



Agile Developer At Scale

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SPEAKER CREDENTIALS





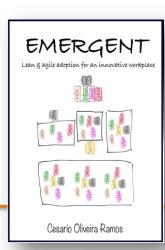
 Formerly: Multi-lingual programmer, CTO, Lead Architect, Product Manager, Scrum Master & Executive Agile Coach

Currently: Coaching, training, speaking &

writing.









The Agile Developer at Scale







- Multiple team scrum
- Communicate in Code
- Cross Cutting Concerns
- Q&A

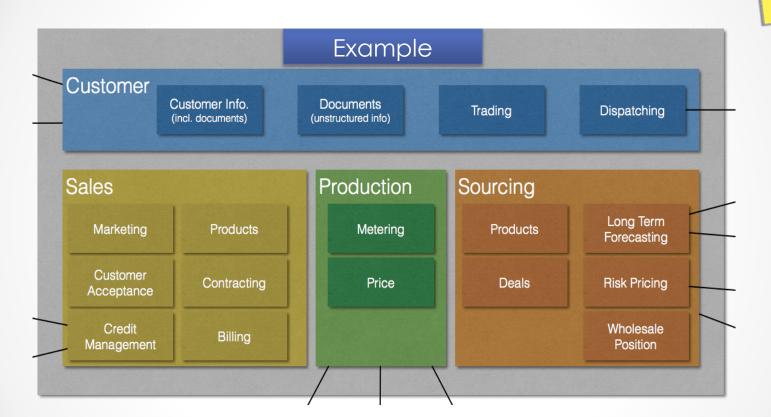


Multiple Team Scrum



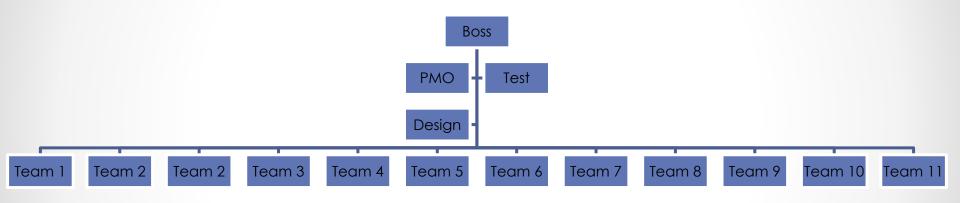
Who works on 1 product with more than 4 development teams?





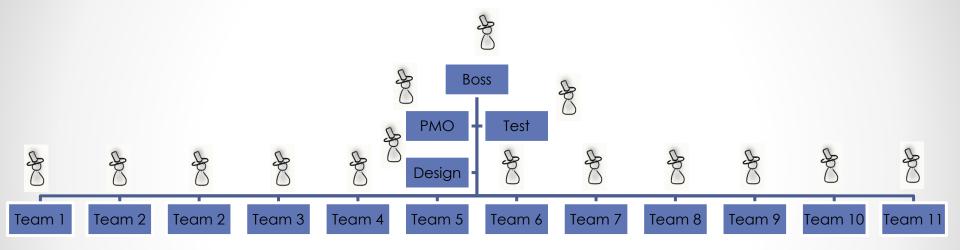
What I see typically....





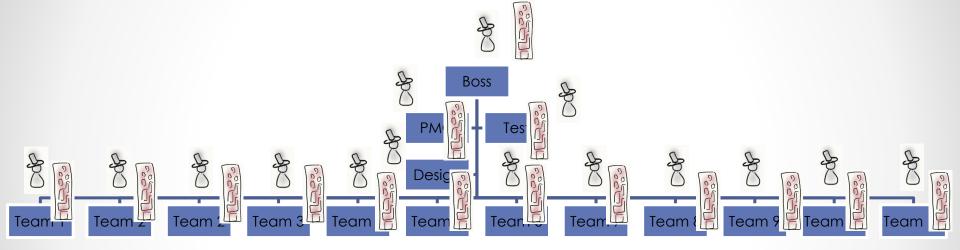
Copy Paste - whole lot of PO's





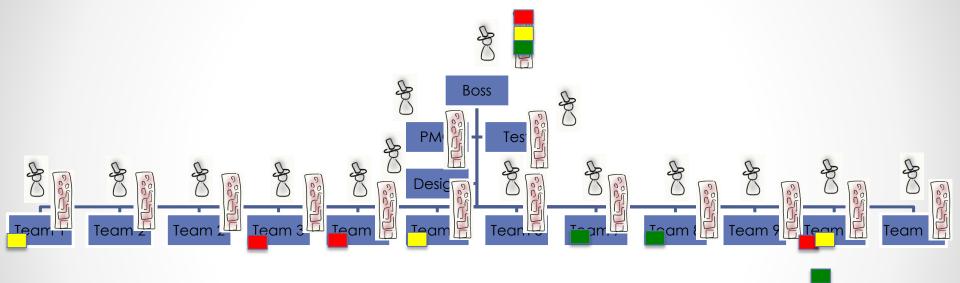
And lot's of 'product' backlogs





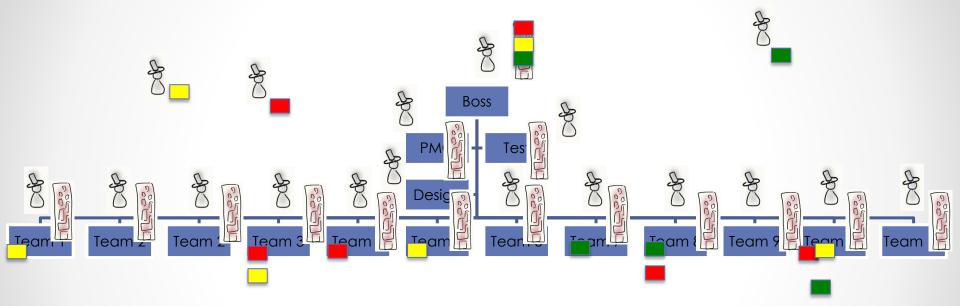
Results in working out of order...





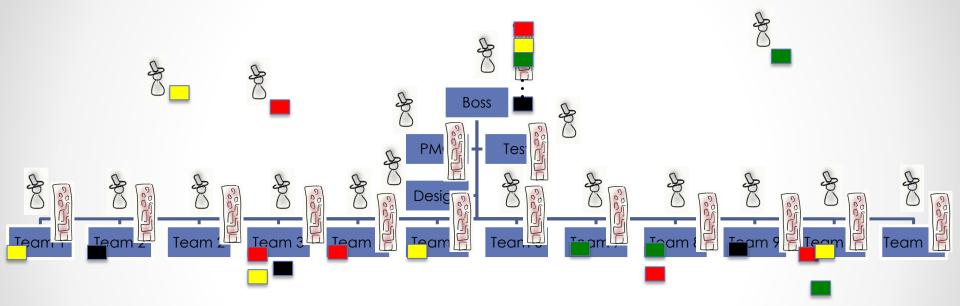
And special coordination roles





And working on low value items

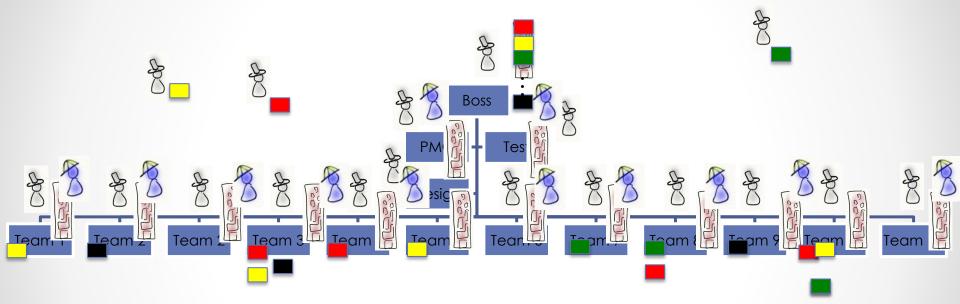




And of-course 'Scrum Masters'



15





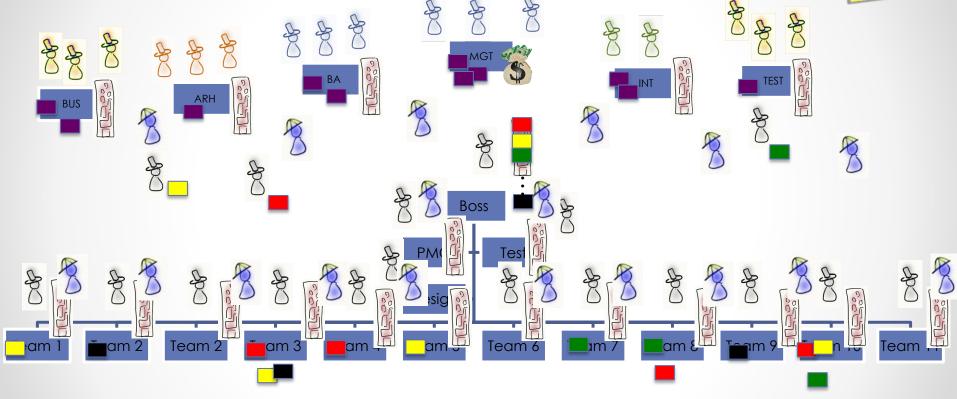
And now?

- How do we manage dependencies?
- How do we measure progress?
- Who will do the analysis?
- Who will do the architecture?
- Who will do the testing?



Add layers to coordinate





What about the Agile Values?



"We build this six months ago and now other teams are going to use it..."

"Our tester is not in so we cannot test...."

"Why do I have 15 people in the PO meeting?..."

"I have been working here for a year and this is the first time that I talked to a user of the system..."

Some more quotes



"The teams do not have time to help other teams...."

"At then end of a Sprint when the testers start testing we already create a new branch to start working on stuff in the next Sprint..."

"Maintenance guy: I need to change code from teams after check in to ensure it meets my standards ..."







Component Teams Introduce Waste AND

Discourage The Agile <u>Values</u> & Principles



Explore Feature Teams

In your group:

Divide the cards between Feature Teams & Component Teams

Some highlights



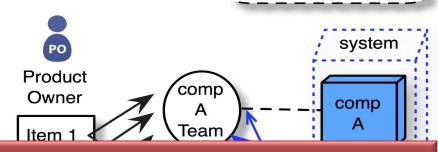
- Focus on lines of code
- Responsible for a part
- Need special coordination roles
- Often leads to Low quality code
- Restricts learning of new skills

- Focus on e2e features
- Responsible for value
- Requires skilled engineering practices
- Motivates to create great code
- Leads to higher motivation

Component teams

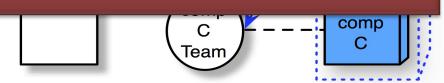
Implications

 How do you optimise for value?



Dependencies are **Asynchronous**

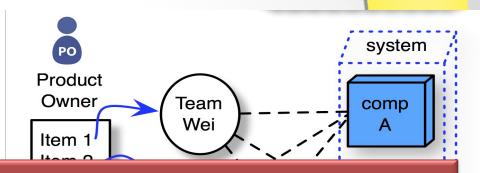
- Who does the testing?
- Who does the architecture?
- Who does integration?
- •



Work from multiple teams is required to finish a customer-centric feature. These dependencies cause waste such as additional planning and coordination work, hand-offs between teams, and delivery of low-value items.

Work scope is narrow.

Feature Teams



Dependencies are **Synchronous**

- Promotes Learning
- Clear Responsibilities



Every team completes customer-centric items. The dependencies between teams are related to shared code. This simplifies planning but causes a need for frequent integration, modern engineering practices, and additional learning. Work scope is broad.



Communicate in Code



Communic

Continuous Integration

means to

have a Build Server(s)



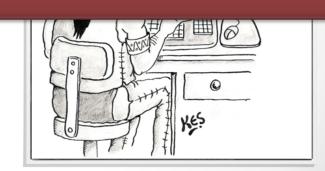
Communicate in Code

- Coordination matches integration
- Undate regularly check



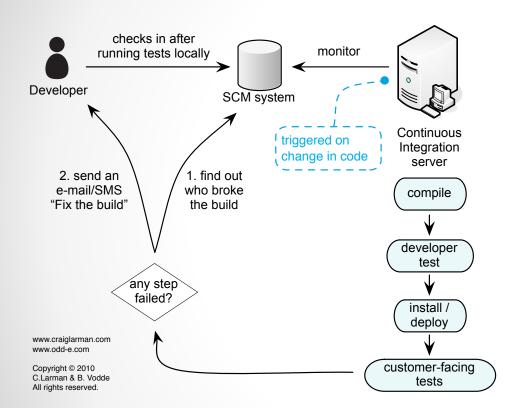
INTEGRATION SUPPORTS COORDINATION

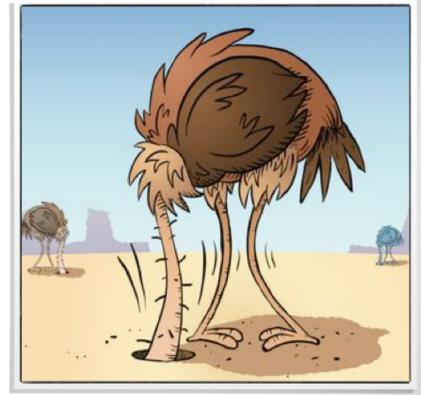
- Use social coding fools (github/gitlab)
- Avoid barriers to integration



CI - Avoid Feature Branches







Integration at Very Large Scale



A full time integration team who help to coordinate

Google has 10,000 developers checking into trunk

– no branches.

5500+ submissions per day.

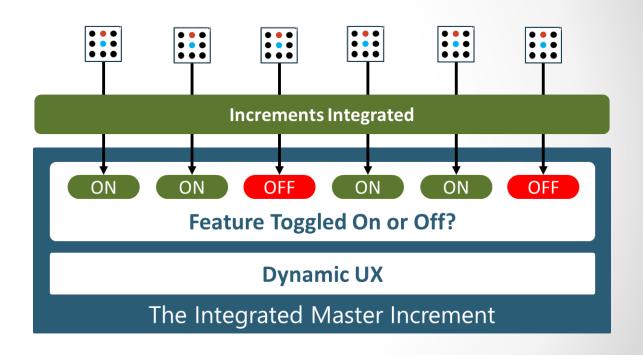
http://bit.ly/LnYcOL



Integrate All Work Regardless Readiness



Separate the concept of Undone Work and Feature Ready







```
public enum MyFeatures implements Feature {
    @EnabledByDefault
    @Label("First Feature")
      FEATURE_ONE,
     @Label("Second Feature")
      FEATURE_TWO;
    public boolean isActive() {
        return FeatureContext.getFeatureManager().isActive(this);
```



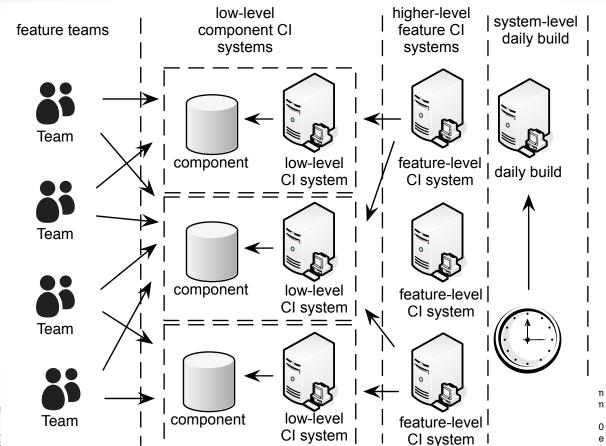
```
if( MyFeatures.FEATURE_ONE.isActive() ) {
   // new stuff here
}
```

Togglz		
All Features Performance Usability		
Feature	Status Strategy	Actions
First Feature Owner: chkal	•	©
Second Feature Owner: john Issue: TOGGLZ-134	Gradual rollout Percentage: 10	©
Third Feature Owner: chkal Issue: TOGGLZ-68	Users by name Users: tester	©
	Togglz 2.0.0.Final	



Scaling CI





Agile Consulting

Code Quality



Software has three functions

- 1. Provide the functionality it is intended to
- 2. The ability to be changed efficiently
- 3. To be easily understandable by it readers



"Any fool can write code that a computer can understand. Good programmers write code that humans can understand."

- Martin Fowler





Cross cutting concerns

Now that we do not have any single function teams and no component teams, how do we handle cross cutting concerns?

Architecture?
UIX?
Specialists?

Architecture Community



Members? regular feature team c

not loaded with ex-'Architects'





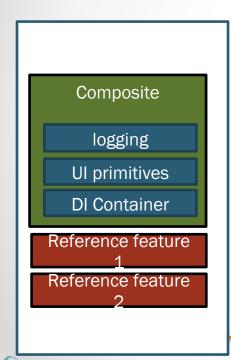
Can you be a component mentor

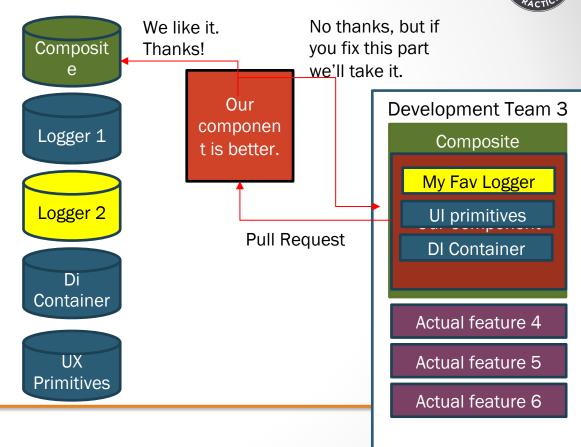




Internal Open Source







Scrum.org/SPS

Can you be a traveller?





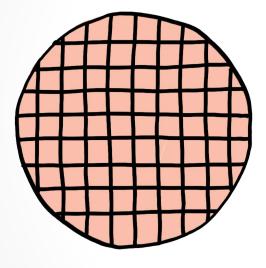
How do we handle Big Requirements &

Big Architectural Work?

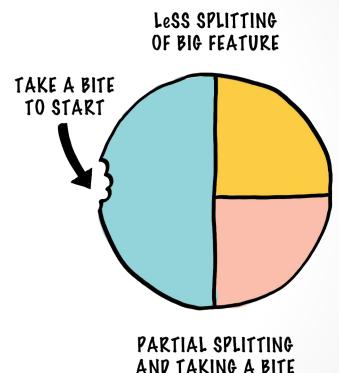
Take a Bite



TRADITIONAL SPLITTING OF BIG FEATURE



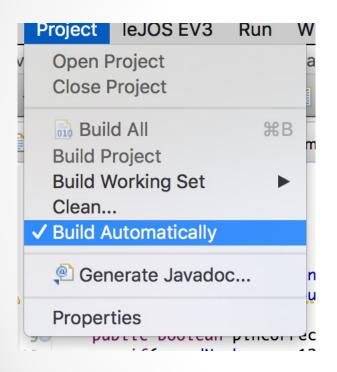
ALL-AT-ONCE IN EQUAL PIECES AT THE BEGINNING



AND TAKING A BITE



Architecture ?







Desire Lines

Trace of use or wear that indicate preferred methods of interaction



Agile Modelling Design Workshops



team members, and those who are in the "Architecture design community"

agile modelling 1 day to 3 weeks!

"model to have a conversation"





No Flaccid Scrum





































Agile Developer at Scale



MORE	LESS
Customer Understanding	Understanding just a single part
Teaching & Learning	Being the bottleneck
Working working across technology stacks	It works on my machine
Coaching & Teaching	Telling and showing
Good Code, Refactoring & Testing	Code only your team understands.
Optimizing your group	Optimising your team.



















April 22nd: Global Azure bootcamp @mStack

2017
Global Azure
BOOTCAMP



May 30th: Microsoft's Agile Transformation Story





By Donovan Brown!



Thank You!





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