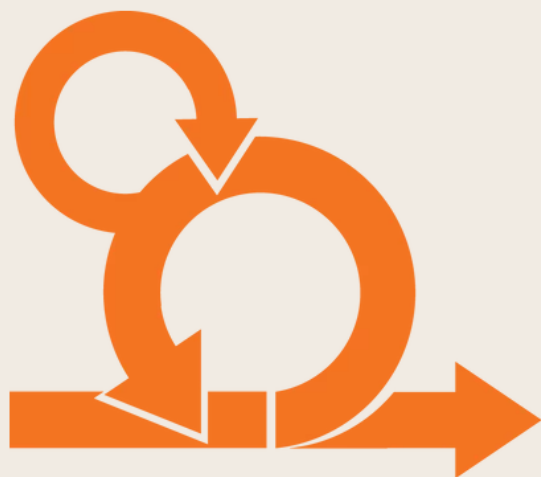




AGILE SOFTWARE DEVELOPMENT



Introduction in Agile Mindset 2



Agile Manifesto

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*

Principle 1

Our highest priority is to satisfy the customer through **early and continuous** delivery of **valuable outcome**.

CUT THE SCOPE IN MILESTONES AND DELIVER AS SOON AS POSSIBLE

BE AWARE THAT OUTPUT IS NOT NECESSARILY OUTCOME



Principle 2

Welcome **changing requirements**, even late in development. Agile processes harness change for the customer's competitive advantage

CUSTOMERS DON'T KNOW WHAT THEY WANT. THAT'S OK.

PRODUCT BACKLOG IS ALWAYS CHANGING. THAT'S ALSO OK.



Principle 3

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

ALWAYS PAY ATTENTION TO QUALITY.

DELIVER A FUNCTIONAL VERSION AS OFTEN AS POSSIBLE.



Principle 4

Business people and developers must **work together** daily throughout the project.

KEEP STAKEHOLDERS AS CLOSE AS POSSIBLE.

WORKING TOGETHER MEANS BEING TRANSPARENT, INSPECTING AND ADAPTING CONTINUOUSLY



Principle 5

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

AGILE IS NOT MOTIVATING PEOPLE. LEADERS AND PROJECTS DO.

ENVIRONMENT MEANS CONTEXT, CONSTRAINTS AND OBJECTIVES.

TRUST IS ESSENTIAL TO AGILE PRACTICE.



Principle 6

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

EFFICIENT MEANS BEING CONCERNED ABOUT CONSUMED RESOURCES.

EFFECTIVE MEANS BEING CONCERNED ABOUT GOAL ACHIEVEMENT.

INDIRECT COMMUNICATION SHOULD BE USED WITH PARSIMONY.



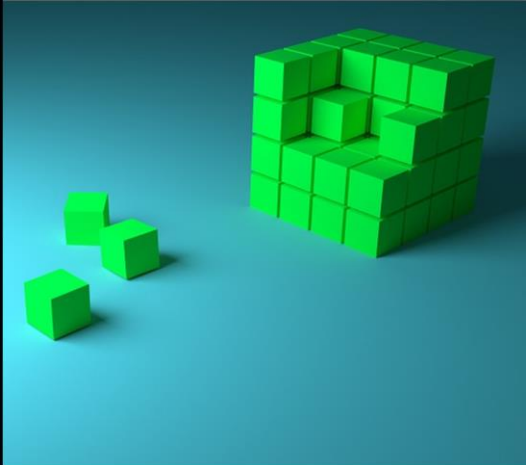
Principle 7

Working deliverables are the primary measure of **progress**.

PAY ATTENTION TO ACCEPTANCE CRITERIA.

MAKE SURE TO DEFINE EXACTLY WHAT ARE THE DELIVERABLES.

MEASURING PROGRESS IS CRUCIAL TO AGILE PROJECTS.



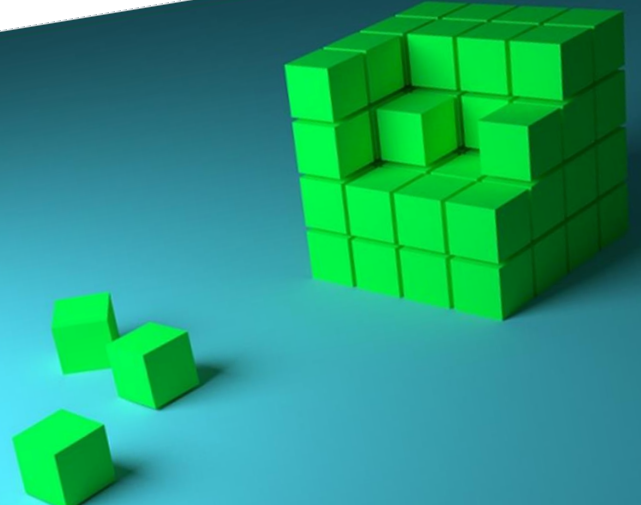
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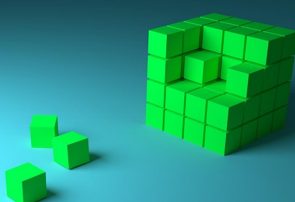
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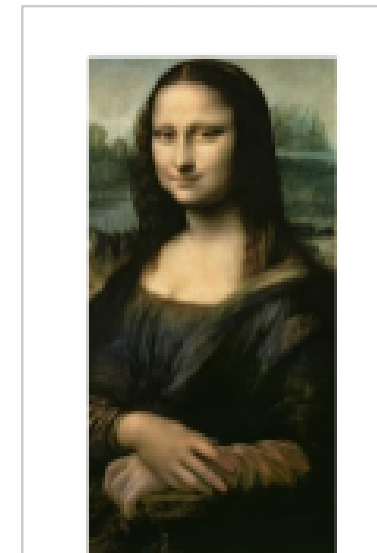

Incremental



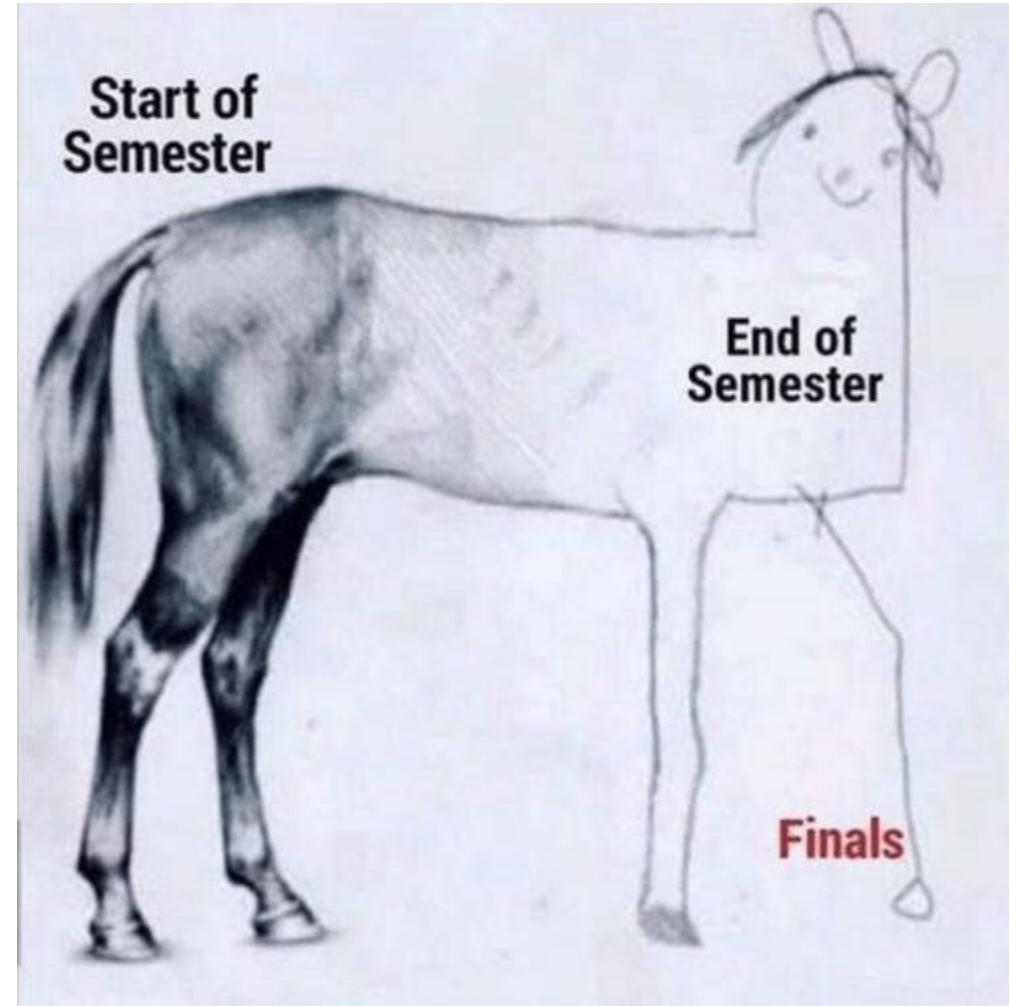
Iterative



Iterative & Incremental



Traditional way (based on development practices)



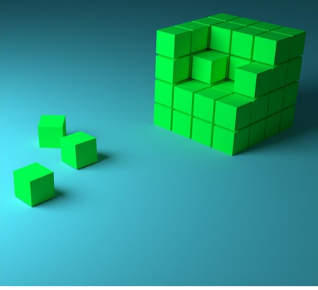
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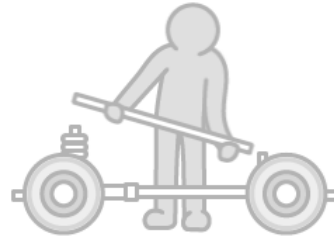
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Waterfall

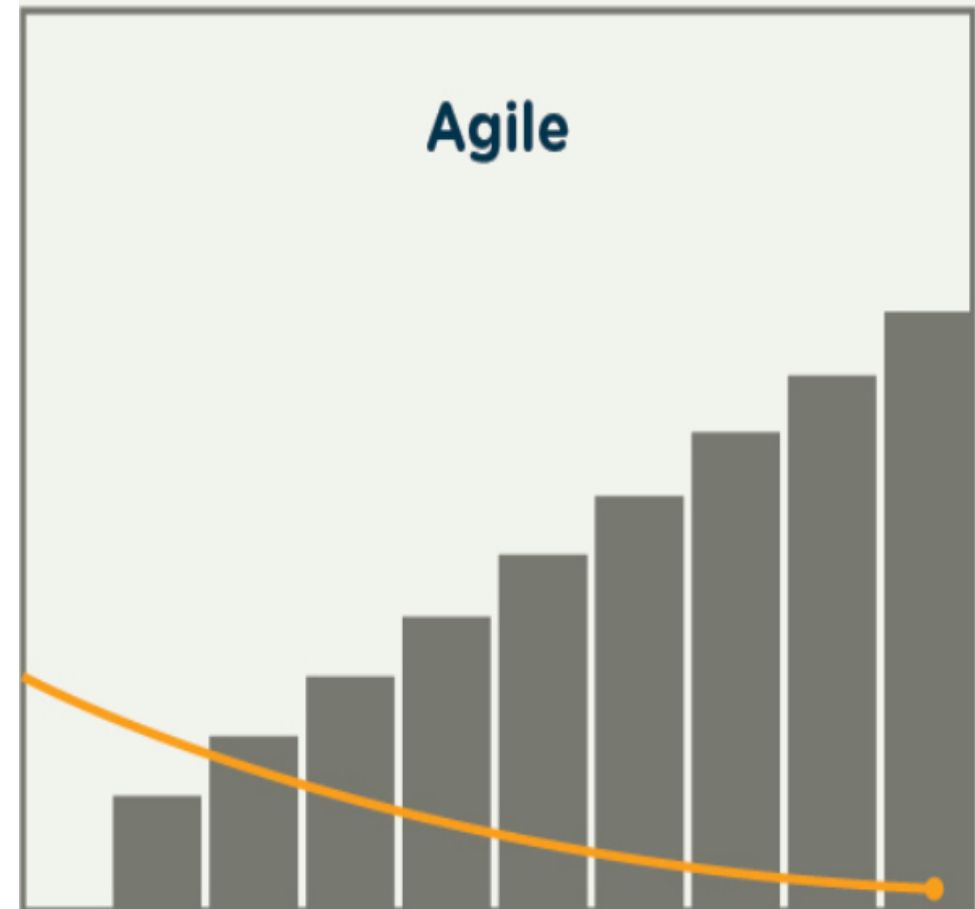
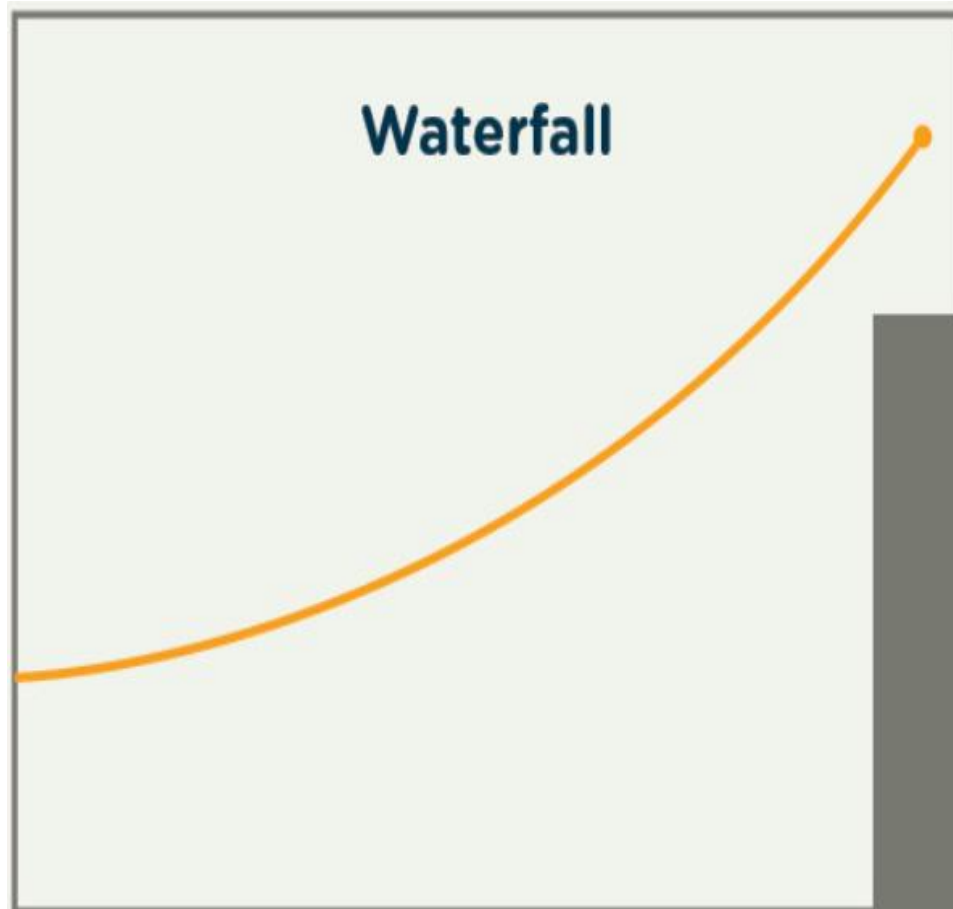


Agile





Value vs Risk



Principle 8

Agile processes promote **sustainable development**.
The sponsors, developers and users should be able
to maintain a
constant pace indefinitely.

*SUSTAINABILITY REFERS TO BUDGET,
SCOPE AND EFFORT.*

*AGILE PROJECTS ARE MARATHONS,
NOT 100m HURDLES.*



Principle 9

Continuous attention
to **technical excellence** and
good design
enhances agility.

*CONTINUOUS ATTENTION IMPLIES
FROM THE VERY BEGINNING.*

*TECHNICAL EXCELLENCE IS CHOOSING
THE RIGHTEST SOLUTION DEPENDING
ON PROJECT'S OBJECTIVES.*



Principle 10

Simplicity

– the art of maximizing the amount of work not done –
is essential.

NO UNNECESSARY COMPLEXITY.

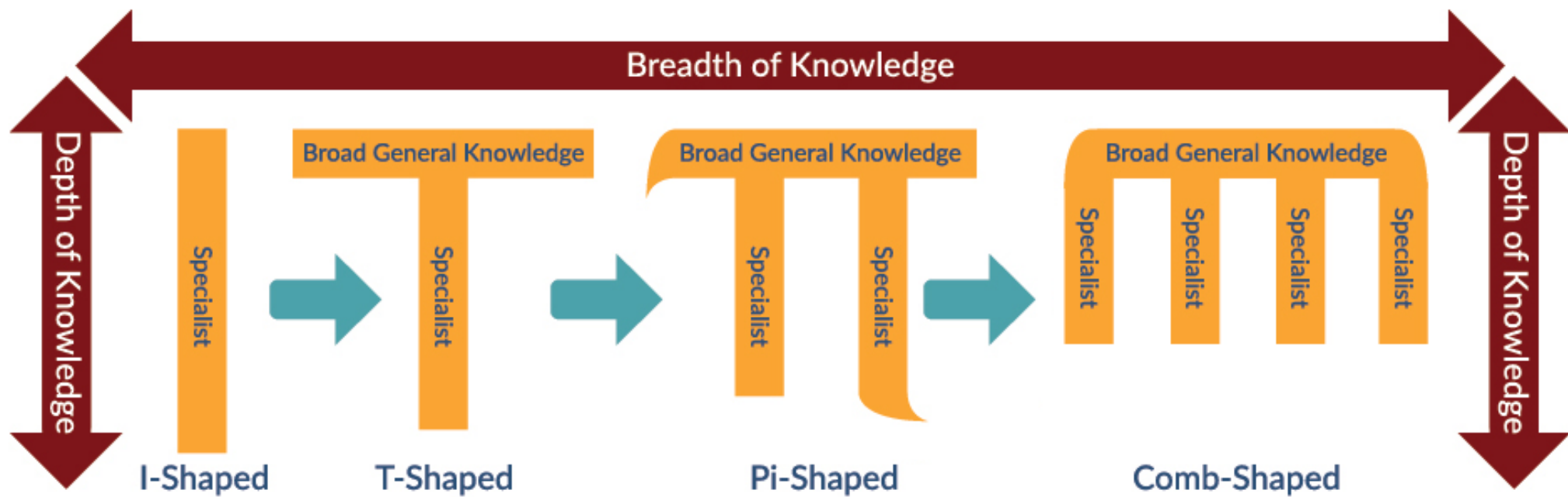


Principle 11

The best architectures,
requirements, and designs
emerge from
self-organizing teams.

*SELF-ORGANIZING MEANS
COLLECTIVELY ASSUMING AND
PRACTICING
MANAGEMENT PRINCIPLES.*





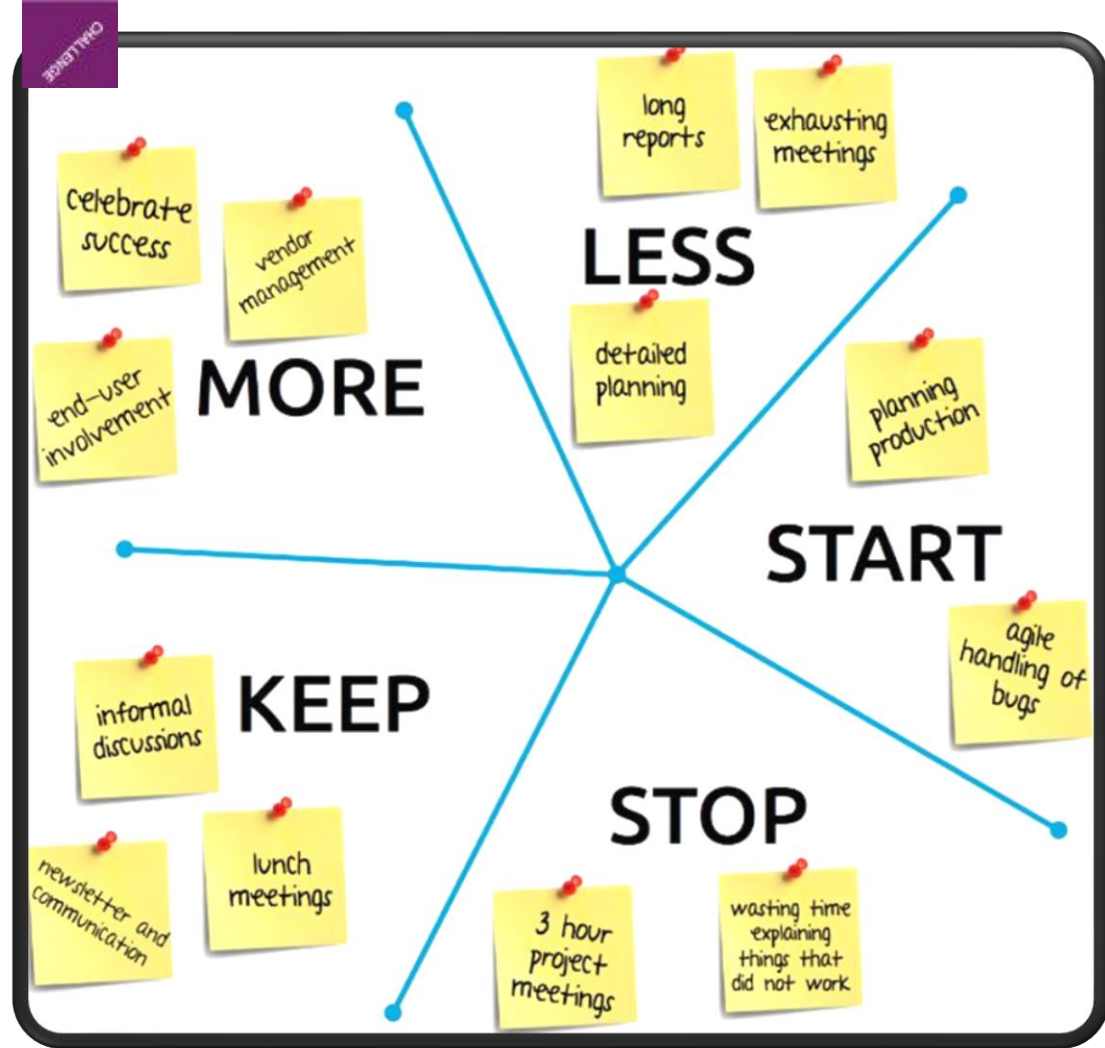
Principle 12

At **regular intervals**,
the team **reflects** on how
to become more effective,
then **tunes and adjusts** its
behavior accordingly.

NEVER GIVE UP ON RETROSPECTIVES.

*REFLECTING INVOLVES A GENUINE AND
HONEST CONCERN.*

*ADJUSTING MEANS A MEASURABLE
IMPROVEMENT.*



Agile manifesto

