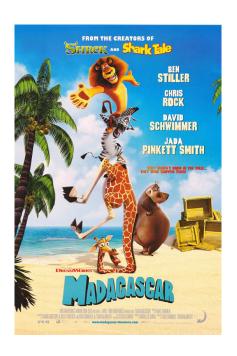


#### Complex (cont.)

- "Instructive patterns ... can emerge,"..."if the leader conducts experiments that are safe to fail." Cynefin calls this process "probe—sense—respond".
- The leader's job
  - create environments and experiments that allow patterns to emerge
  - increase levels of interaction and communication
  - use methods that can help generate ideas: Open up discussion (as through large group methods);
  - set barriers;
  - stimulate attractors;
  - encourage dissent and diversity;
  - manage starting conditions and monitor for emergence

## Complex: Madagascar! (Unknown Unknown)



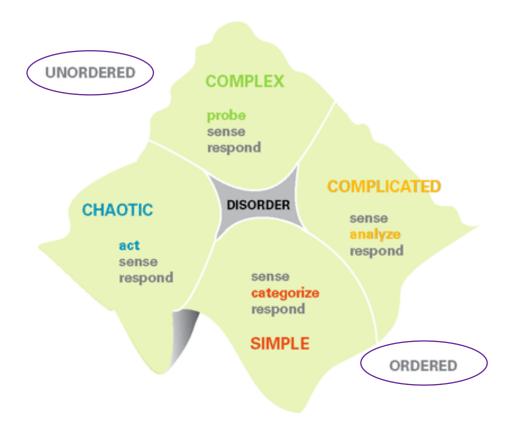


#### Chaotic (Unordered)

- Summary
  - Unknowables
  - ▶ The domain of rapid response
  - ▶ High turbulence, many decisions and no time, high tension
- In the chaotic domain, cause and effect are unclear.
- "Action—any action—is the first and only way to respond appropriately."
- In this context, managers "act—sense—respond":
  - act to establish order;
  - sense where stability lies;
  - respond to turn the chaotic into the complex.
- The example: The September 11 category.
- COVID-19?

### **Agility and Cynefin**

Which domain of the Cynefin works for the agility?



## QUIZ TIME

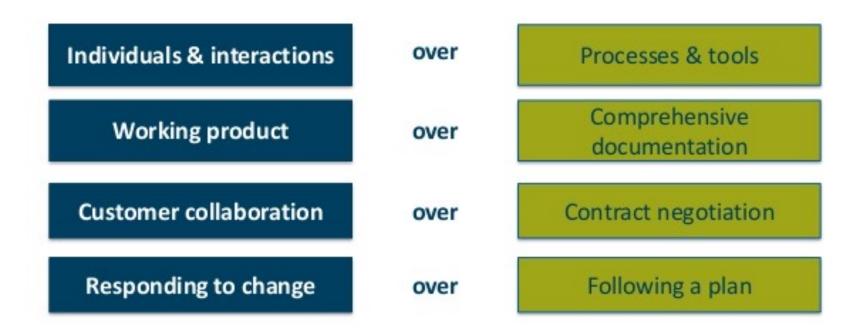
Agile Software Development

**Back to Agile Values and Principles** 

#### The Agile Values

Now think about the agile values again according to the Cynefin framework:

#### WHY?



#### The Agile Principles

Now think about the agile principles again according to the Cynefin framework:

#### WHY?

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

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

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Agile Software Development

An Elephant in the Dark

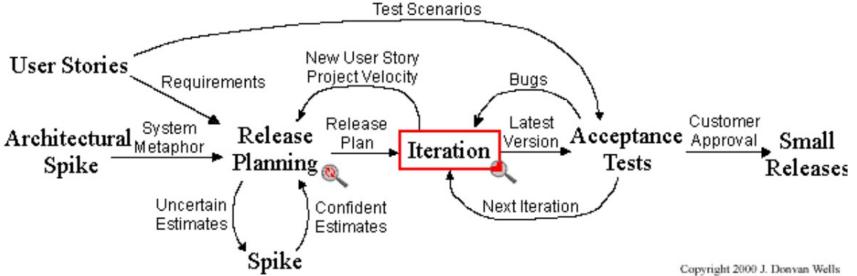
#### Why is XP like this?

Priorities Estimation Product Owner
User Stories Sprint
Iberative Process Sprint Backlog
Scrum Master Rejease
Scrum Chickens
Iterations
WAG. Agile Manifesto
Iterations
Bundown Chart Planning Meeting Agile Pigs
Business value Knowledge Transfer Team Board
Tasks List Development Team
Events
Product Backlog Retrospective
Review Meeting Agile Methodology
Requirements
Scrum Team
Increment





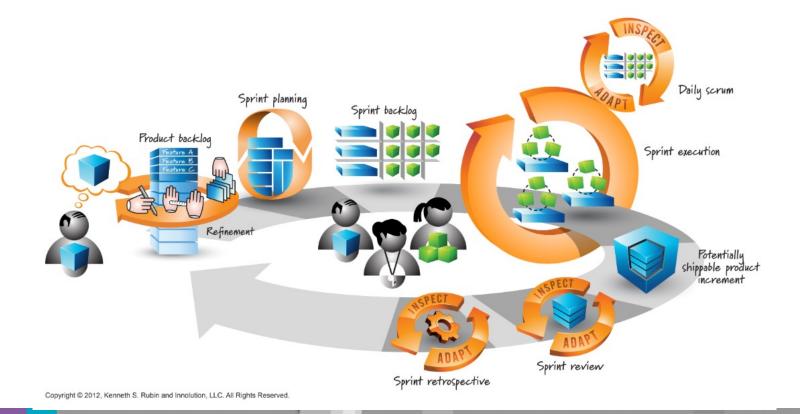
#### Extreme Programming Project



#### Why is Scrum like this?

Priorities Estimation Product Owner
User Stories Sprint
Iterative Process Sprint Backlog
Scrum Master Helase
Iterations
WAG. Agile Manifesto
Iterations
Bundown Chart Planning Meeting Agile Pigs
Business Value Knowledge Transfer Team Board
Tasks List Development Team
Product Backlog Retrospective
Review Meeting
Self Organizing
Scrum Team
Increment





#### **Next Session**

Priorities Estimation Product Owner User Stories Sprint
Ilterative Process Sprint Backlog
Scrum Master Release
Scrum Chickens
WAG, Agile Manifesto
Surdown Chart Planning Meeting Agile Pigs
Business value Knowledge Transfer Team Board
Tasks List Development Team
Product Backlog Retrospective
Review Meeting
Self Organizing
Scrum Team
Increment



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