



AGILE ON
THE BEACH

15-16

CORNWALL
SEPTEMBER
2011

What is this Agile thing?



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Allan Kelly

- Training & Coaching for Agile adoption and deepening
- Author:
 - *Changing Software Development: Learning to be Agile*, Wiley 2008.



97 Things Every Programmer Should Know, Henney, 2010

Context Encapsulation in Pattern Languages of Program Design
Volume 5, 2006



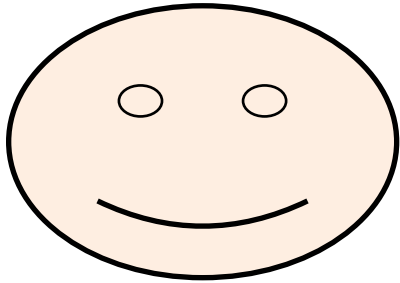
Business
Patterns for
Software
Developers
(2012)

Agile is....



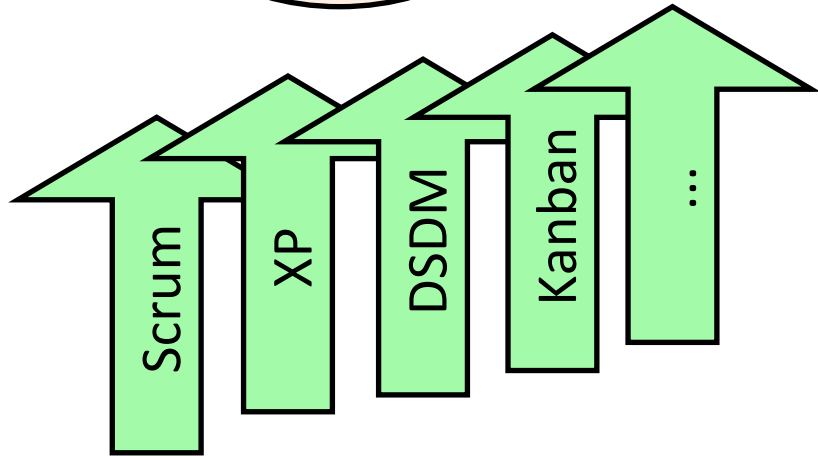
- A response to failed IT projects
 - Late, under performing
- Process change for new technology tools
 - Object oriented languages, The Web
- Collection of good management & engineering practices & processes

Agile, Agile methods & Agile toolkit



The State of *Agile*
(our objective)

- Quick on our feet
- Deliver quickly
- Respond to change rapidly
- Seize opportunities



Agile Methods

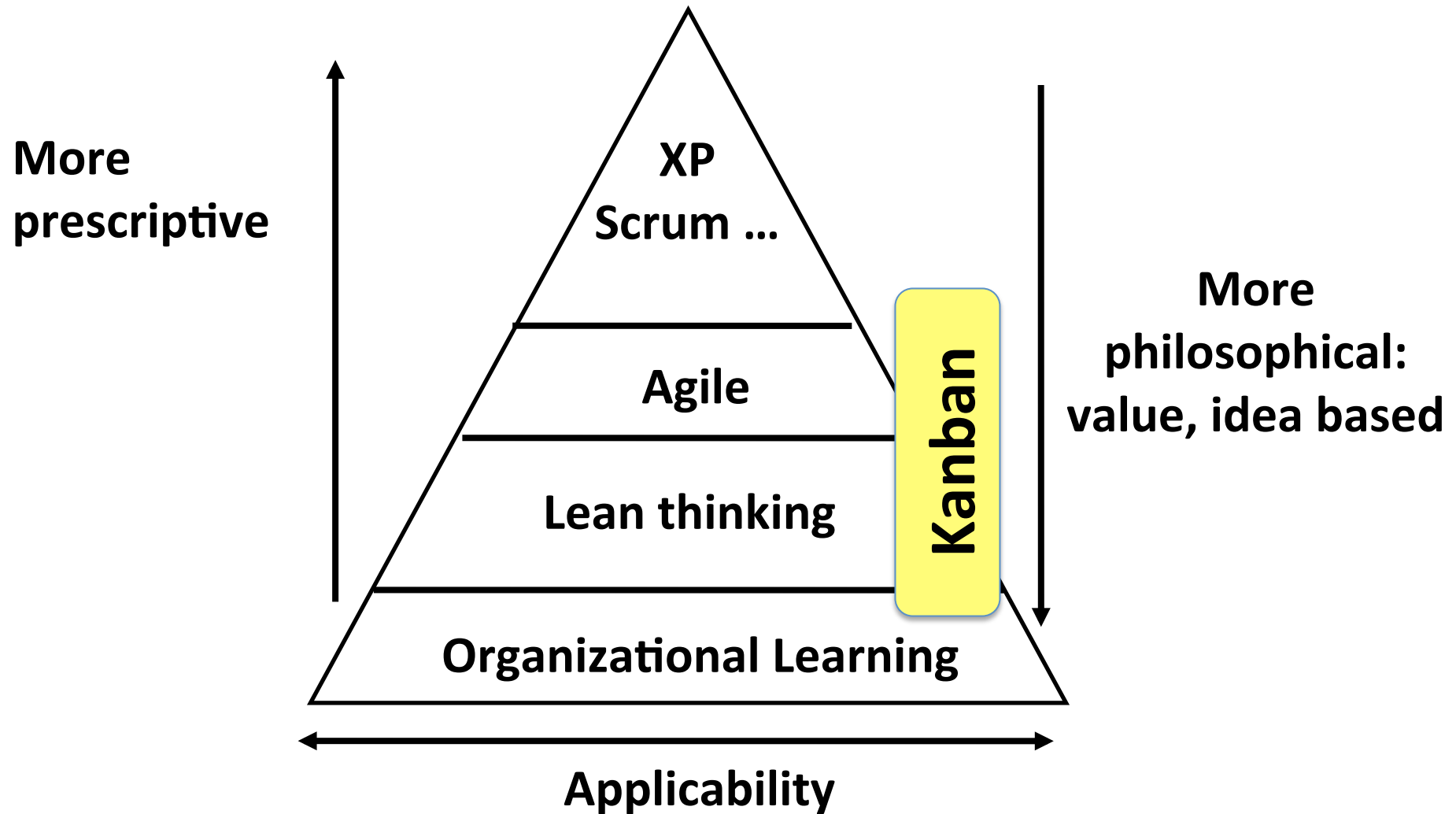
Promise to create the state of Agile

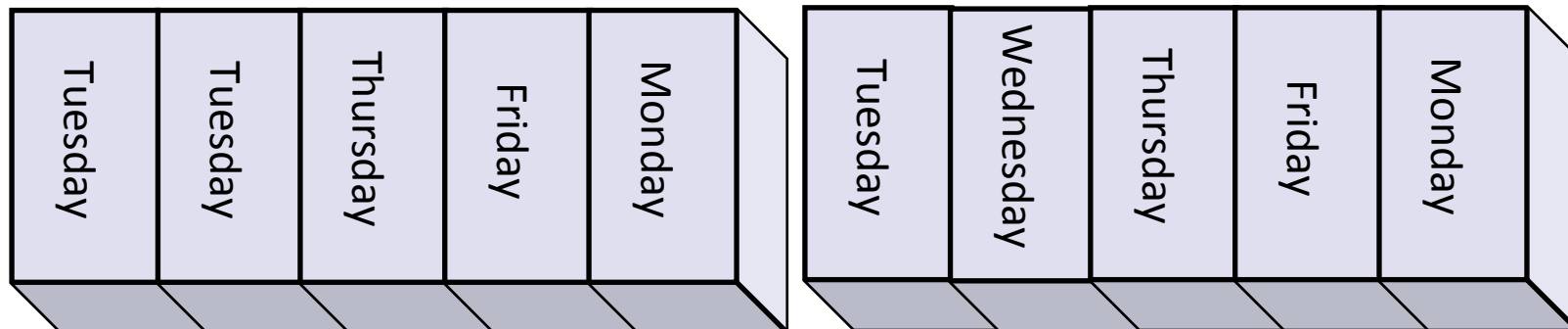
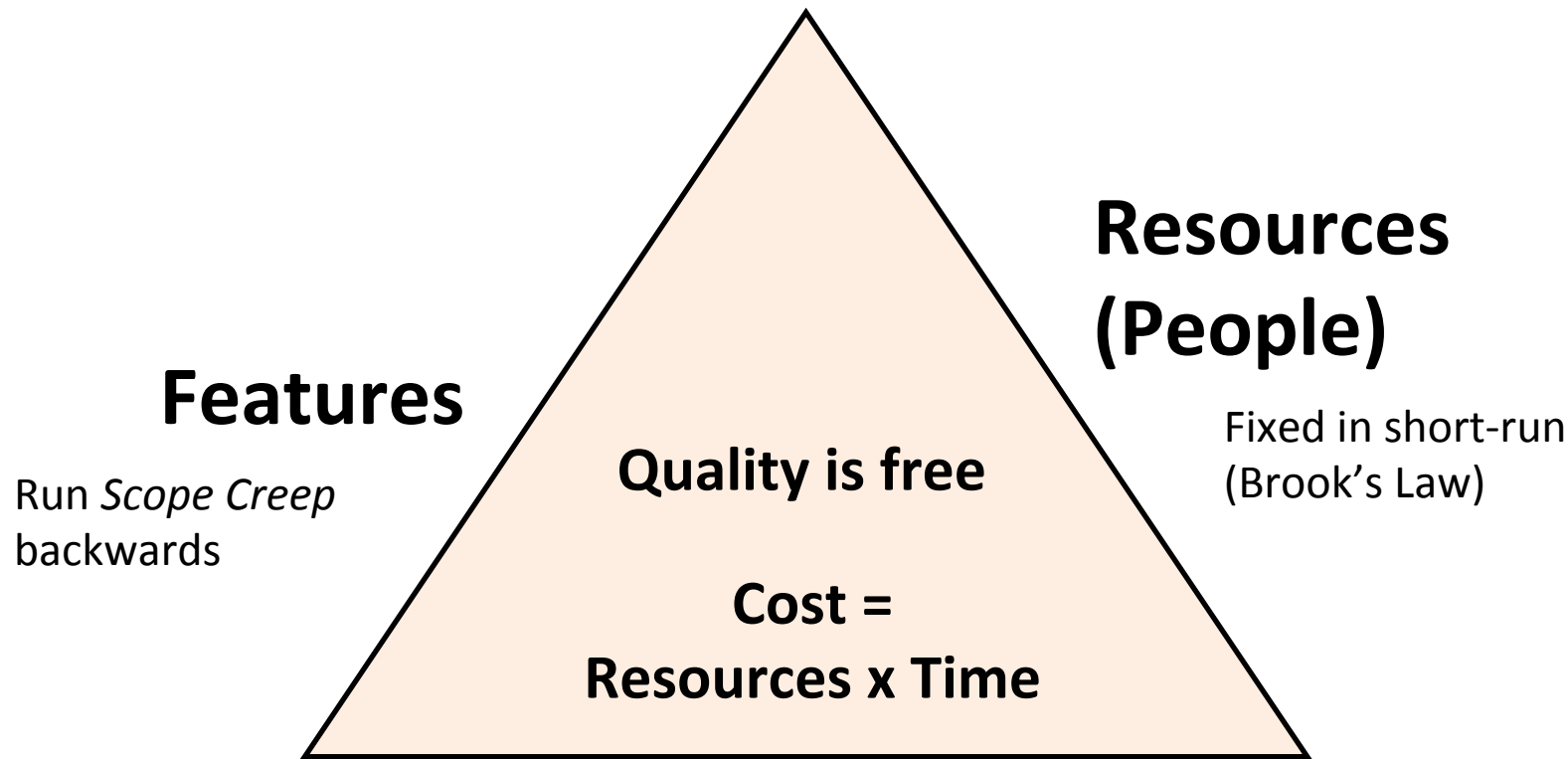


The Agile
Toolkit

- Test Driven Development, Refactoring
- Iterations, Time boxing
- User Stories, Feature injection
- Retrospectives,

Agile Pyramid





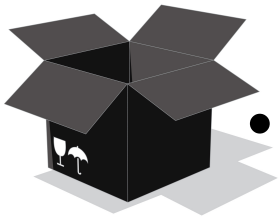
Principles



- Software Craftsmanship: **Quality** is serious
 - High quality -> shorter projects
 - Test Driven Development, Pair-Programming, etc.



- Communication & Feedback: Inspect & Adapt
 - Every environment unique
 - See problems, fix problems



- Time-boxing: Fit the work to the time
 - Deliver early, deliver often
- Be *Highly Adaptable*,
 - Not *Highly Adapted*





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