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Leaner software delivery with the aid of Rational Collaborative Lifecycle Management Solutions

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#### Agenda



- What is Lean?
- Getting Leaner with Rational Collaborative Lifecycle Management solutions





### What is "Lean"

- Muda = "waste" (non-value-added activity)
- Mura = "unevenness" (variability in flow)
- **Muri** = "overburdening" (unreasonableness)
- Lean is a manufacturing & production practice that considers the
  expenditure of resources for any goal other than the creation of value for
  the end customer to be wasteful, and thus a target for elimination.
- "value" is defined as any action or process that a customer would be willing to pay for.
- Lean is centered around preserving value with less work.







### Lean Software Development – The Key Principles







**Build Quality In** 



**Defer Commitment** 



**Deliver Fast** 



**Amplify learning** 



**Engage Everyone** 



**Optimize the Whole** 





# Principle #1: Eliminate Waste







### Learn to **see** Waste



**Internal Paperwork** 



Long Backlog = Delivery Delay



Wait time = Lost \$\$\$\$



**Red Tape** 



Complexity



**Defects** 



**Extra Features Drive Cost Exponentially** 





### Learn to *reduce* Waste

- Minimize tracking by create a smooth flowing work system
- Rethink Authorization systems. Make "approvals" unnecessary or automated
- Ask yourself "Why am I really doing this?"







# Principle #2: Build Quality In

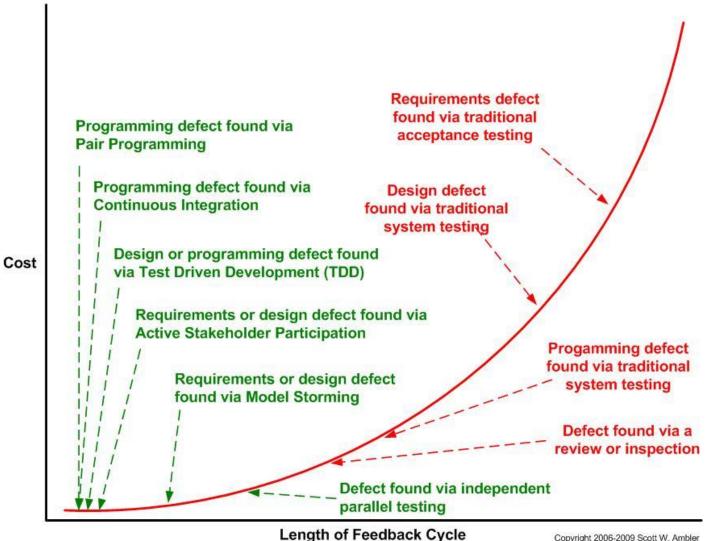








### Cost of not building Quality In









# **Principle #3: Defer Commitment**









### It's Decision Time

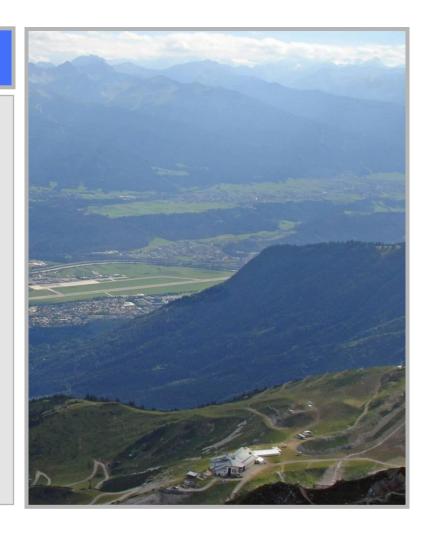
#### **A Pilot from Innsbruck**

In Pilot training, we were taught how to make decisions in challenging situations:

First decide when the decision will be made

Don't make the decision until that time: That is when you have the most information

Don't make the decision after that time: Because there are rocks in our clouds







# Don't procrastinate: just decide at the last *Responsible* moment

- Share partially complete design information
- Organize for collaboration
- Develop a change oriented mindset
- You can't predict the future, so maintain flexibility, until uncertainty is removed
- Options are like trade offs, they aren't free and have a cost







# **Principle #4: Deliver Fast**









### How to deliver fast

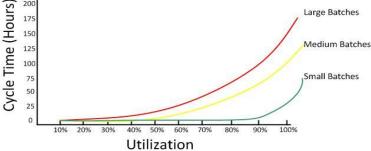
 The faster you deliver the longer you can delay decisions. Being able to make a change in a week, lets you wait to make a decision until that week.

#### **Steady Rate of Arrival**

- Practice a steady rate of arrival and control what comes into your queue.
- Releasing small packages of work, allows you to spread it evenly thorough the team
- Setting priorities and selecting work is critical
- Releasing work frequently is even more critical

#### **Steady Rate of Service**

- Remove the variability from processing time
- Smaller work packages have less that can go wrong
- Parallel the processing of work to avoid bottlenecks
- Deliver consistently!



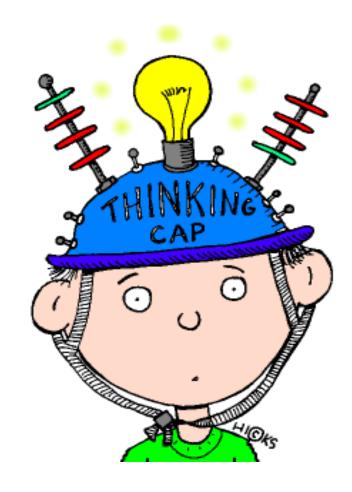
The larger the batch of work, the slower it will be completed, and the more utilization it will take.







# **Principle #5: Amplify Learning**









# Amplifying learning

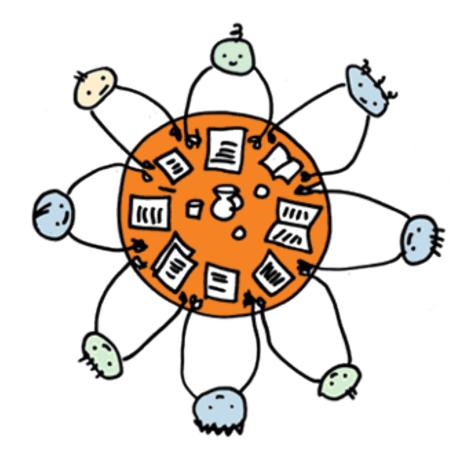
- Introduce and increase feedback loops into the development process
- Run tests as soon as code is written, don't let defects accumulate
- Less Documentation, and more coding with real time feedback
- Forgo requirements gathering sessions for prototype reviews of UI
- Don't over study which tools are the best, take the top 3 and evaluate them
- Encourage and accept immediate customer response to your work







# Principle #6: Engage Everyone







### Self-Determination

- A mature organization focuses on learning effectively and empowers the people who do the work to make decisions.
- Let the team design their own working procedures
- Remember Management's role is coach, train, and assist the teams
- Managers need to improve as much as individual workers. A feedback loop is critical going both ways between managers and workers to drive improvement
- Let the team make it's own commitments
- Management's role is to provide support, resources, guidance, and protection







## Empower the team through leadership

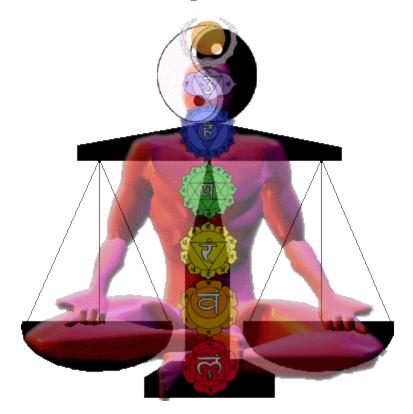
Managers	Leaders
Cope with Complexity	Cope With Change
Plan & Budget	Set Direction
Organize & Staff	Align People
Track & Control	Enable Motivation







# Principle #7: Optimize the whole





### Optimizing the Whole





#### **Consider the Airplane**

- An engine wont fly at 10,000 m
- A wing or tail will fall from the sky
- Make the engine larger without changing anything else, and the plane will likely fall apart
- An airplane must be changed and managed as a system







### Systems Thinking is Often Counterintuitive



#### **Drive cost out of each department**

Eliminate waste between departments

Easy

Difficult

Often interferes with overall cost reduction

May not result in the lowest department costs

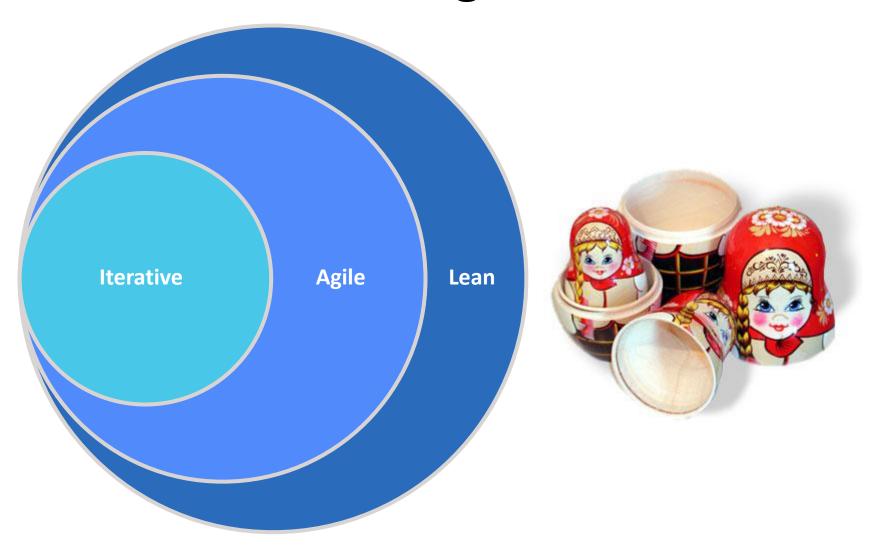








# Iterative, Agile, Lean









## Agile and Lean are complementary

### Agile

- A philosophy that concentrates on delivering things that have value to a customer
- Avoid things that have no value to the customer
- Don't believe in the "big detailed plan"



#### Lean

- Started as a management approach for streamlining production.
- Avoid all waste
- Get the customer involved at the earliest opportunity





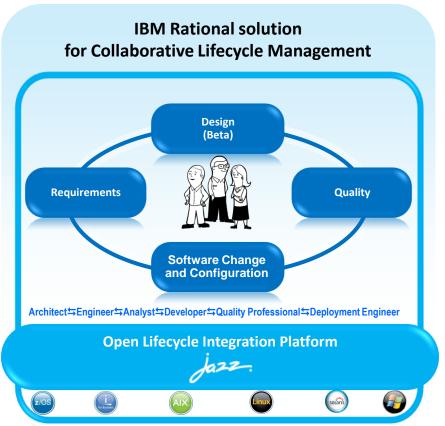




### Getting Leaner with CLM





















#### In-Context Collaboration always shows the latest



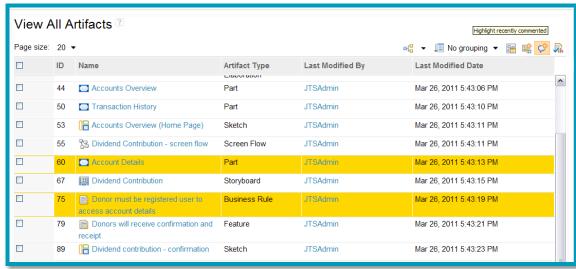




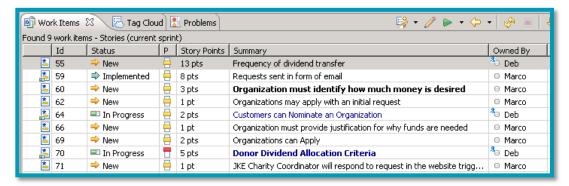




Threaded discussions on requirements



#### Recent discussions highlighted on requirements



Unread work Items bolded for developers





#### Formal reviews drive agreement & prevent re-work











Reviews & approvals ensures artifacts are reviewed and/or approved by key team members and capture compliance requirements.

**Test Artifacts** 

Requirements

Work Items

Participant	s Review: D In progress	0% completed	Your role: Approver	
□ 🔗 Overall Re	view: 📝 Draft — 📔 in pr	ogress 65% complet	lod	ij
Due: Apr 18, 201	T.			
Instructions to re	eviewers:			
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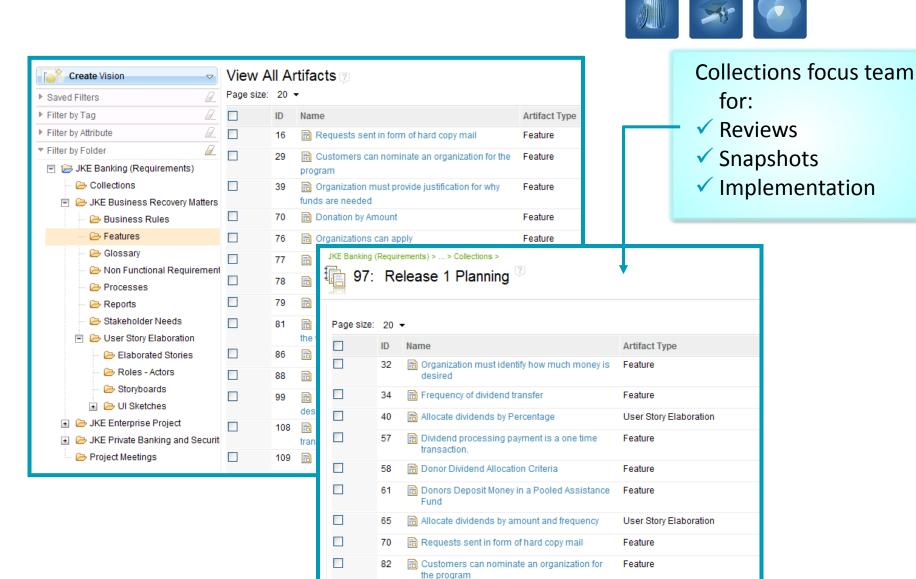
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	Al	Pending	
	Curtis	Pending	
	Tanuj	Approved ▼	
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Requirements collections focus teams on goals

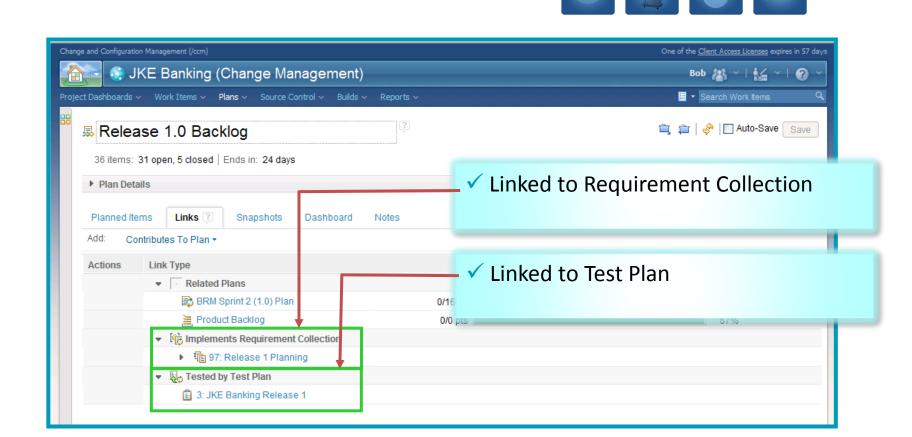








Align planning across business, development and test teams





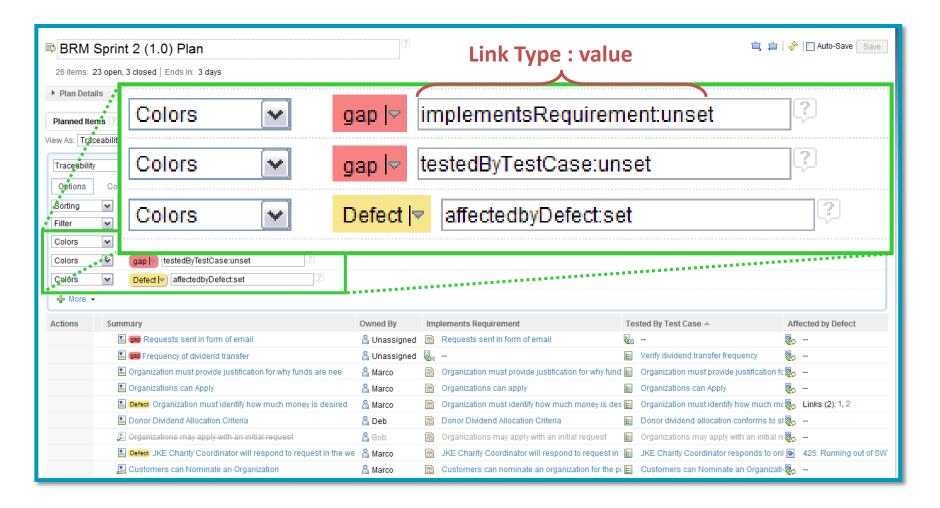




#### Highlight planning gaps













#### Improve quality and predictability

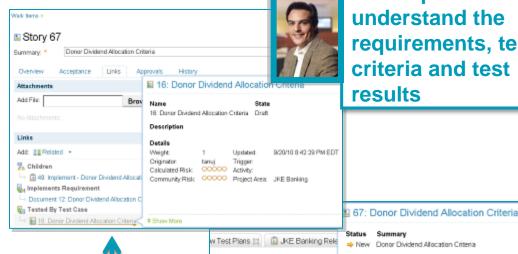




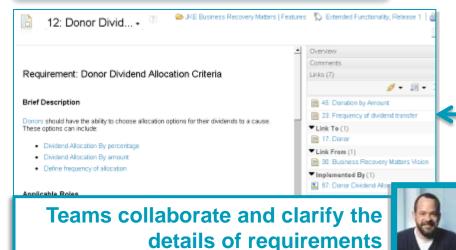




- Creating a shared vision delivers what the stakeholders want
- ✓ Whole team buy-in improves team trust, efficiency and focus
- Everyone knows what work is needed by whom and when.
- Traceability provides insight to knowing when you are DONE!



**Developers** understand the requirements, test criteria and test results



Testers define and execute tests cases with a clear understanding of requirements

Details

Filled Against:

Story Points:

Team Area:

Creation Date:

Quick Information

Subscribers (1): B

Story

Business Recovery Matters / JKE Banking

Children (1): 49.

September 10, 2010 8:42 PM

🌄 Implements Requirement (1): 1 - 🧞 Tested By Test Case (1)

Donors should have the ability to choose allocation options for the

Donor Dividend Alloca

Test Case Overview | Snapsh

friginator: Tanui Owner: Unassigned

lescription: < Click here to enter a descri

Change management items that are aligne

Criteria

Development Items

Show All - Items per page





#### Automated defect traceability

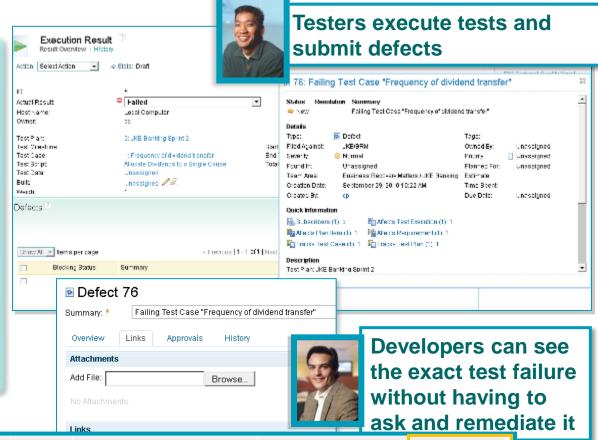








- 4-clicks to submit a defect automatically linked to impacted artifacts
- Test results are recorded and linked to test cases, and associated requirements
- Test results can be linked to software builds
- Everyone has visibility into the defects, their impact, and the action taken to resolve them









#### Kaizen Events: retrospectives identify areas of improvement





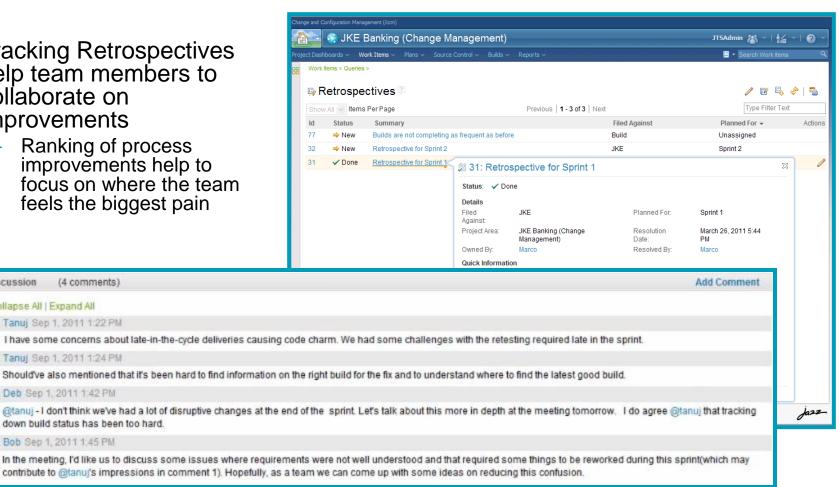


Tracking Retrospectives help team members to collaborate on improvements

(4 comments)

down build status has been too hard.

Ranking of process improvements help to focus on where the team feels the biggest pain





Discussion

Collapse All | Expand All 1. Tanuj Sep 1, 2011 1:22 PM

2 Tanui Sep 1, 2011 1:24 PM

3. Deb Sep 1, 2011 1:42 PM

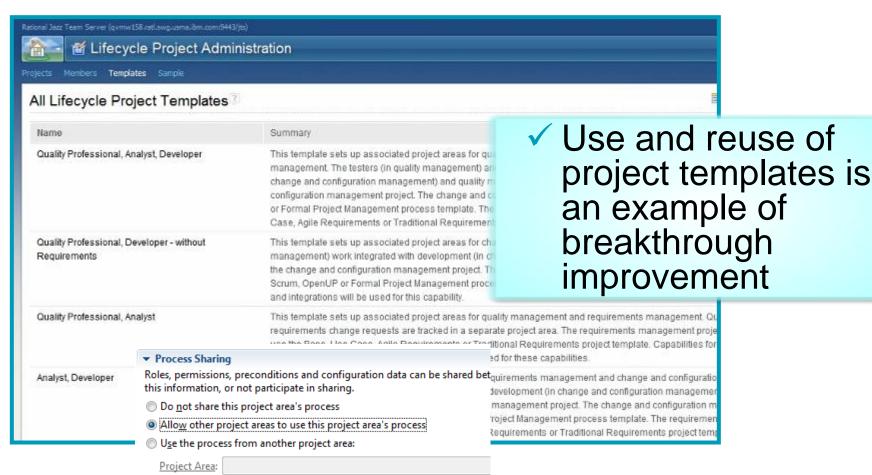
4. Bob Sep 1, 2011 1:45 PM





#### Templates: Support breakthrough improvement











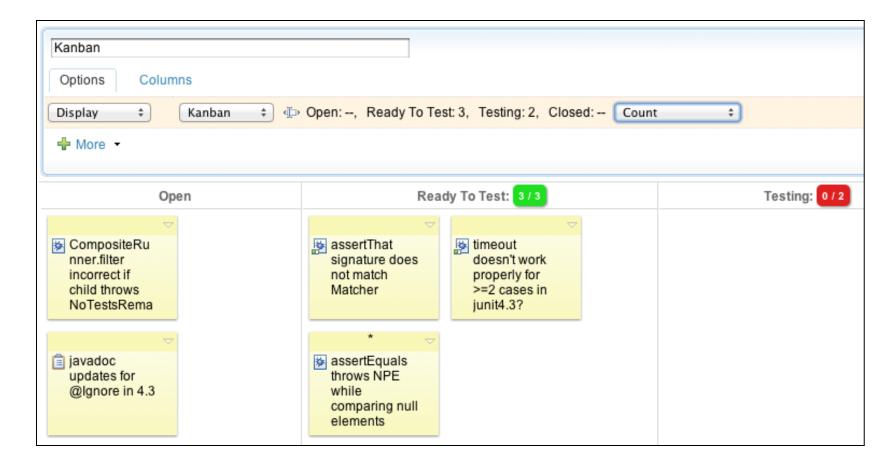
#### Kanban taskboards: Optimize the flow of work











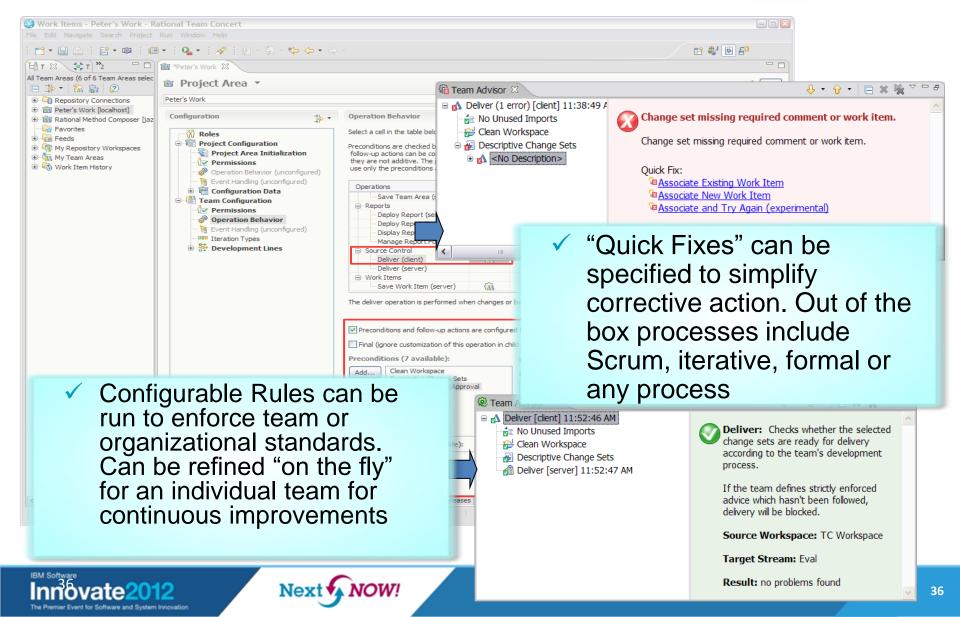






#### Automate enforcement of "rules of the road"





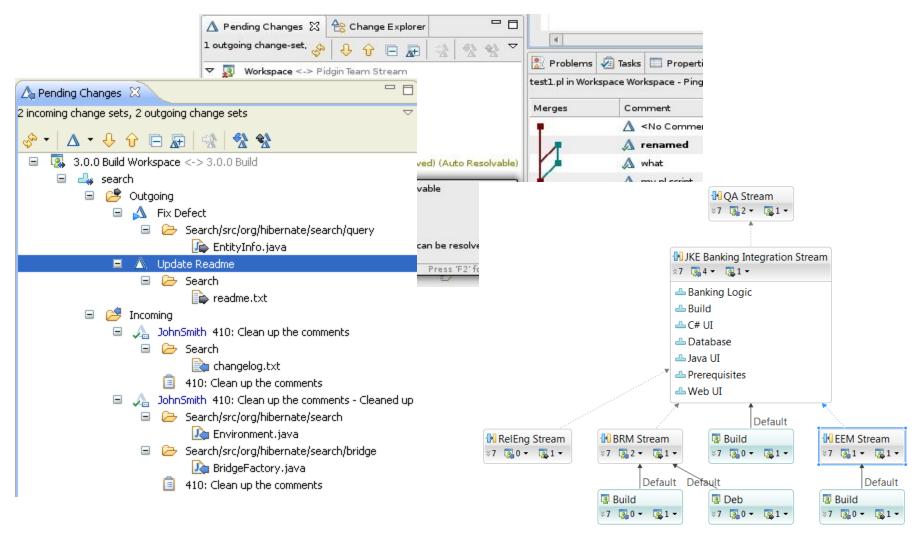


#### Sophisticated SCM fosters small batch sizes













#### Get Started! Collaborative Lifecycle Management





#### Interactive White Board



Short, simple way to share the 5 ALM imperatives ibm.co/alm-everywhere

#### Try it out at jazz.net!

1 Download RTC, RRC or RQM for CLM

https://jazz.net/downloads/rational-team-concert/

Sample scenarios for CLM

https://jazz.net/wiki/bin/view/Main/MTM Lifecycle Welcome

#### Track our progress at jazz.net!

We openly develop our software with our own tools! <a href="https://jazz.net/projects/clm/">https://jazz.net/projects/clm/</a>

#### **Role-based Demo**



VP of Development, a Business Analyst or Project Owner, Agile Team Lead, Developer and Test Lead. <a href="mailto:bit.ly/jazzCLMdemo">bit.ly/jazzCLMdemo</a>







### References

- M & T Poppendieck: <u>Lean Software</u>
   <u>Development</u>
- David J. Anderson: <u>Lean Software</u>
   <u>Development</u>
- Scott Ambler: <u>The Principles of Lean Software</u>
   <u>Development</u>











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