#### How to make a time machine

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'You must follow me carefully. I shall have to controvert one or two ideas that are almost universally accepted. The geometry, for instance, they taught you at school is founded on a misconception.'

'Is not that rather a large thing to expect us to begin upon?' said Filby, an argumentative person with red hair.

The Time Machine H. G. Wells



# If you could travel in time what would you do?

















### What could you do with a time machine

- Predict the future
- Stop the bad stuff in the past from happening
- Experience the good stuff again
- Learn from the past
- Have fun



So what do you need to make time?

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#### A proven architecture

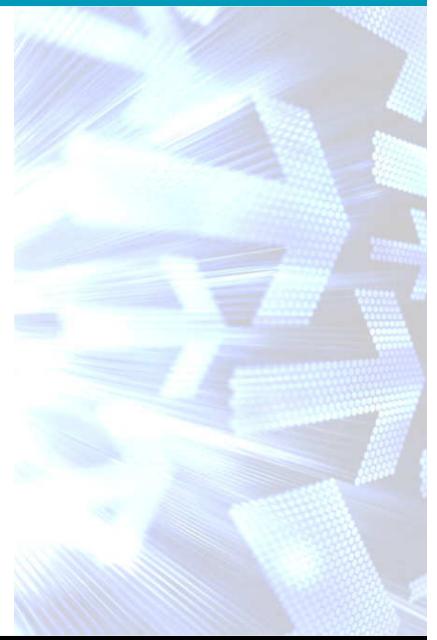
- Architectural options are always a good thing
- Follow the classics form follows function
- Make it firm but easily pliable
- Build something better than a DMC-12





# A clear an unambiguous vision

- The vision must be simple but not simplistic
- The vision must be compelling
- The vision must be well communicated
- The vision must be emotive





#### **Great Tools**

- Integration saves time
  - ▶ Enter it once, see it anywhere
  - Removes defects before they're introduced
- Find before you need to fix
- Address security before you go live
  - A denial of service attack on a time machine – not good!





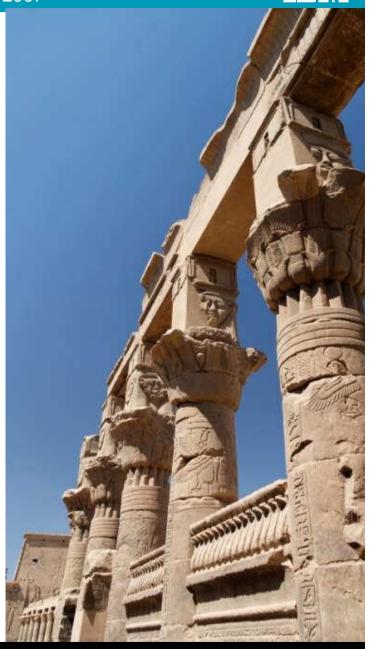
#### **Great Tools**

- Test every change a mistake could hurt
  - Solve the time machine testing paradox
  - Even then you can't tet everything
- Give the team a picture and do the dot to dot



## Time and energy to make the time

- 25% for innovation is not enough to build innovation
- Self-Configuration
- Self-Healing
- Self-Optimization
- Self-Protection



Who's building it for who?

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# Get the top10%ers to build it

- Give them an environment to build it in
- Don't expect them to pull the others along
- Don't rely on the mad professor
- Don't just expect it to happen





#### Involve the business and the customer

- Solve their problem not their solution
- Build more than they ask for
- Get them to look beyond the immediate future



## Make the time machine generative

- Leverage
  - Make difficult jobs easy
- Adaptability
  - Breadth of uses with no or simple changes
- Ease of Mastery
  - Easy to adopt
- Accessibility
  - Easy to obtain



### When should you make more time?

- Start now
- Start making time with the things you do most often
- Start making time for the business
- Start fixing yesterday while you fix today



## Using all the time you've found

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#### **Innovation**

- Situational Computing
- Mobile solutions
- Collaboration
- Build value from consolidated content
- Take advantage of the long tail



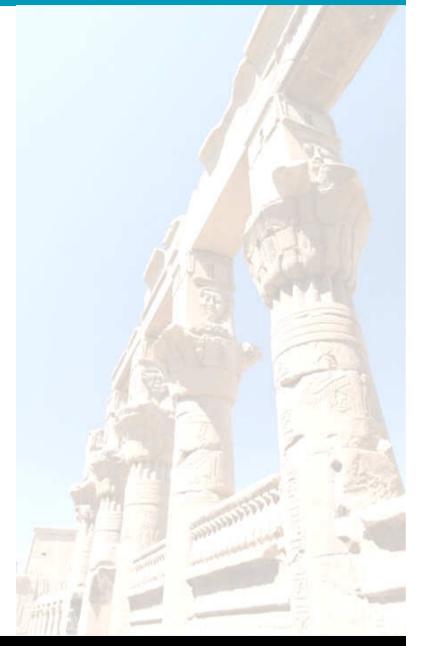
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# Software Archaeology

- Understand the landscape
- Shore up with pit props first build unit tests
- Catalogue the findings
- Wrap the good and scrap the bad





### Polish your assets

- Factor out the project specifics
- Extract the asset from as high up as possible
- Take and polish the accompanying tests
- Fully describe with the Reusable Asset Specification



# Tips for Time Travellers

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## Doesn't mean you never experience the bad stuff

- You just don't have to experience it twice
- Learning by reading about history could be less painful
  - Remember that generally the winners write history
- You still get to learn from failure



### It can be use for both good and bad

- Lucky successes can be used as good examples
- Ground Hog day can still happen if you don't learn
- You must not steer just looking though the rear view mirror



### Finally Learn Business Lessons from Einstein

- Don't time travel badly
  - Avoid the "Twin Paradox" effect
  - The organisation stays on planet Profit IT goes to the distant planet Technology
- Create time dilation
  - Occurs when two objects more relative to each other
  - Don't follow the market lead it but with cunning
- Use gravity to create time
  - The higher up we operate the faster things appear
  - Get proactive high level support for your projects











# Thank You

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