Death by dogma versus assembling agile

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Principal technology officer Global agile thought leader Chief architect Accelerated Delivery Platform

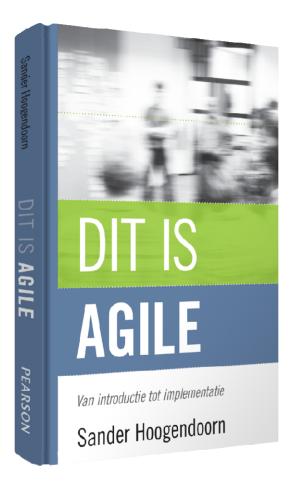
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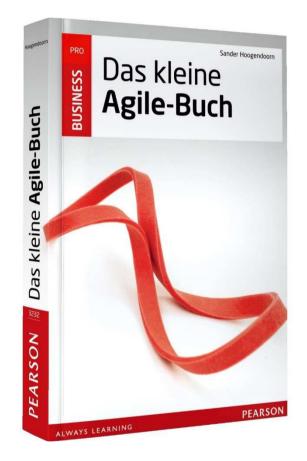
Author books on UML, agile Author +200 articles, columns Speaker +100 international conferences Microsoft Partner Advisory Council .NET Editorial boards & Advisory boards Capping IT Off Blog

Web

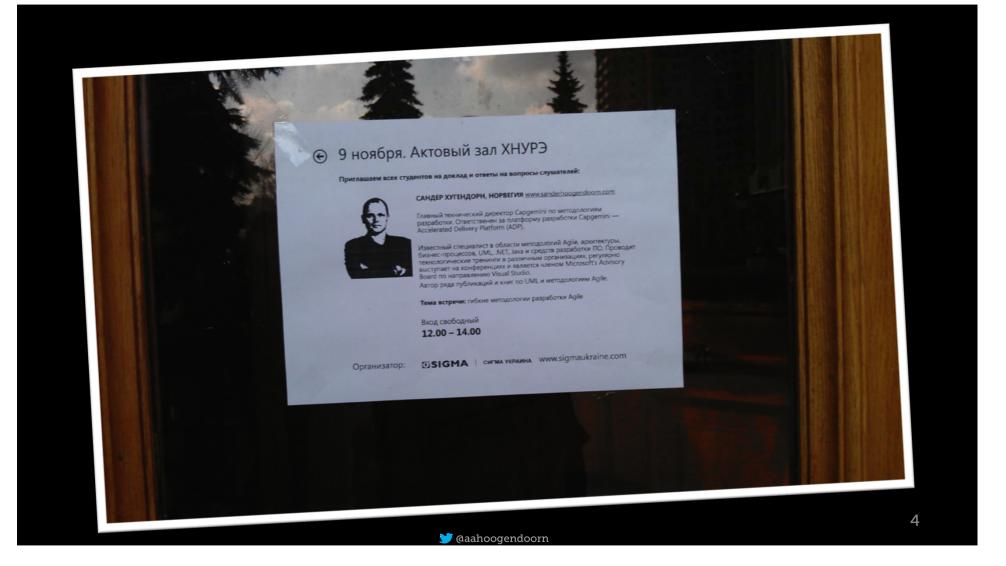
www.sanderhoogendoorn.com sander.hoogendoorn@capgemini.com @aahoogendoorn







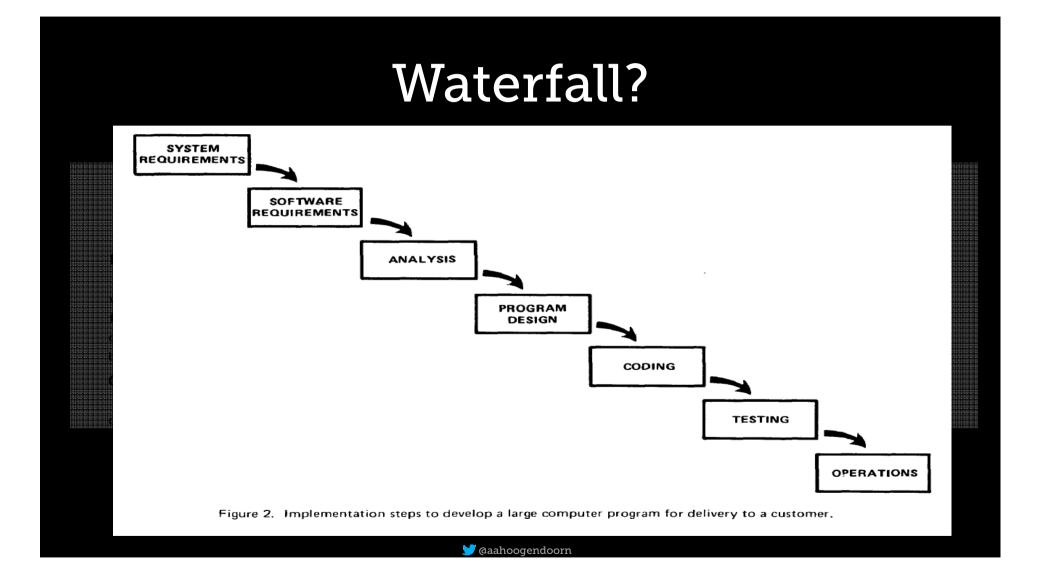




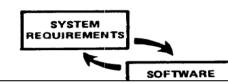
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Why waterfall won't work









STEP 3: DO IT TWICE

After documentation, the second most important criterion for success revolves around whether the product is totally original. If the computer program in question is being developed for the first time, arrange matters so that the version finally delivered to the customer for operational deployment is actually the second version insofar as critical design/operations areas are concerned. Figure 7 illustrates how this might be carried out by means of a simulation. Note that it is simply the entire process done in miniature, to a time scale that is relatively small with respect to the overall effort. The nature of this effort can vary widely depending primarily on the overall time scale and the nature of the critical problem areas to be modeled. If the effort runs





You would believe ...

F.M.	13 hours ago		
	aahoogendoorn Sander Hoogendoorn Just witnessed a 10M Euro classical #waterfall software development project fail miserably. What's your feedback?		
C Pour	tbroek Twan van den Broek 📭 by asboonendoorg	a	100

because waterfall doesn't work, right?

So the methodology doesn't work

13 hours ago



aahoogendoorn Sander Hoogendoorn Just witnessed a 10M Euro classical #waterfall software development project fail miserably. What's your feedback?

@aahoogendoorn They should never have used waterfall.

@aahoogendoorn Does the name of the project coincidently start with a C?

But how would you feel if ...



aahoogendoorn Sander Hoogendoorn



@aahoogendoorn This project likely did ScrumBut, not Scrum.

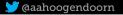
didn't deliver anything. As said, agile nor Scrum are silver bullets. :)



22 Sep

aahoogendoorn Sander Hoogendoorn

So it's not the methodology, right?







- 1. **Shu** (守:しゅ[?], "protect", "obey") traditional wisdom learning fundamentals, techniques, heuristics, proverbs
- 2. Ha (破:は[?], "detach", "digress") breaking with tradition finding exceptions to traditional wisdom, reflecting on their truth, finding new ways, techniques, and proverbs
- 3. **Ri** (離:り[?], "leave", "separate") transcendence there are no techniques or proverbs, all moves are natural





Lowering Our Fences







Dogmagile

Dogma

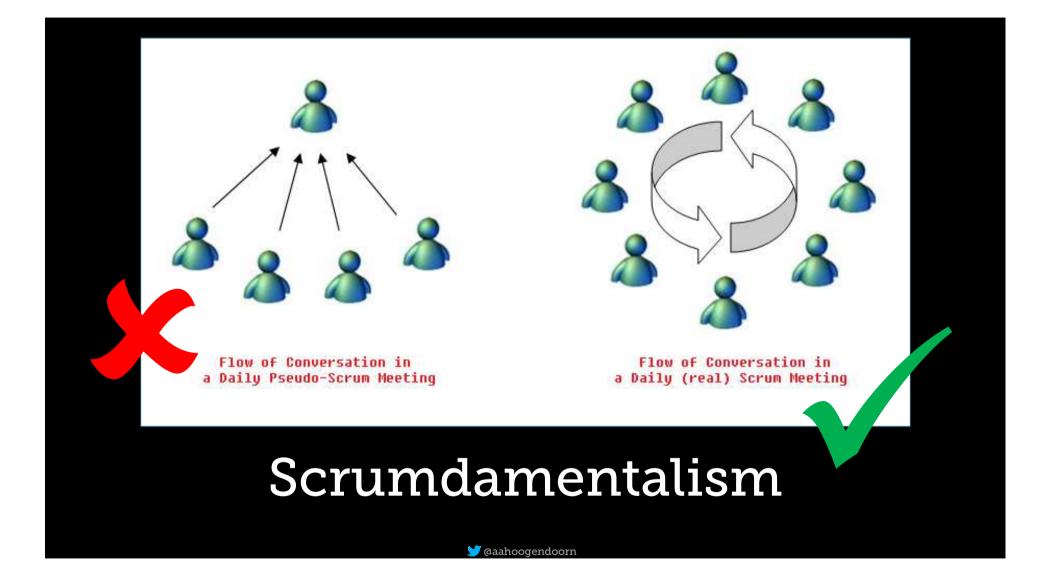
From Wikipedia, the free encyclopedia

For other uses, see Dogma (disambiguation).

Dogma is the established belief or doctrine held by a religion, or a particular group or organization^[1]. It is authoritative and not to be disputed, doubted, or diverged from, by the practitioners or believers. Although it generally refers to religious beliefs that are accepted without reason or evidence, they can refer to acceptable opinions of philosophers or philosophical schools, public decrees, or issued decisions of political authorities.^[2] The term derives from Greek $\delta \delta \gamma \mu \alpha$ "that which seems to one, opinion or belief"^[3] and that from $\delta \sigma \kappa \epsilon \omega$ (*dokeo*), "to think, to suppose, to imagine".^[4] Dogma came to signify laws or ordinances adjudged and imposed upon others by the First Century. The plural is either *dogmas* or *dogmata*, from Greek $\delta \delta \gamma \mu \alpha \pi \alpha$. Today, It is sometimes used as a synonym for systematic theology.

Crusader Agile





Stand up meetings



Sit down meetings...



Scrumdamentalism

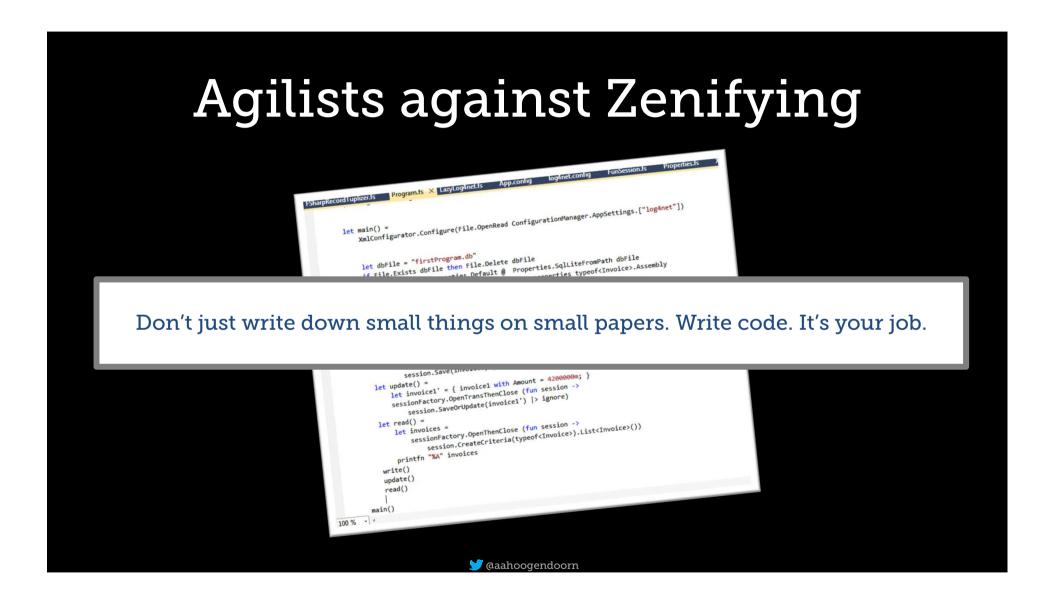


Agilists against Zenifying



Just write down small things on small papers. It's your kaizen.



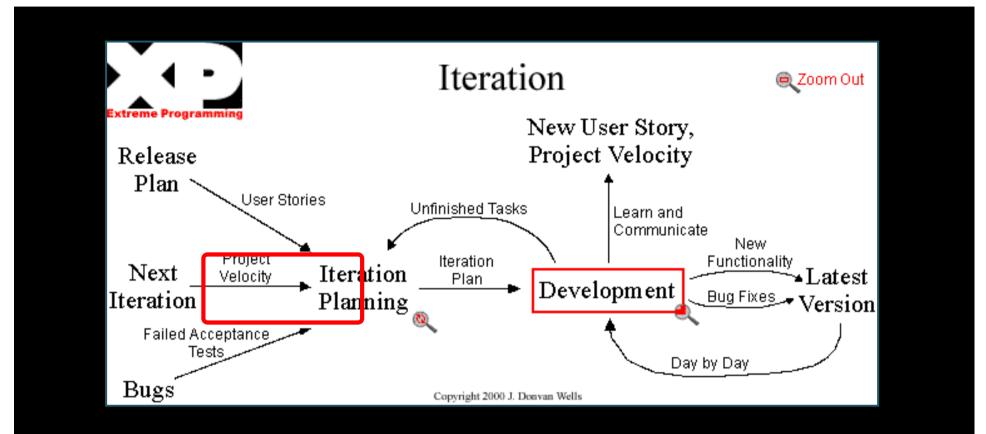




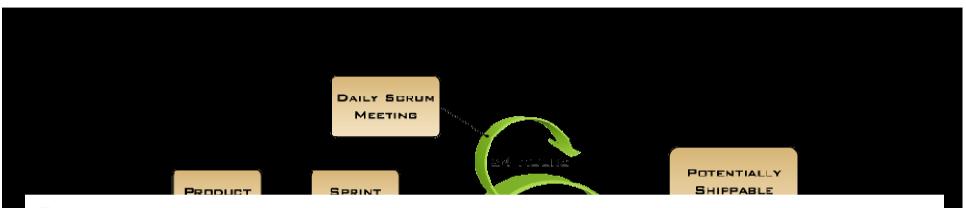
There is no so thing as one-size-fits-all agile

Teams and roles





Customer, Coach, Developer

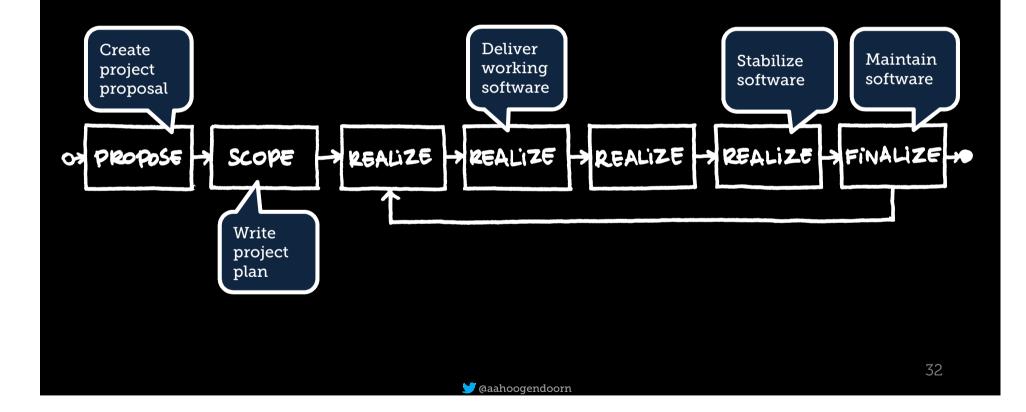


Team

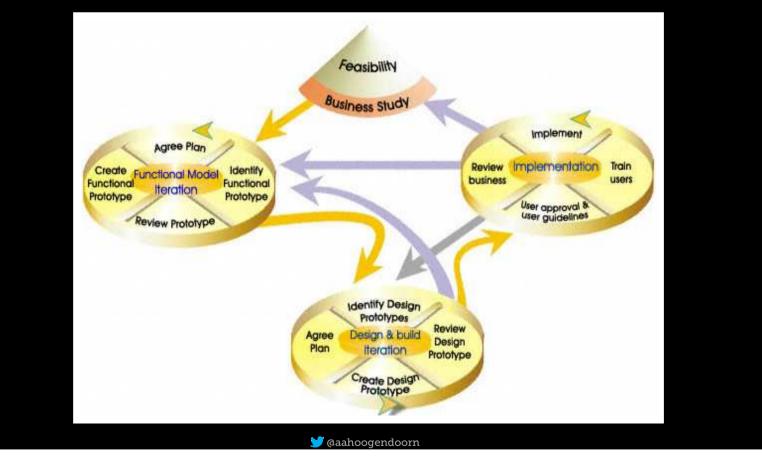
The Team is responsible for delivering the product. A Team is typically made up of 5–9 people with cross-functional skills who do the actual work (analyse, design, develop, test, technical communication, document, etc.). It is recommended that the Team be self-organizing and self-led, but often work with some form of project or team management.



Customer, User, Domain Expert Project Manager, Coach, Developer, Tester







Teams?



What is the key to being successful as a team?



Collaboration



Self-organization



But what happens



to old roles?

An example team

A typical Scrum team? Product owner /1 Business analyst /2 Information analyst /2 SAP CRM /1 SAP XI/ BPM /2 SAP ABAP /1 UI developer /1 .NET developer /1 Java developer /1 Tester /2 Scrum master /1 Agile coach /1

Rowing Contest Collaboration



The Bob-the-Builder-Syndrome

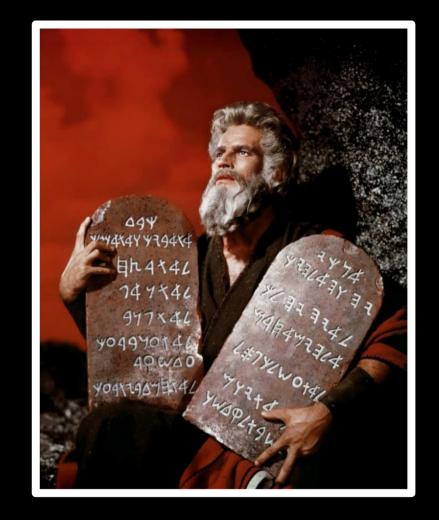


Can we build it? Yes, we can!

The backlog

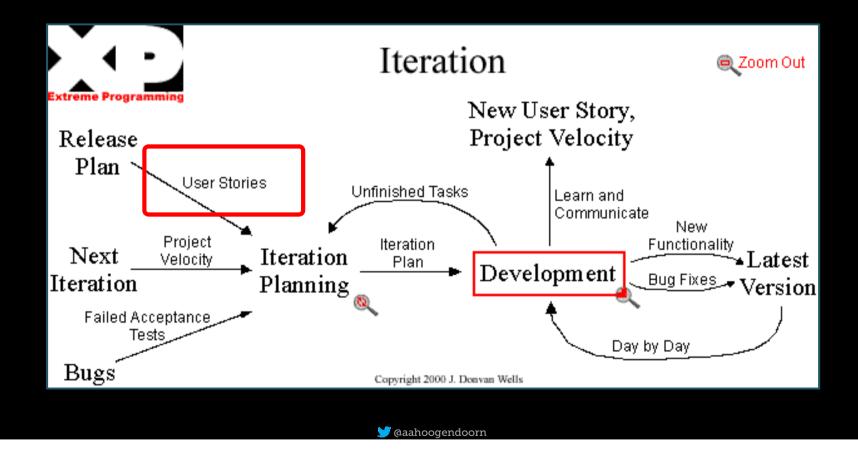


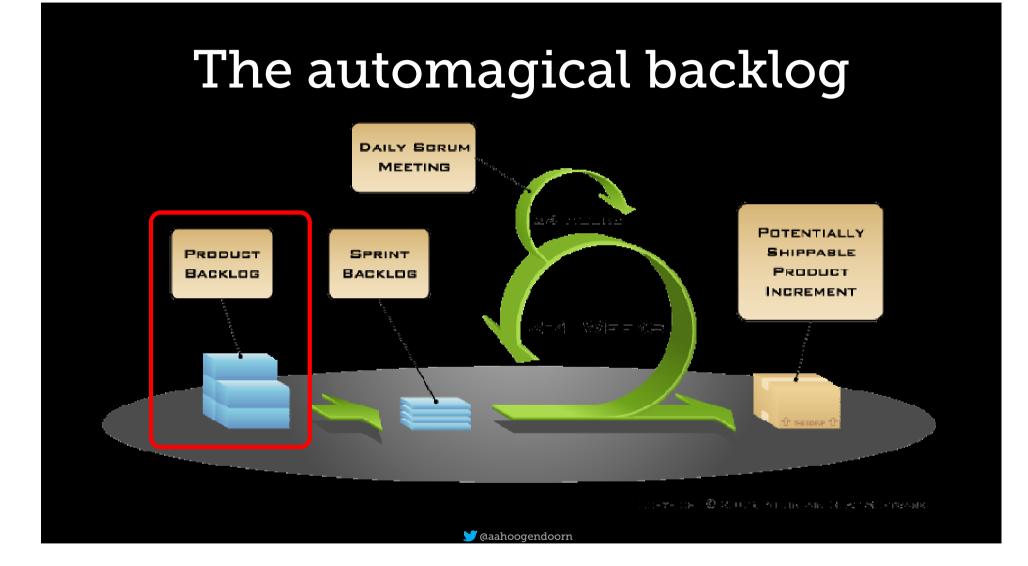
Where does it come from?



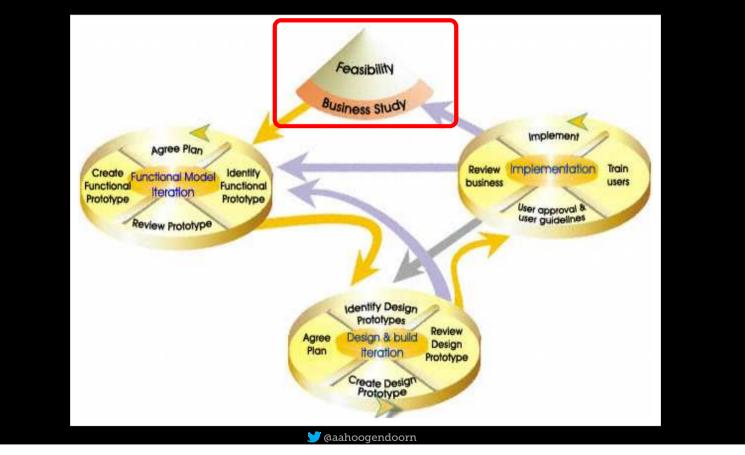
And on the seventh day Ken created the backlog

The automagical backlog

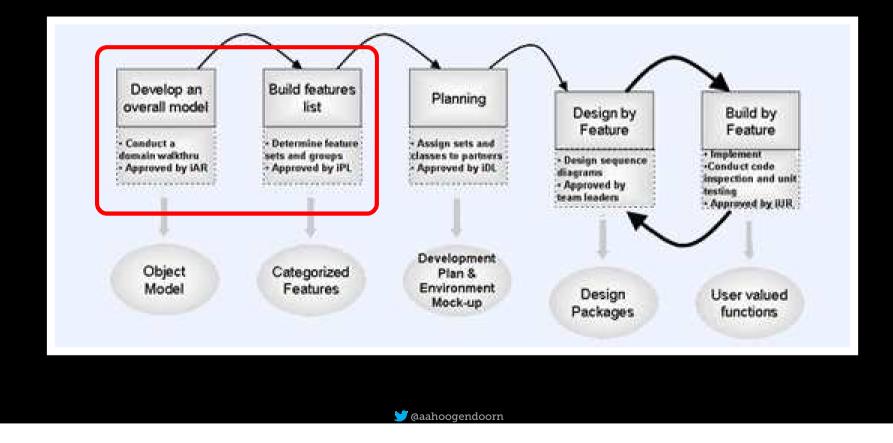


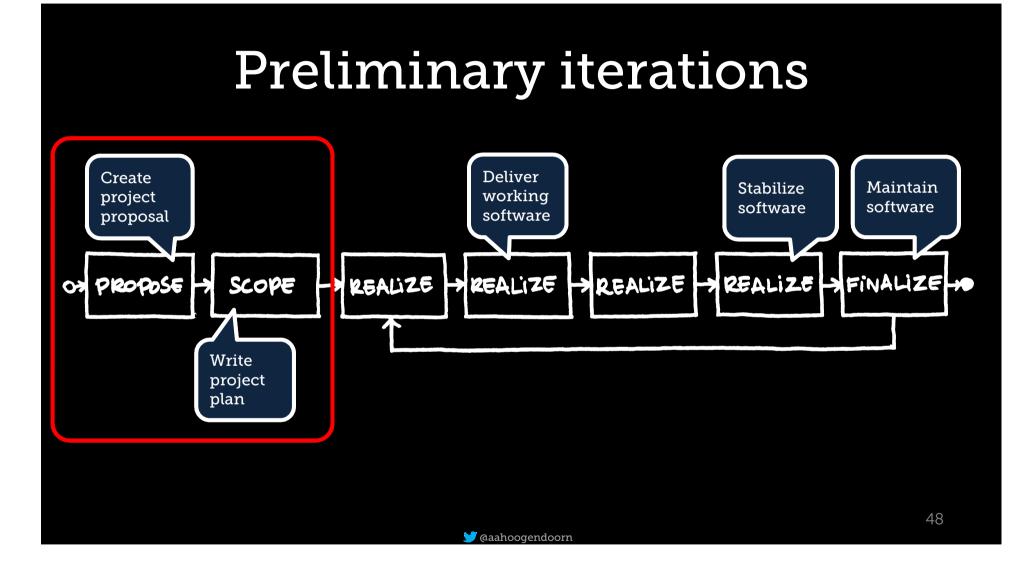


Preliminary iterations



Preliminary iterations





Documentation Frenzy



Documentation Frenzy





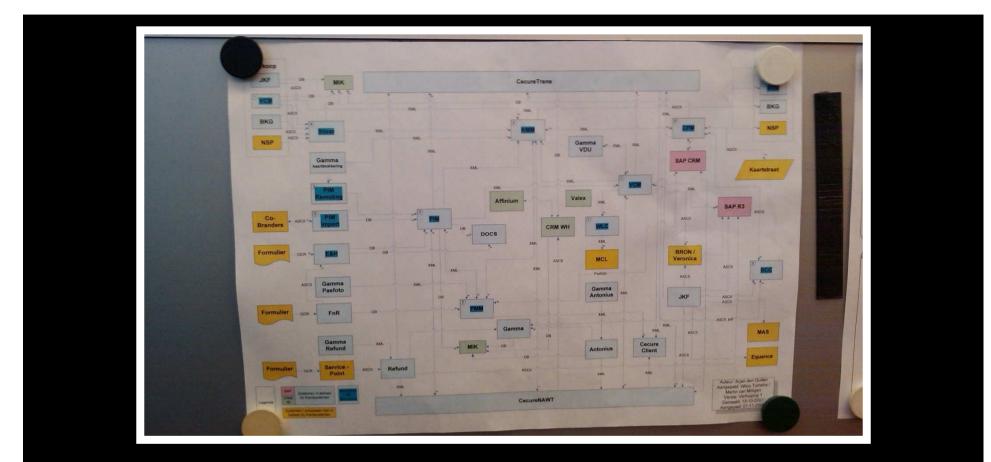
AS A [TYPE OF USER]

I WANT [SOME GOAL]

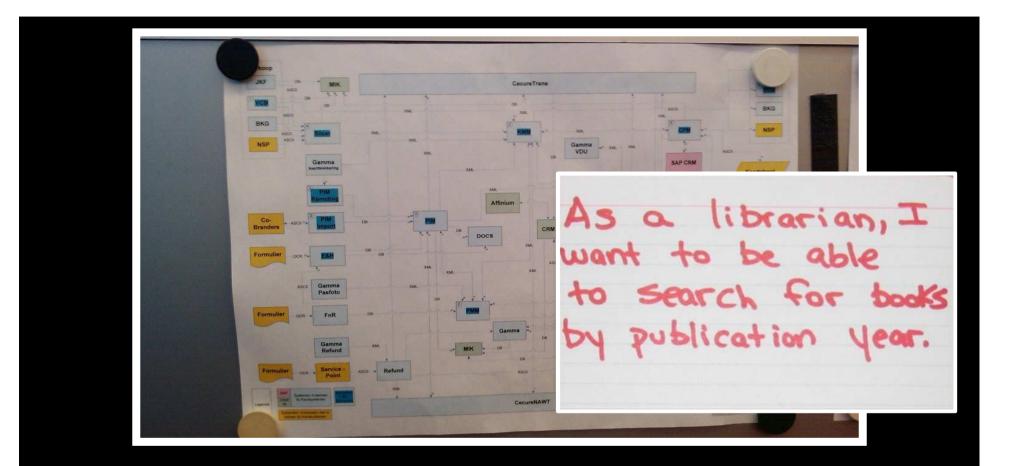
SO THAT [SOME REASON].

User stories 🛞

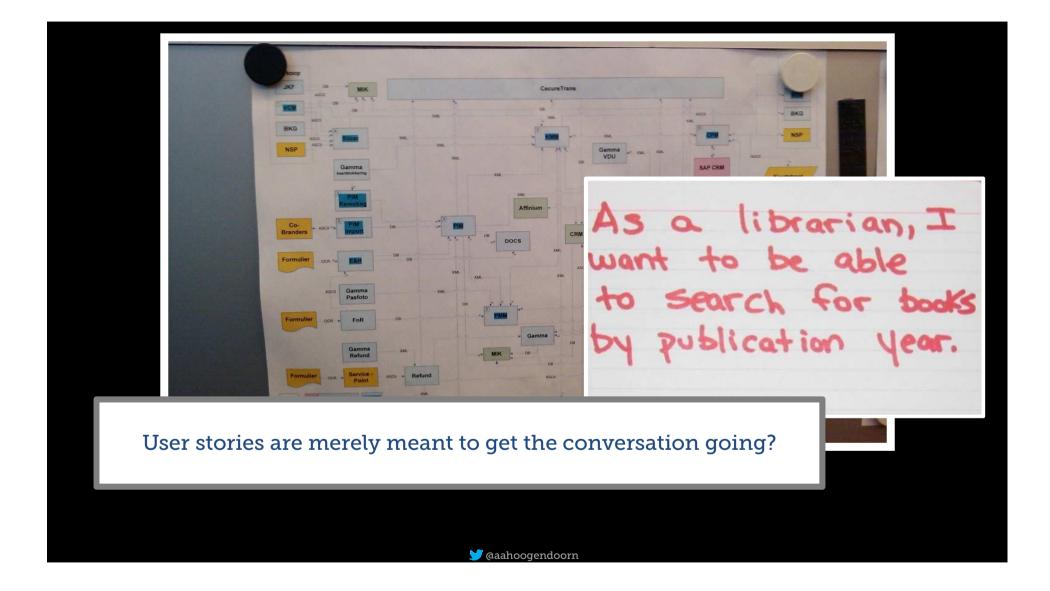
As proven by 1 can login After 1 Buy something 1 907 A Confirmation Email



But if your IT landscape looks like this ...



Index cards might just not do the trick



So what about documentation?

Manifesto for Agile Software Development

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

Individuals and interactions over processes and tools Working software over comprehensive documentation

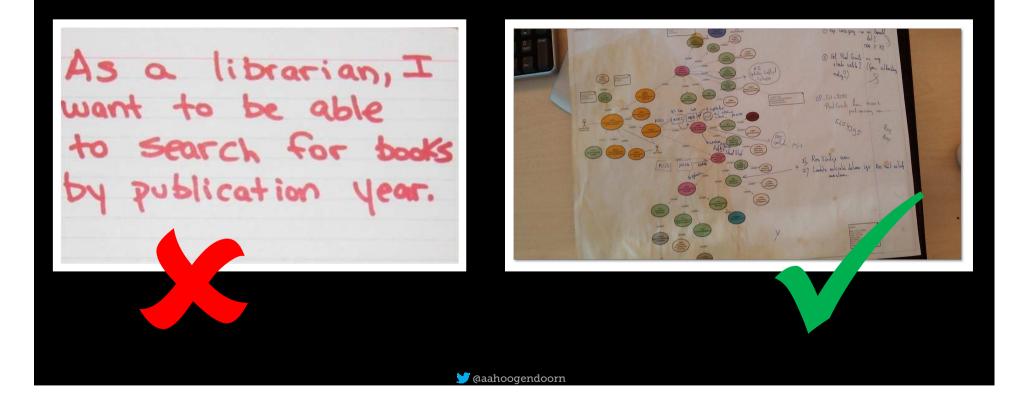
Customer collaboration over contract negotiation Responding to change over following a plan

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



The agile manifesto doesn't say no documentation (or modeling)

Will you document to maintain?



Project Lifetime	
	Application Lifetime
<	Time
	TIME

Eventually your software will go into maintenance (hopefully)

Levels of requirements

cloud	E	Scope
Kite	22	REQUIREMENTS
SEA	m	USER GOAL
Fish	\aleph	SUBFUNCTION
CLAM	E	TOOLOW

Huge cases

velden getoond.

5.3 S3 Naam nummer controle

Stap	Beschrijving	Referentie
S1.	Het systeem zoekt de naam van de rekeninghouder op, het huidige woonadres en indien aanwezig ook het correspondentie adres behorende bij het opgevoerde rekeningnummer.	
S2.	Het systeem toont de naam, het woonadres.	{buitenlands}
S3.	Het systeem toont de het correspondentie adres	{geen corr. adres} {buitenlands}
S4.	De actor voert de naam-nummer controle uit	
S5.	De actor voert het resultaat in van de naam-nummer controle	

5.3.1.1 Toelichting stap S2

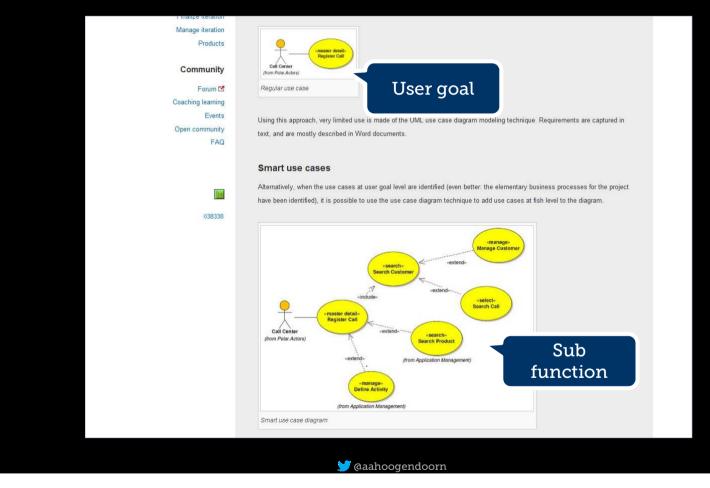
Indien een opgehaald adres een buitenlands adres betreft, dan worden uitsluiten de buitenlandse adres velden getoond.

5.3.1.2 Toelichting stap S3

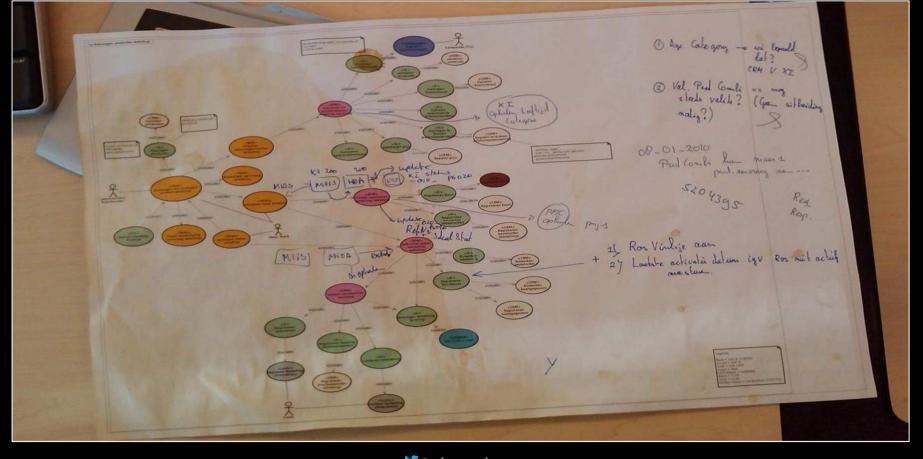
Indien er geen correspondentie adres wordt gevonden, wordt de sectie correspondentie adres niet getoond, en indien het opgehaalde correspondentie adres een buitenlands adres betreft, dan worden uitsluitend de buitenlandse adres velden getoond.

Hard to build,	ekeningnummer en party		
-		Referentie	
Impossible to test	oon een leeg invoerscherm voor het opvoeren van een rekening t selecteren van een party		
Sz. De actor voen een rekening nummer in		{rekening is niet	

Different levels of use cases



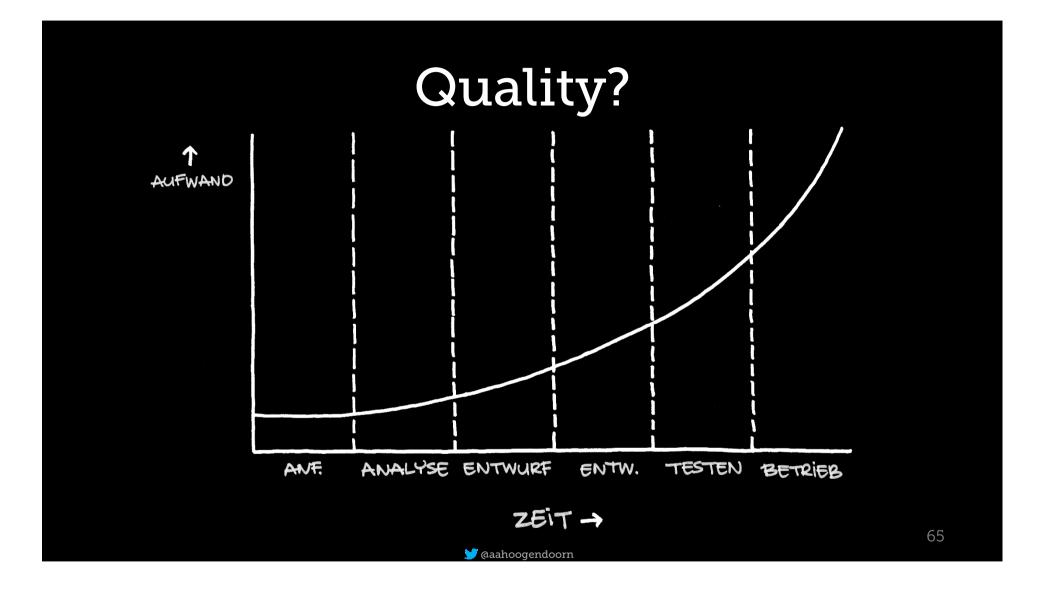
Smart use cases

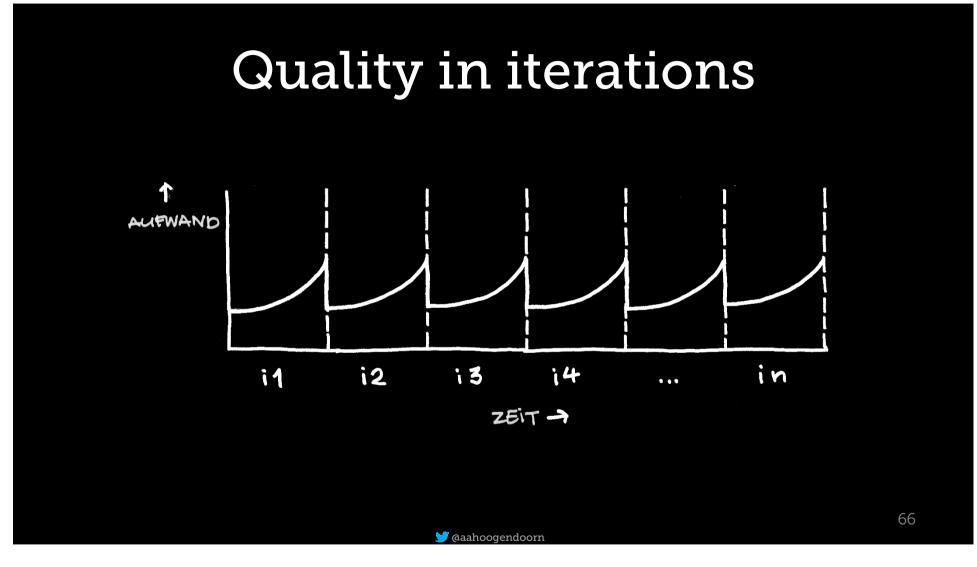


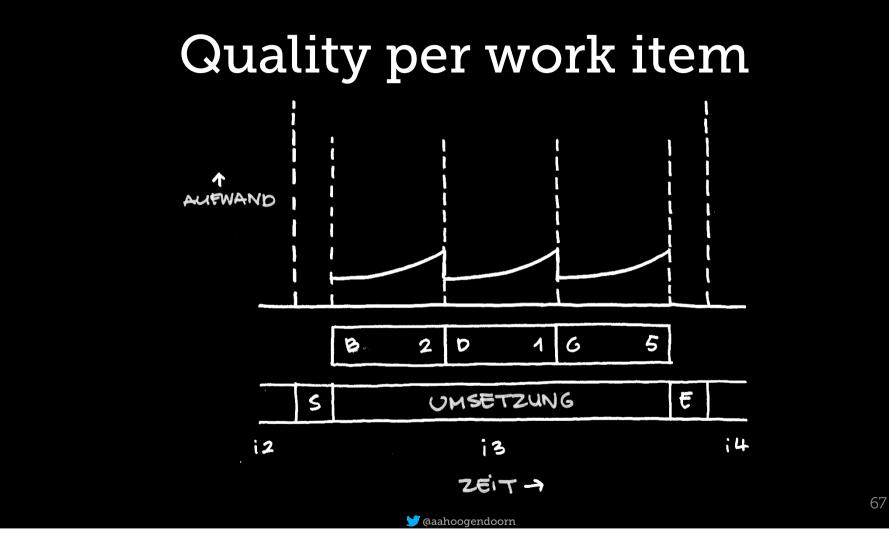


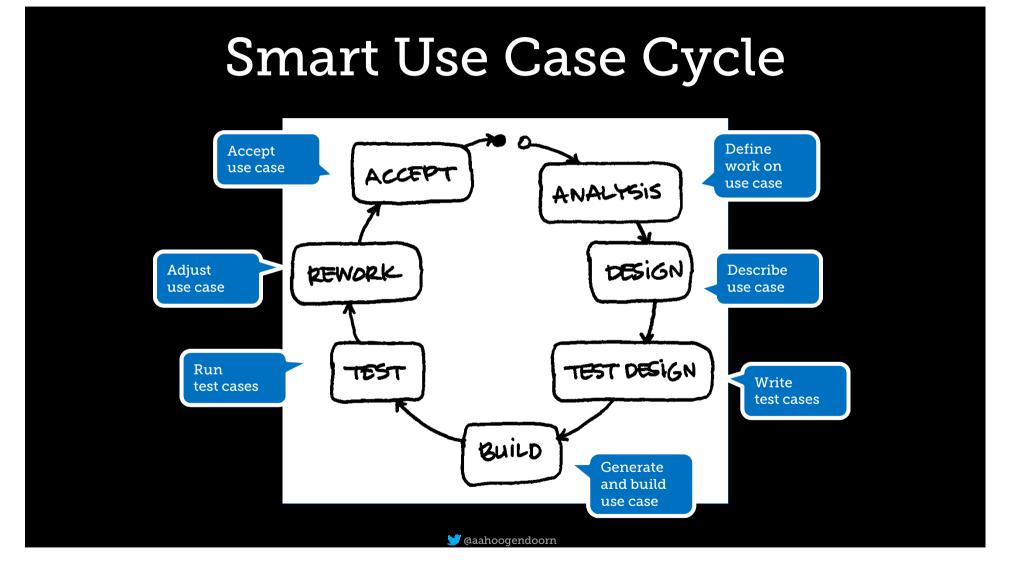


Work item life cycle







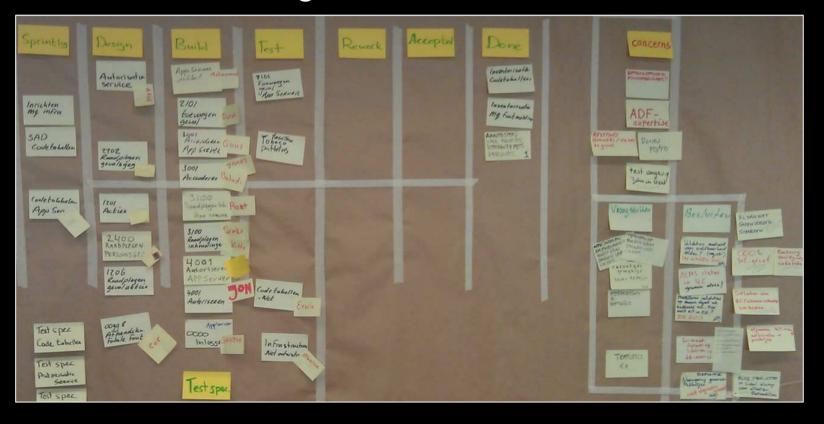


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Bay Staff	- 12		1	
Part Salar		-		



Work item life cycle

Life cycle dashboard



Toyota's six rules

- Do not send defective products to the subsequent process
- The subsequent process comes to withdraw only what is needed
- Produce only the exact quantity withdrawn by the subsequent process
- Level the production
- · Kanban is a means of fine tuning
- Stabilize and rationalize the process

Kanban is "JUST" an approach to improve your processes

The theory of constraints

- 1. Identify the system's constraint(s). That which prevents the organization from obtaining more of the goal in a unit of time.
- 2. Decide how to exploit the system's constraint(s). How to get the most out of the constraint.
- 3. Subordinate everything else to above decision. Align the whole system or organization to support the decision made above.
- 4. Elevate the system's constraint(s). Make other major changes needed to break the constraint.
- 5. Go back to step 1

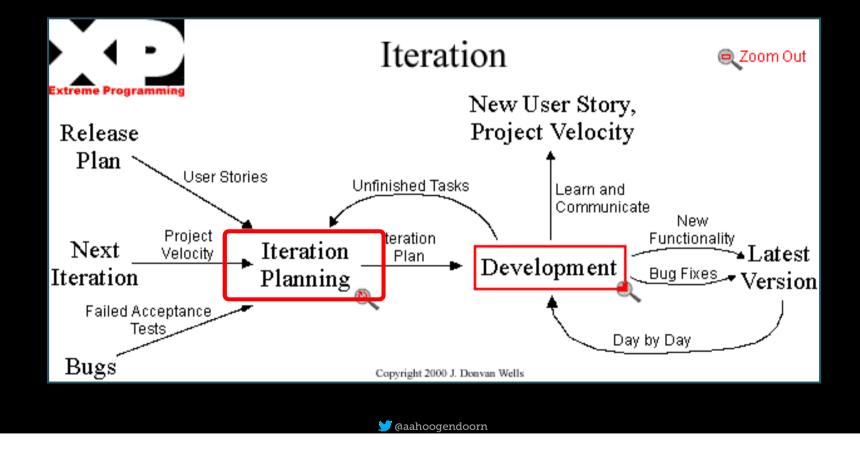
And remember: a chain is no stronger than its weakest link

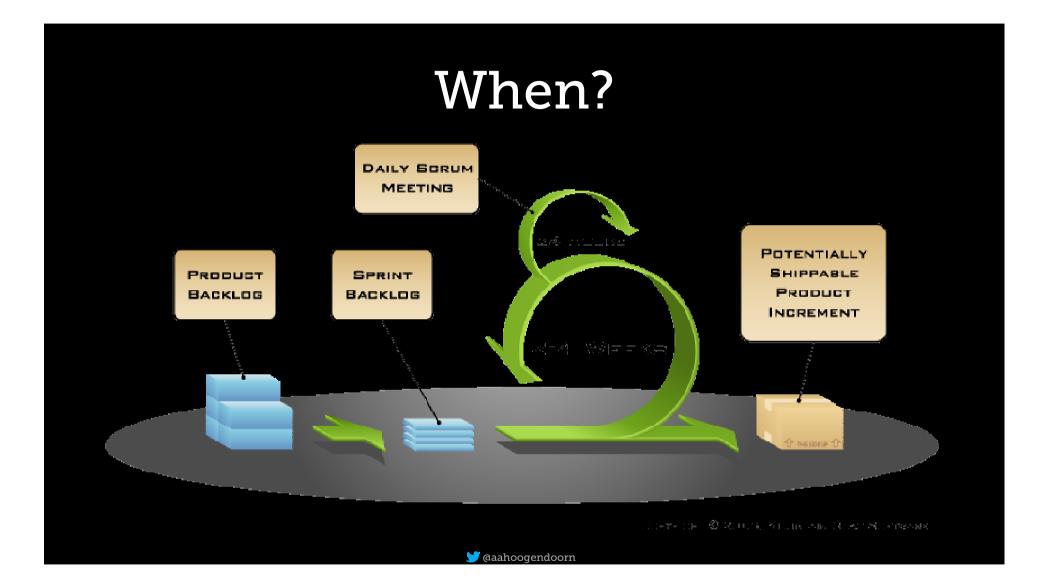




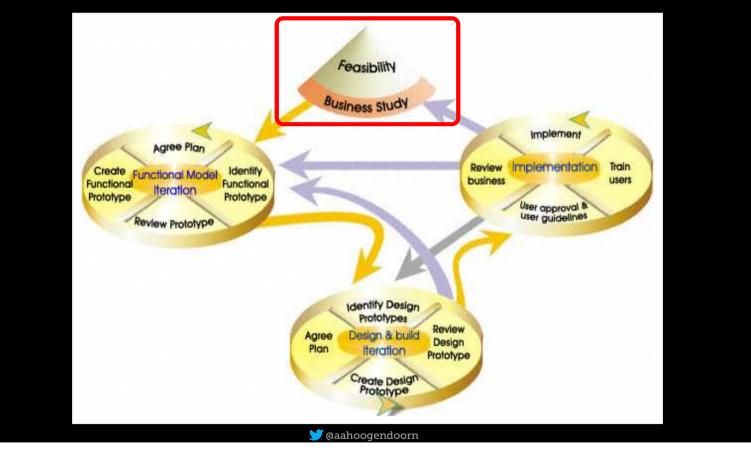
On when to estimate



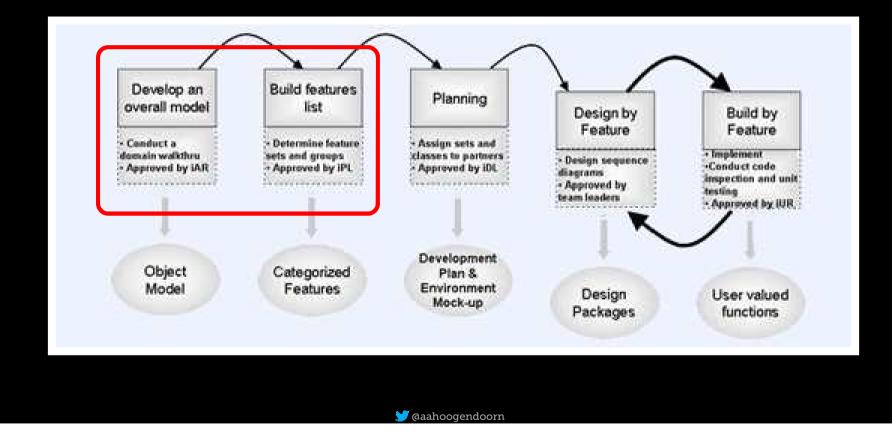


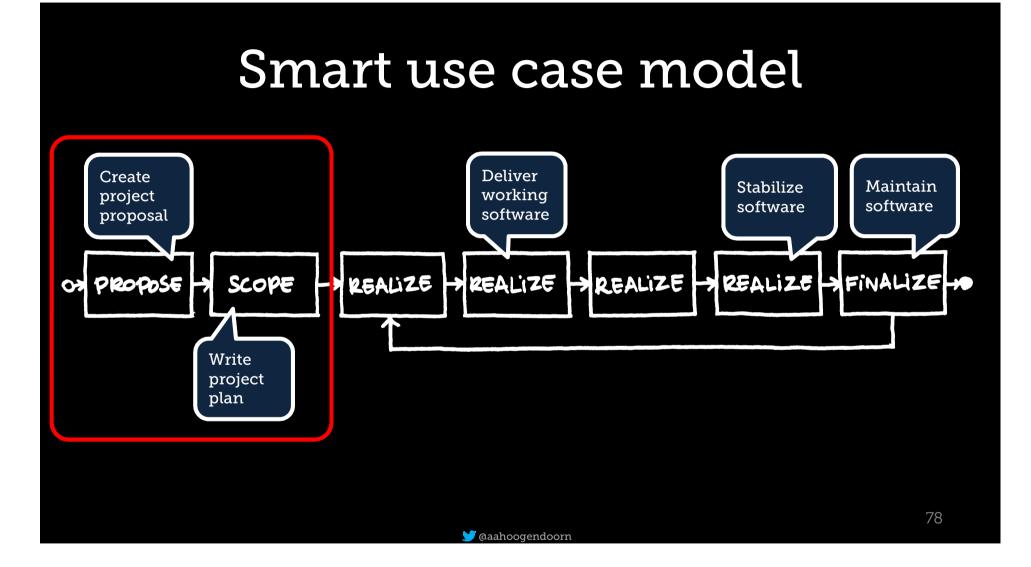


Again ... preliminary iterations



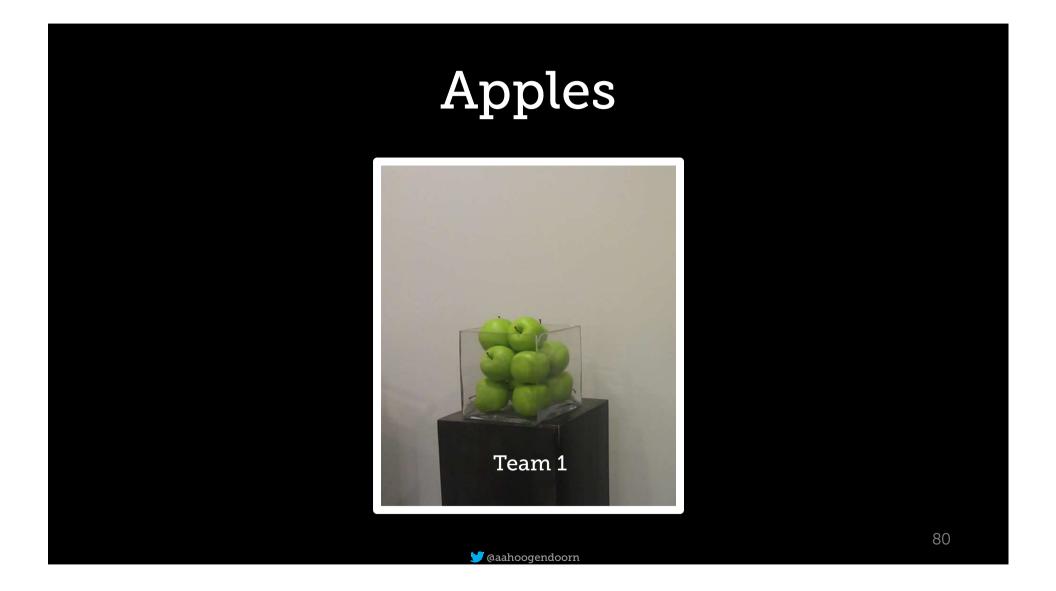
The overall model



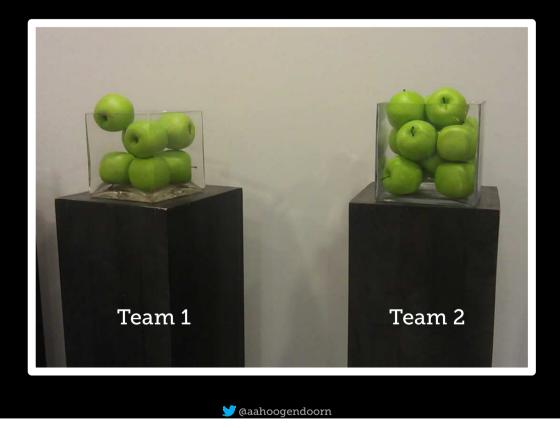




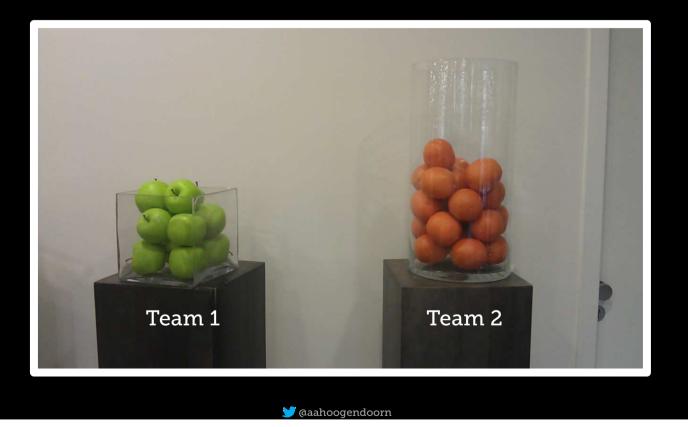
Guesstimation



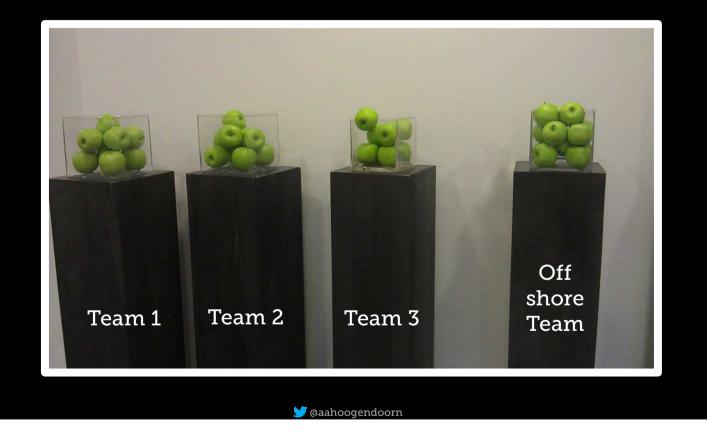
Apples and apples



Apples and oranges

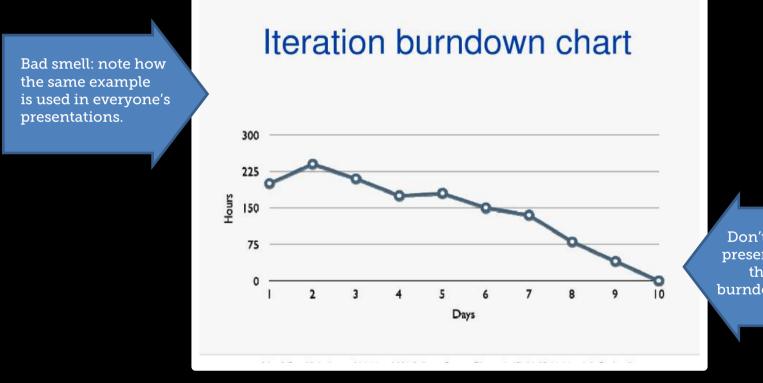


Distributed Apples



Mandatory burn down chart?

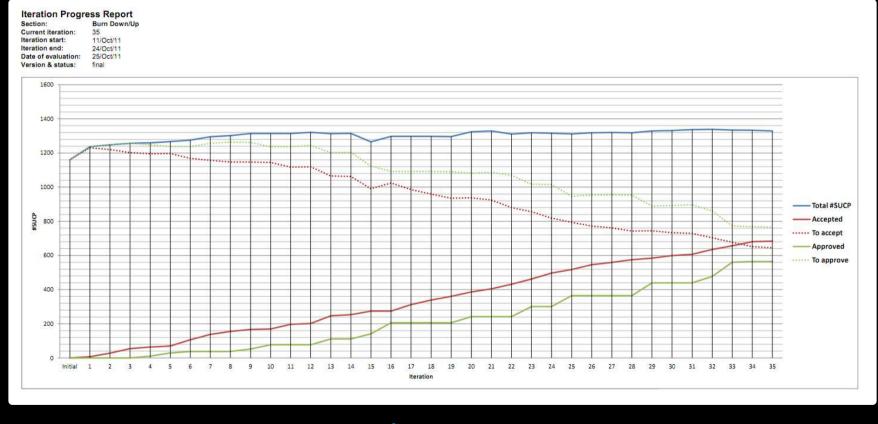
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Don't trust a vendor presentation if it has this example of a burndown chart in it.

😏 @aahoogendoorn

We have our ups and downs



🄰 @aahoogendoorn

Lightweight agile can be to enterprise projects

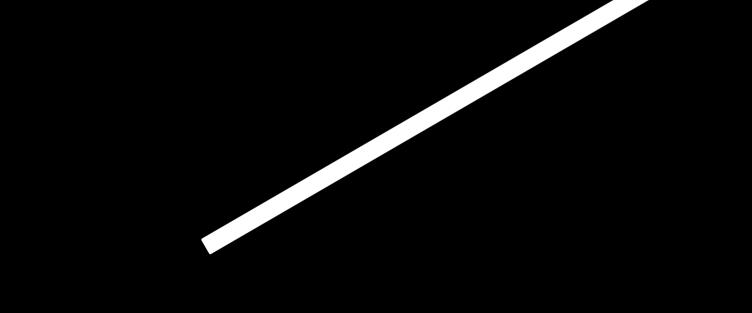




What Monopoly is to solving the financial crisis

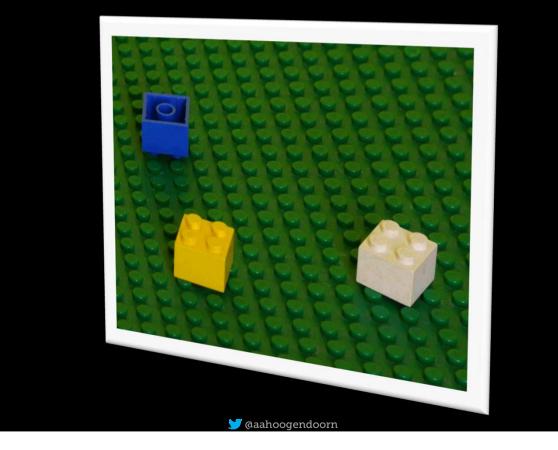
🔰 @aahoogendoorr





🄰 @aahoogendoorn

Assembling Agile



Static versus Dynamic Agile



🎽 @aahoogendoorn

Project Approach

```
public interface IApproach
{
   List<ITeam> Teams { get; set; }
   IDashBoard Board { get; set; }
   IUnitOfWork Unit { get; set; }
}
public abstract class Approach : IApproach
{
   public List<ITeam> Teams { get; set; }
   public IDashBoard Board { get; set; }
   public IUnitOfWork Unit { get; set; }
}
```

Static Approach

```
public class Scrum : Approach
{
    public Scrum()
    {
        Teams = new List<ITeam> {new LocalTeam()};
        Board = new TaskBoard();
        Unit = new UserStory();
    }
}
public class ScrumProject
{
    public Scrum Approach = new Scrum();
}
```

🔰 @aahoogendoorn

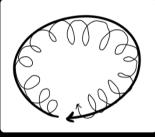
Dynamic Approach

```
public class Project
```

```
public IApproach Approach { get; set; }
```

```
public class MyProject : Project
{
    public MyProject()
    {
        Approach = new Smart();
        Approach.Board = new KanbanBoard();
        Approach.Teams.Add(new LocalTeam());
        Approach.Teams.Add(new LocalTeam());
        Approach.Teams.Add(new UkranianTeam());
        Approach.Teams.Add(new UkranianTeam());
        Approach.Unit = new Feature();
    }
}
```

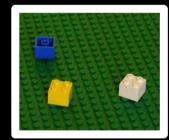
Assembling Agile – The basics of agile



Short Iterations



Collaborative Teams



Small Unit of Work



Continuous Planning



Deliver Early & Often



Simplify Communication

🔰 @aahoogendoorn

Lightweight Agile

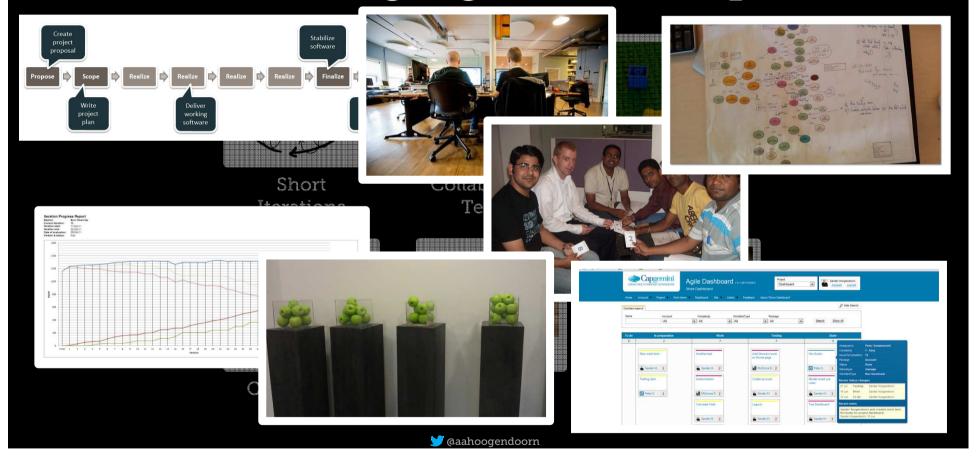




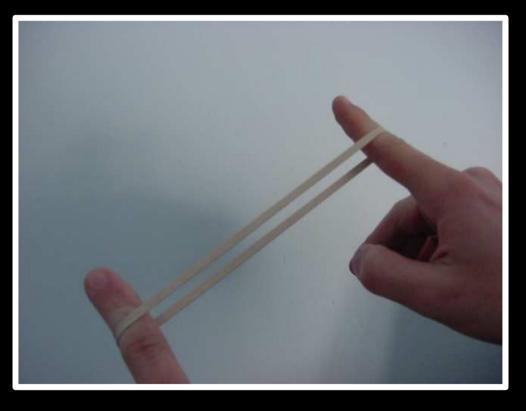
Enterprise Agile



Assembling Agile – Enterprise



Institutionalizing agile



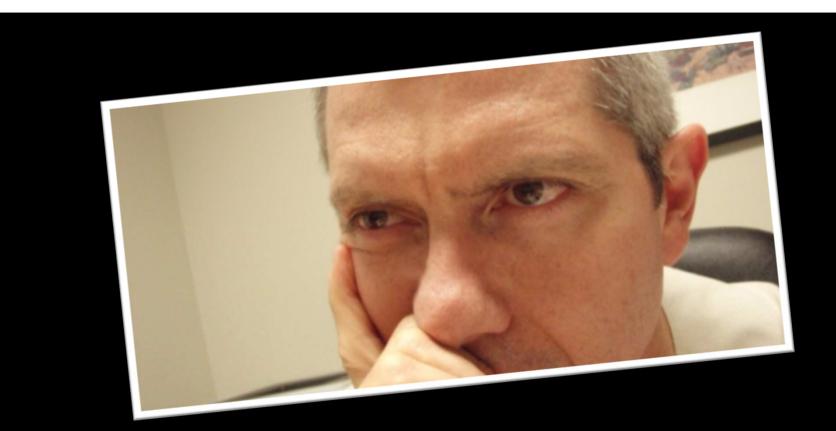
🈏 @aahoogendoorn

Freedom and flexibility



Institutionalizing agile

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In retrospective

🄰 @aahoogendoorn



Agile is no religion



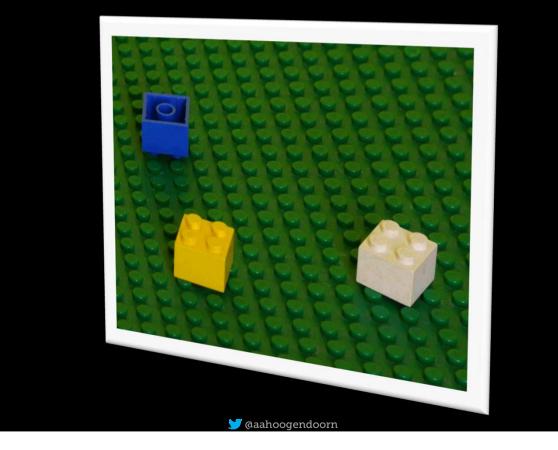
So don't be a zealot

🔰 @aahoogendoorn

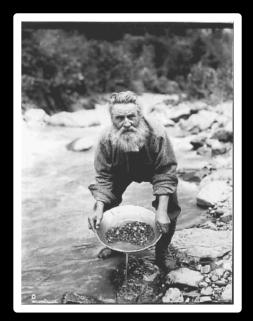




Assembling Agile



Value is found

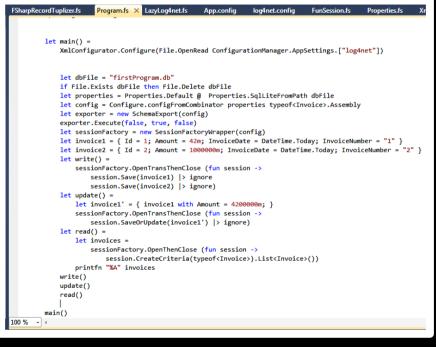


In all agile approaches

(and yes, even in waterfall)

🔰 @aahoogendoorn

And please can we cut the fluffiness



And go back to work?



