Agile Principles

❧   ☙

مبادئ آجايل

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®
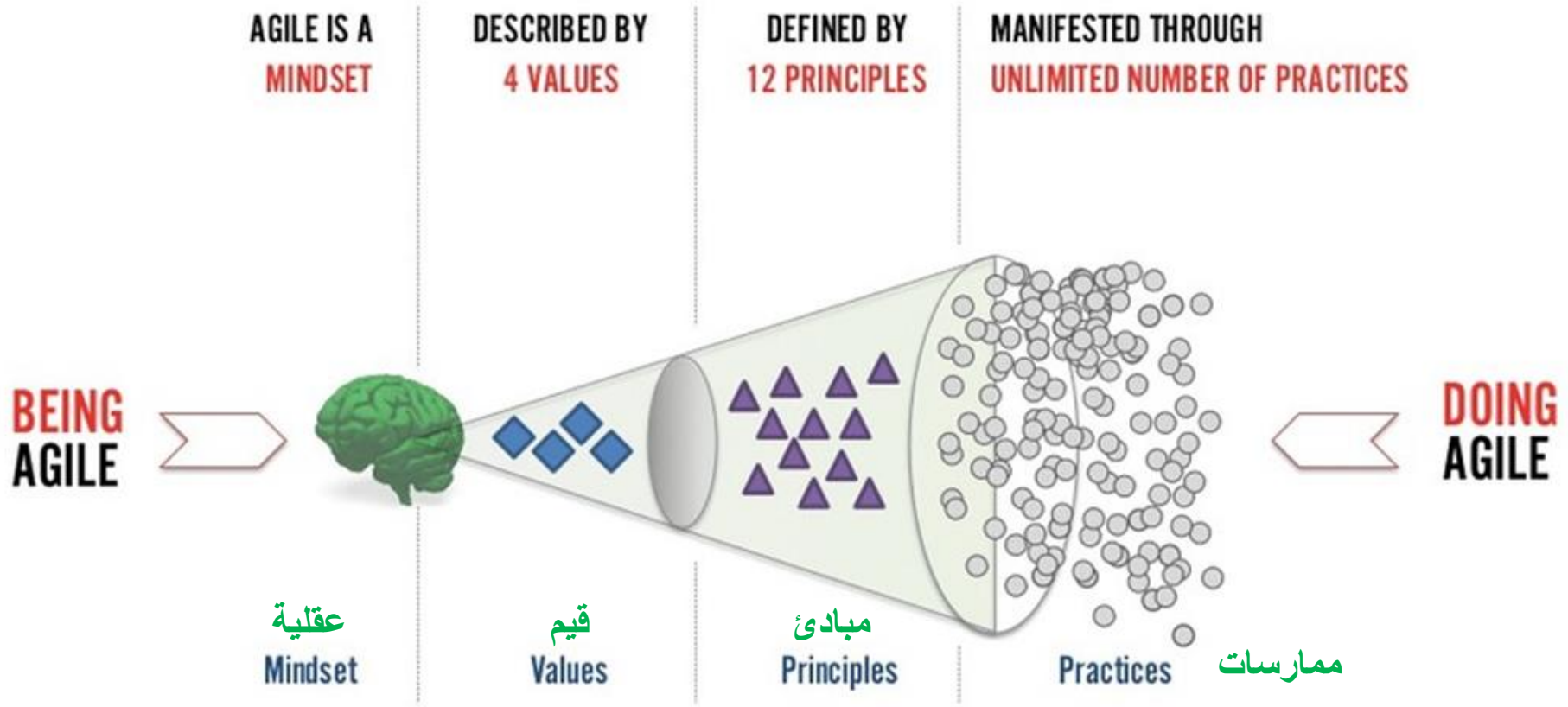
edu. Projects Management ®

Agile Principles

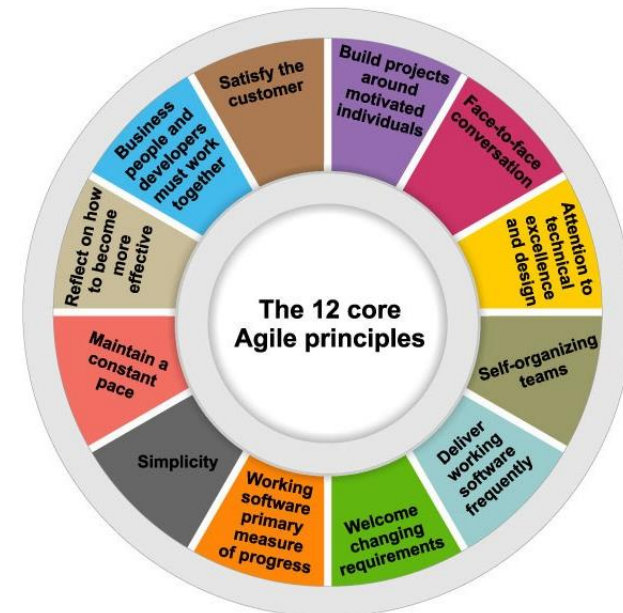By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

edu. Projects Management ®

AGILE IS A **MINDSET** — DESCRIBED BY **4 VALUES** — DEFINED BY **12 PRINCIPLES** — MANIFESTED THROUGH **UNLIMITED NUMBER OF PRACTICES**

BEING AGILE

DOING AGILE

عقلية
Mindset

قيم
Values

مبادئ
Principles

Practices
ممارسات

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

edu. Projects Management ®

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

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

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

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

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

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

7. Working software is the primary measure of progress.

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

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

10. Simplicity—the art of maximizing the amount of work not done—is essential.

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

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

The 12 core Agile principles

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

P01   Our highest priority is to <u>satisfy the customer</u> through _**early and continuous delivery**_ of valuable software.

- ➢ Getting the Product into users'hands as **early** as possible so you can get <u>**early feedback**</u>
- ➢ **Constantly** getting updated products to the customers so they can help the team solves their most important problems
- ➢ The customers help the team stay on track by making sure that the most important product features are **added first**

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

edu. Projects Management ®

P02 Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

➤ It's natural to resist a big change. But if the team can find a way to not just accept but welcome that change, it means that they're *putting the users' long-term needs ahead of their own short-term annoyance*.

P03 | Deliver **working** software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

➢ **Deliver working product to the users frequently.** If the team is building a product feature that isn't useful or does the wrong thing, the customer will spot it early, and the team can make the change before too much work is done... and preventing <u>rework</u>.

P04

Business people and **developers** must <u>work together</u> daily throughout the project.

➤ Meeting with Customer more often keeps them **in sync**, and actually **reduce or prevents changes.**

P05

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

➢ Teams with a more **agile mindset** know that when everyone is **trusted** and given a good **working environment and support**, they **flourish**.

➢ Teams should feel they are **allowed to make mistakes**, and they are not pressured to work extremely long hours.

P06

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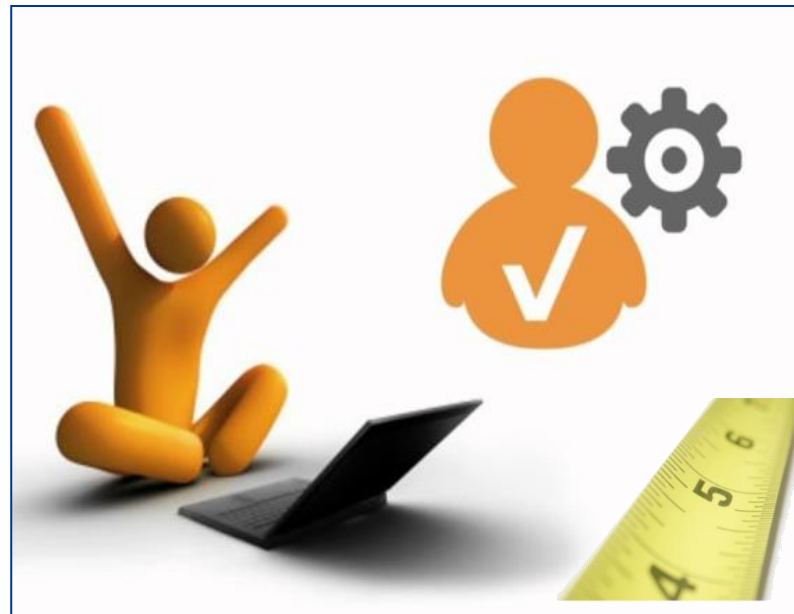

➢ When the team gets **together** and **talks** about what they need to build, it *really is* the most efficient and effective way to **communicate** exactly what needs to be built... and also status, ideas, and any other information

P07

Working software is the primary **measure of progress**.

➢ All agile focus on **value –driven delivery.** It is a key subjective measure of progress in any agile project.

Agile Principles

12-Principle

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

edu. **Projects** **Management** ®

P08

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

➢ A <u>**sustainable pace**</u> means working 40 hours a week, without long nights or weekends, because that's actually the best way to get the most productivity out of the team.

➢ A good <u>**work-life balance**</u> is part of the agile mindset because it's the most productive way to run a team

P09 | Continuous attention to <u>technical excellence</u> and <u>good design</u> enhances agility.

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

➢ **Technical excellence** reduces doing things over, teaches you repeatable lessons and inspires confidence...it lets be **better at being Agile**

➢ **Good design** helps reduce unpredictability, creates repeatable elements, allows work to be easier shared, and is just good practice...it lets be **better at being Agile**

By :Mohamed Gouda, SFC ™, PMI-ACP ®, PMP ®

P10 | Simplicity — the art of maximizing the amount of work not done — is essential.
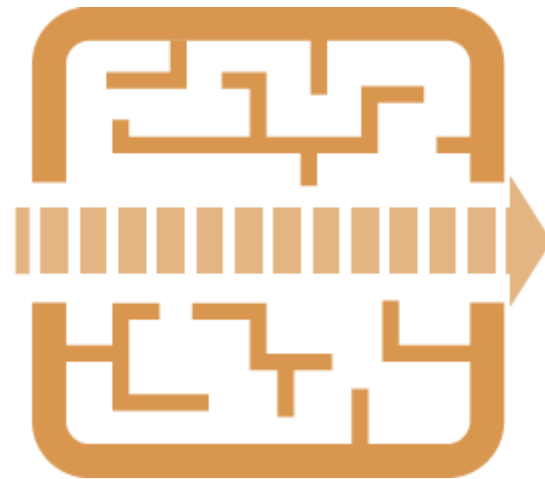
➢ An effective way to maximize the amount of work not done is to only write code for a specific, concrete purpose that you **know about right now**. Avoid writing code just in case you might need it later or to be **reusable**.

➢ Creating **complex code** made it really hard to **modify** , **fix problems** or making the **project change**.

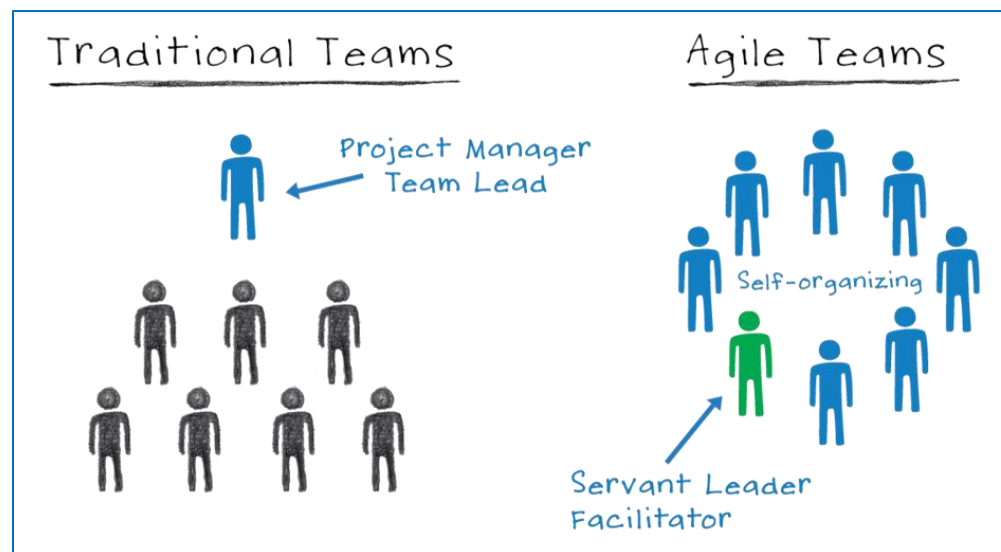**P11** The **best** architectures, requirements, and designs emerge from <u>self-organizing teams</u>.

> The whole agile team **works together** to plan the project. There isn't a single person building a plan and telling them what to do. The Development team members **decide** what will be delivered, **adding** new work to Backlog as needed. <u>The whole team decides together how they'll meet those goals</u>.

P12

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

➢ Periodically , Agile team reflects over the experience they just had and works together to fix any issues that came up. <u>Retrospective meetings</u> help team stay aware of how things are going and stay focused on making things better. As long as the team is learning from their experience, they'll get better and better at working together as your project progresses.