IF1006 – DevOps Software delivery way: DevOps and Agile

Fish

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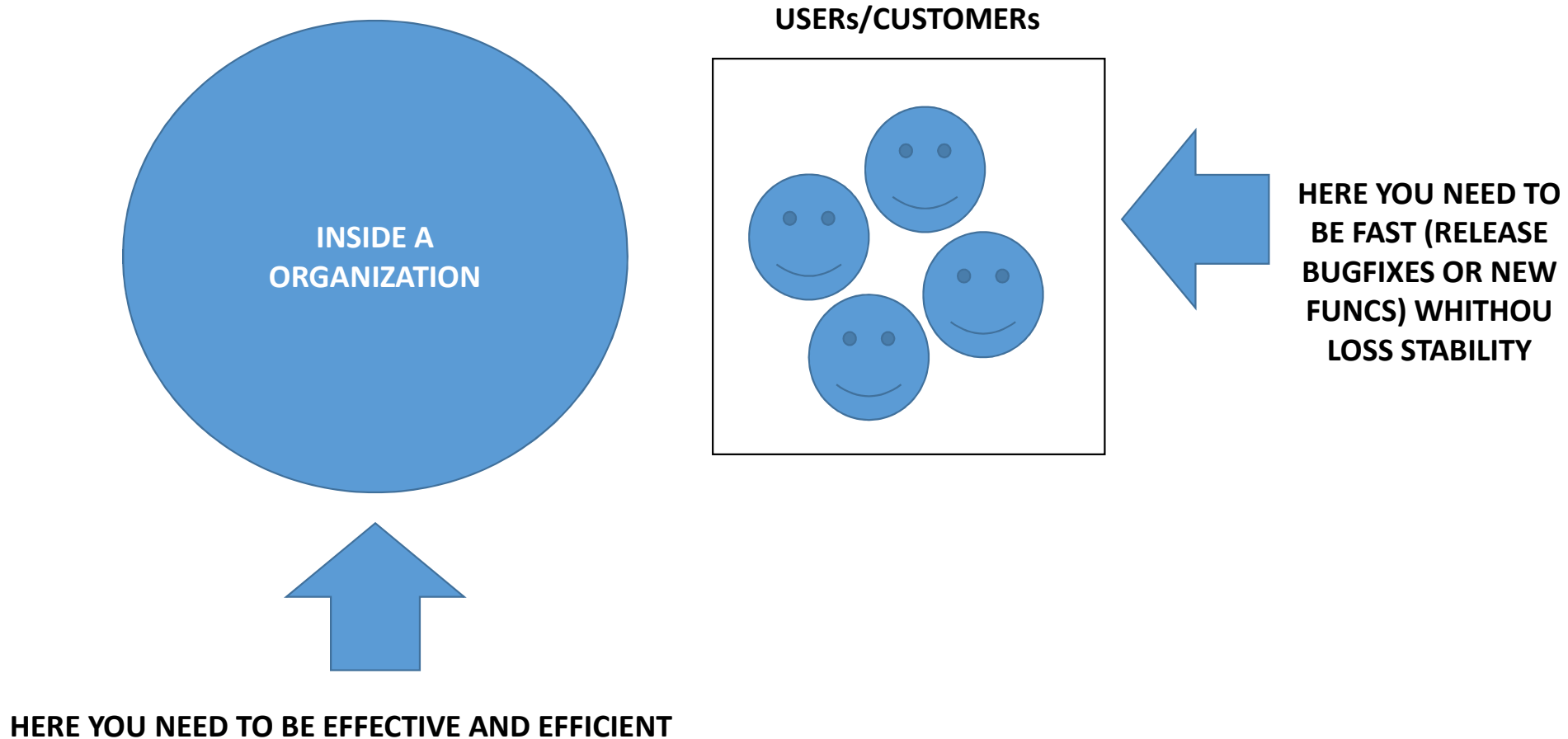
What did we learn until here?

- Chaos in delivery process
- Complexity of software development
- The SDLC should be (re)analysed
- We need to identify our misalignment

What is DevOps, again?

A set of practices to help organizations to deliver software fast without loss quality – [Culture]

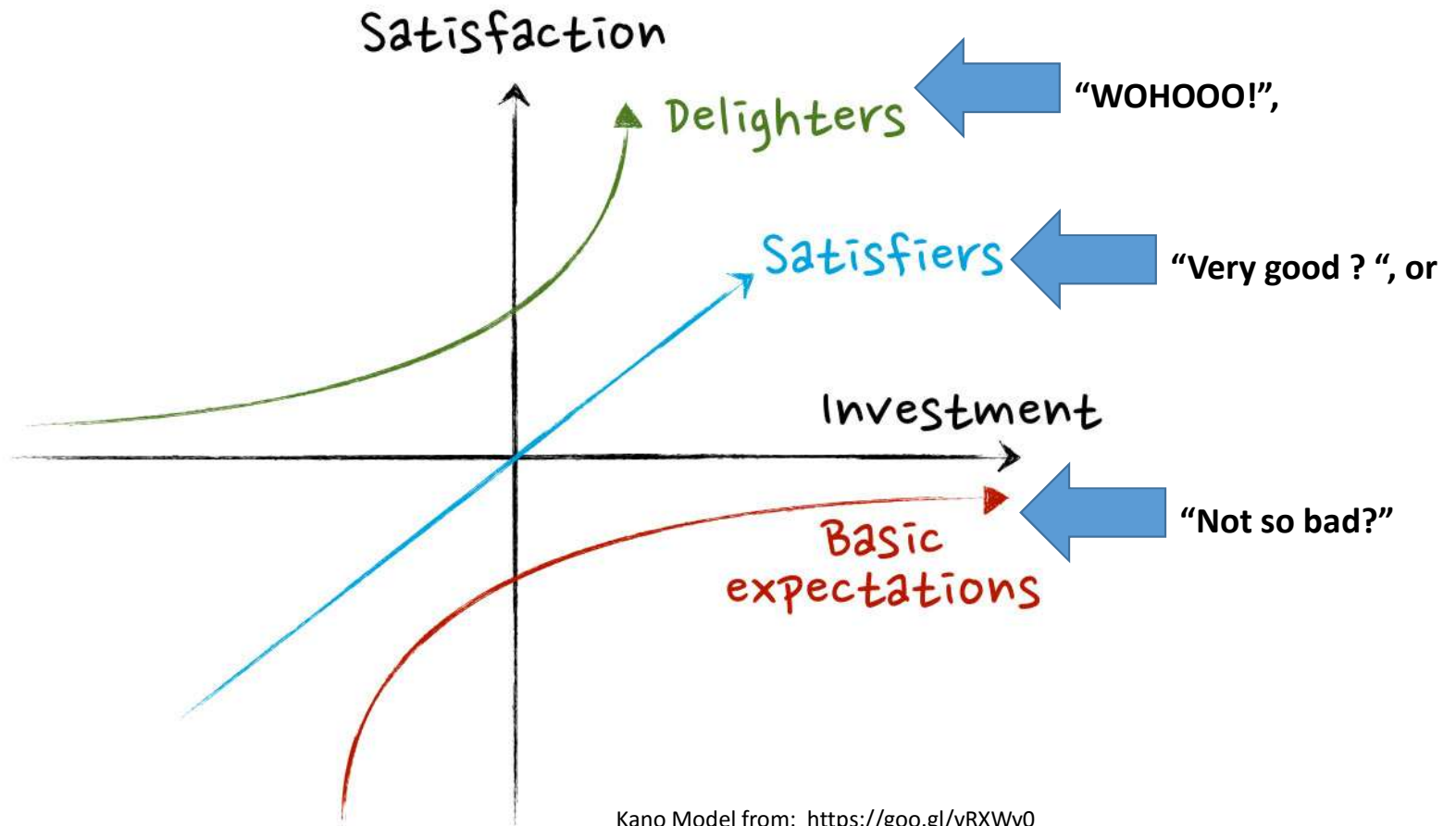# DEVOPS PRACTICES EXPECTATIONS: ORGANIZATION AND USER

USERs/CUSTOMERs

INSIDE A ORGANIZATION

HERE YOU NEED TO BE FAST (RELEASE BUGFIXES OR NEW FUNCS) WHITHOU LOSS STABILITY

HERE YOU NEED TO BE EFFECTIVE AND EFFICIENT

Starting a DevOps implementation: knowing yourself

What are your customer saying about your product? And what do you want they say about that?

How resilient are your business?

Kano Model from: https://goo.gl/vRXWy0

Seeing the whole;

- Look at to SDLC and its stakeholders as whole and ask: How could I help my organization to deliver software fast without loss quality?

*First, we need **people believe** that they can deliver or receive (customer side) the most valuable software ever. Second, we need to **support*** a development environment (place to work or develop) through tools and processes which they can deliver/receive valuable software.*

* Be careful, DevOps environments can be expensives

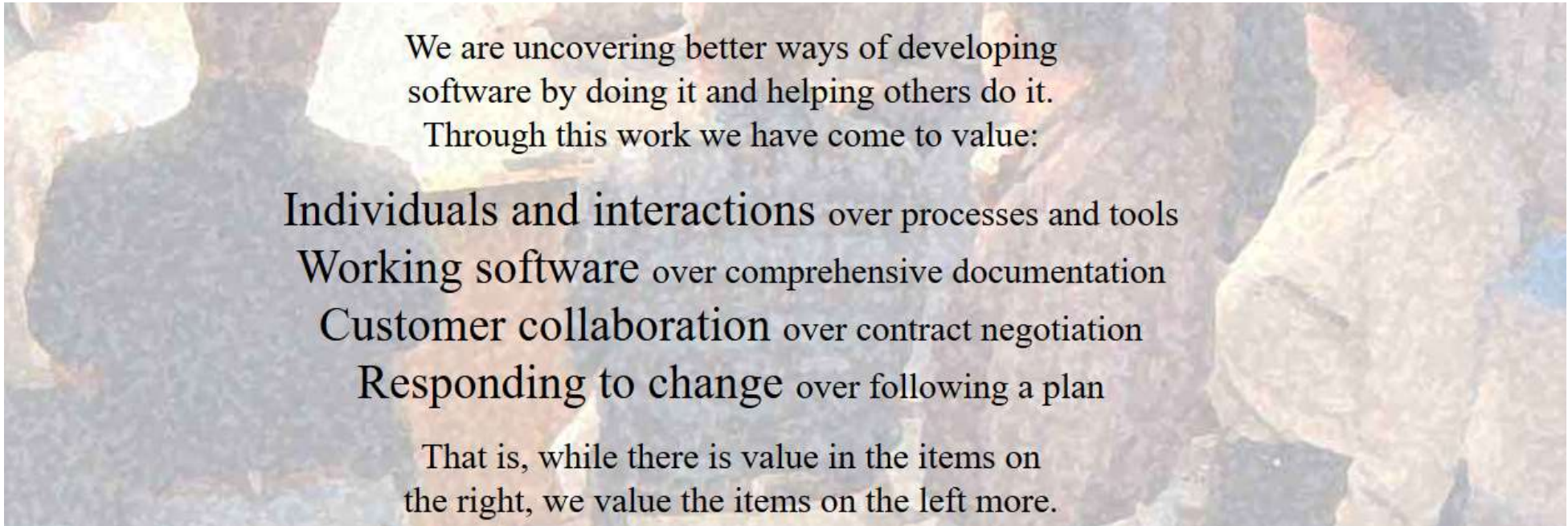# The DevOps Approach for this course

Spenting effort on an agile mindset

- "Agile is the ability to create and respond to change in order to succeed in an uncertain and turbulent environment."

AGILE ALLIANCE

Agile values

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

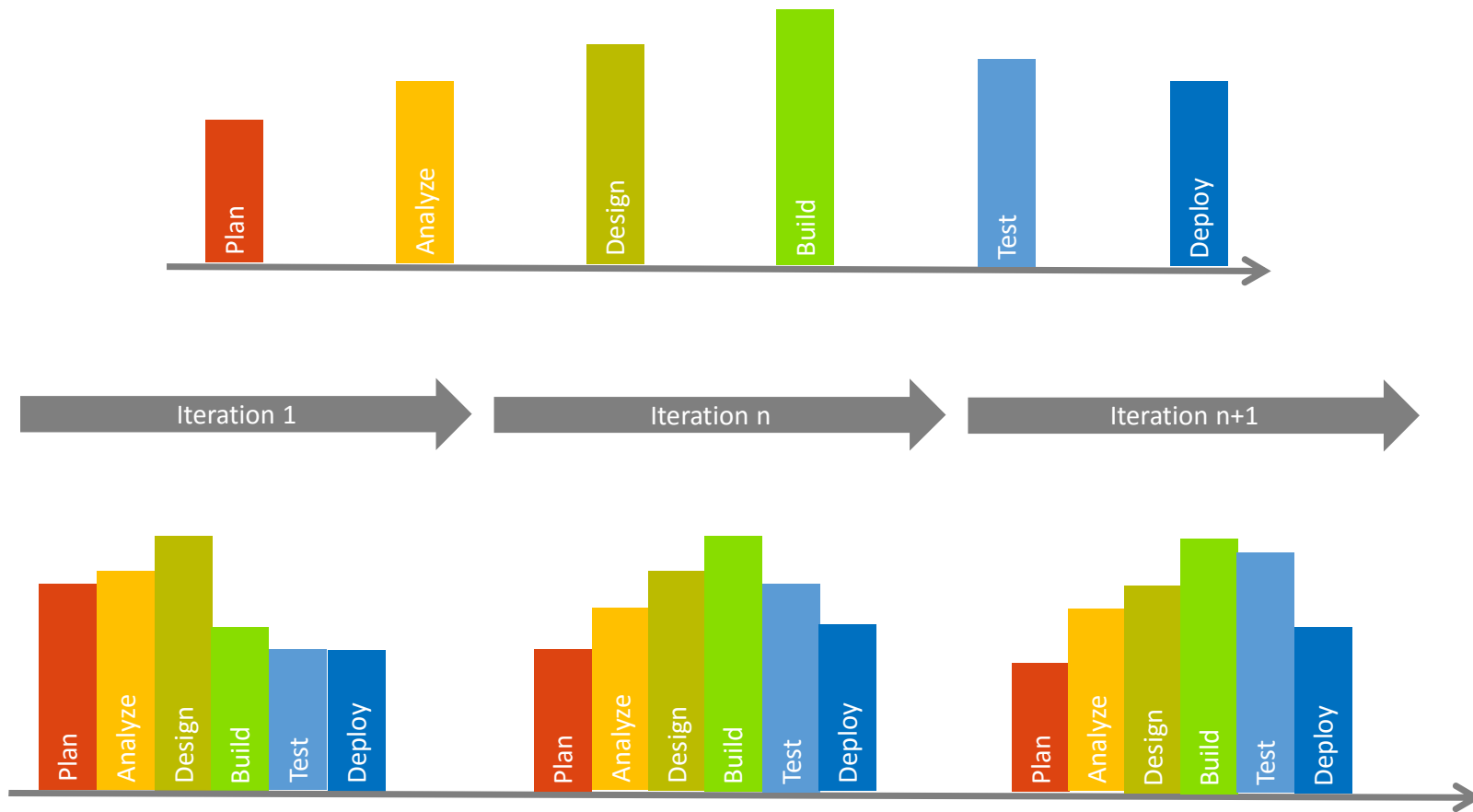**Customer collaboration** over contract negotiation

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.

Agile principles

1 Satisfy Customer with valuable software

2 Change are welcome even later in Project.

3 Deliver working software frequently (weeks)

4 Bus+Dev working daily throughout the project

5 Trust and support the team

6 Face-to-face conversation

7 Working software is the primary measure of progress

8 Sustainable development

9 Continuous attention to technical excellence and good design

10 Simplicity – maximizing the amount of work note done

11 Self-organizing teams product more quality

12 Reflects on how to become more effective, and tunes and adjusts

The main difference

Five keys to a sucessful Google team

1 **Psychological Safety**
Team members feel safe to take risks and be vulnerable in front of each other.

2 **Dependability**
Team members get things done on time and meet Google's high bar for excellence.

3 **Structure & Clarity**
Team members have clear roles, plans, and goals.

4 **Meaning**
Work is personally important to team members.

5 **Impact**
Team members think their work matters and creates change.

re:Work

Agile is an umbrella – methods are implementations

- Lean software development
- Scrum
- FDD
- DSDM
- Crystal

The Scrum framework