Paige Watson
Whole Team Programming

3 Truths and A Lie

• When a 5000+ line BASIC file failed to render a picture of Farrah Fawcett, I decided to give up programming forever.

• In 2000, I heard about XP development and asked a coworker to try pairing with me, only to be laughed at.

• I left a lucrative career in the Adult Entertainment Industry to teach the world to build better software.

• I am one of the only two people in the world to attain the extremely hard to get certification of "Certified FAST Instructor".

• I saw Queen play at Live Aid

Can we agree to be CLEAR?

Can We Agree To Be CLEAR?

Curious, Caring & Open-Minded

Listen to One Another

Encourage Everyone to Contribute

Avoid Dominating or Interrupting

Repeat & Review People's Points

These ideas are starting points.
Use them in your own working agreements.
Amend them as necessary.

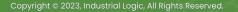Adapted from *Smarter, Faster, Better* by Charles Duhigg

"All the brilliant minds working together,
on the same thing,
at the same time,
in the same space,
and at the same computer"

– *Woody Zuill*

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Syllabus

"Go somewhere you know nothing about, and see what happens"
- Karl Ove Knausgaard

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Whole Team Programming: *Agenda*

01
Concepts and History
Quick History
What's in a name?
Getting started

02
Explanation of Practice
Roles
Communication Framework
Exercises

03
Let's Collaborate
Put hands on keyboards
Wash, Rinse, Repeat

04
Retrospective
Feedback
Q&A
What's next?

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01: Concepts

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Concepts:

Software Teaming

Woody Zuill and Kevin Meadows

SOFTWARE TEAMING

A Mob Programming, Whole-Team Approach

Second Edition

Andrea Zuill © 2015

Woody Zuill and Kevin Meadows

Foreword by Kent Beck

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Concepts:

What's in a name?

Mobbing, Ensemble, Software Teaming, Whole Team Programming

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VS

Concepts:

Collaboration

Do you work as a Team,
 or group of Independent Contributors?

Collaborative teams:
- Produce higher quality code more rapidly
- Grow Team Ownership and Code Responsibility
- Have a "rising tide effect" on all members
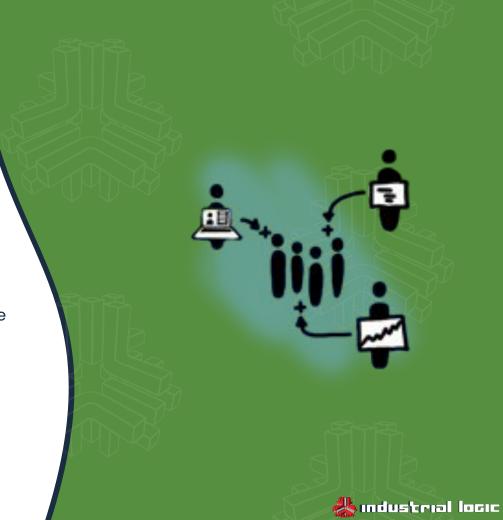- Find more effective solutions
- Are happier

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Organizational Roles

PM/PO - Nothing Changes
Scrum Master - Nothing Changes*

QA - Part of the collaborative group
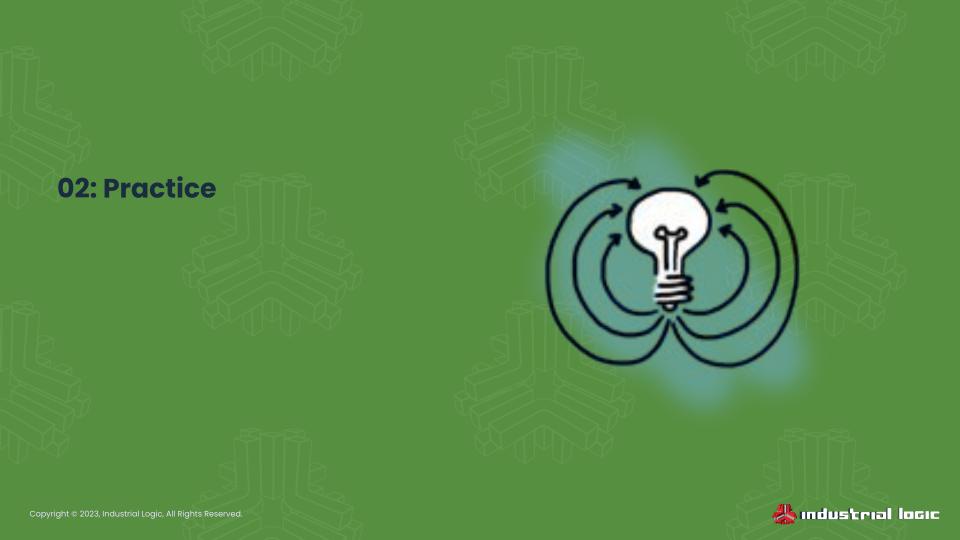**Other Team Members** - Part of the collaborative
group

* Less meetings...

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Concepts:

Scatter Gather vs Collaboration

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02: Practice

Explanation Of Practice:
Ensemble Roles

Driver - a smart input to get the code into the computer
Navigator - solves the problem at hand

Steward - move the work through the process
Sheriff - guards the flow of the group

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Explanation Of Practice:
Communication

Intent, Location, Details

Say your Intent:
"I want to call a function to calculate the value of two integers"

Give Location (if needed):
"You can add it on line 45" or "Let's put it in the 'Calculator' class file"

Give Details (if needed):
"I want to set up the code to pass the class into the handler we'll be writing next..."

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Explanation Of Practice:
Today's Practice

From chaos comes order

Join a group
- Ability isn't important
- Make a circle of chairs
- One person at the keyboard

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Explanation Of Practice:
Today's Practice

From chaos comes order

Practice rotating
- Driver moves to the end of the line
- Navigator moves to drivers seat

You can pass***

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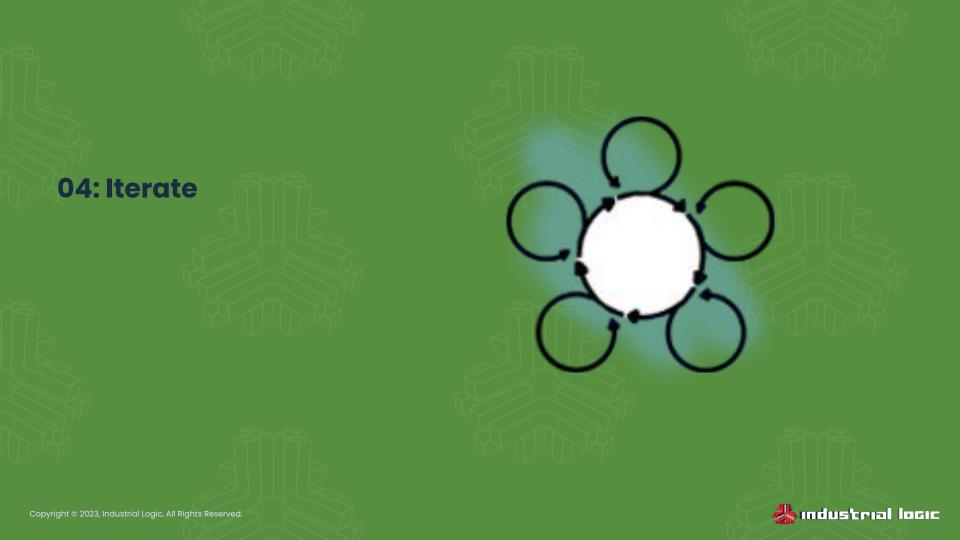# 03: Configuration

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Download Repository

Clone the repo
https://github.com/MyTurnyet/wholeteam_js

Run:
yarn install
then
yarn test

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04: Iterate

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Interation *1*

Let's get started

Numbers 0 – 9 return words representing those numbers

0 = "zero", 1 = "one", ... 9 = "nine"

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Retro!

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Interation 2

Multiples of 10 return words representing those numbers
(Up to 90)
10 = "ten", 20 = "twenty", ... 90 = "ninety"

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Retro!

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Interation *3*

Let's get started

2 digit numbers return words representing those numbers

11 = "eleven", 16 = "sixteen", 99 = "ninety-nine"

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Interation *4*

3 digit numbers have "hundred(and)"

100 = "one hundred"
121 = "one hundred and twenty-one"
856 = "eight hundred and fifty-six"

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Retro!

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Resources

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Resources Link

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