# Innovate2011

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Let's build a smarter planet.



## **Software Economics in Practice**

**Session AS01** 

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### This session...



#### Many software delivery projects fail...

- to deliver the value promised
- or achieve the expected results

#### Walker Royce presented

Measure Improvement in Software Economics

#### I will provide my perspective on

- What it takes to make the changes suggested
- What happens in practice as these changes are made





#### My clients don't like uncertainty

It results in waste and additional cost

#### They want predictability

Faster and cheaper would be nice too!





#### So I encourage them to manage complexity effectively

- Linear / Waterfall approaches fail to do this
- What I encourage is the use of Iterative and Agile practices

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## **Predictability Requires Adaptability**

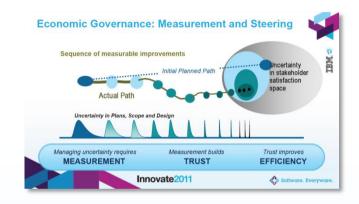


#### You need a Shared Vision

• But, up-front requirements != actual solution

#### **Optimisation requires measurement**

- Iterative practices increase feedback
- Increased feedback develops confidence
- With confidence comes trust





VM4U

Blindly following a pre-defined path will not deliver the right result



#### S. EE

# UPM >

#### **Continuous Integration of all work**

Demonstrate true progress of working solutions

#### Avoid creating planning wallpaper

You can't predict the future

#### Don't rely on "spec's"

- Early details can be wasted effort
- Template completion is not progress

#### Integrate

#### Plans/management

Plan for integration to precede unit testing

Avoid false precision in plans and requirements

# **Pivotal Culture Shifts**

#### Balance risk against demonstrating value

But risk management adds value too

#### Maintain a Strategic Architectural view

Proving architecture decisions with valuable solutions

#### Regular demonstration is real progress

Requires a "whole team" effort

#### Collaborate

#### Progress measures

Quantify progress trends from the integrated code and test base

Don't attack the easy things first





#### Change is inevitable, but must be managed

Maintaining "velocity" with change is key

#### **Adopt Team Change Management**

- Allow change to future work, there's no "impact"
- But change to "done" work is new work

#### **Constant demonstration validates change**

Increases confidence in what's being delivered

#### **Optimize**

#### **Quality measures**

Quantify cost-of-change trends to demonstrate true agility

<u>Don't</u> rely on subjective and speculative measures







### Silos v Whole Teams Documents v Software

#### Conventional

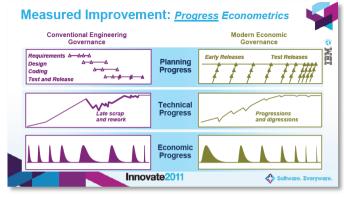
Speculation, rework and delays

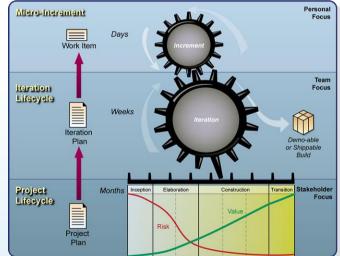
#### Modern

Early discovery, consumable solutions

#### **Balance Risk and Value**

Avoid late surprises







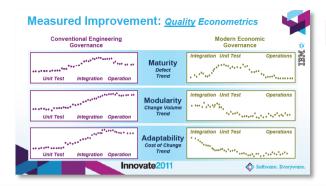
## **Quality-Driven Activity**

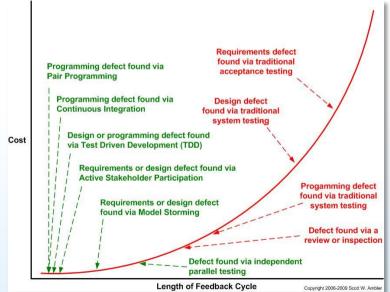
#### **Discover issues early**

- Test-first
- Non-solo development
- Continuous Integration
- **Demonstration**

#### Avoid "technical debt"

Reduces the cost of change







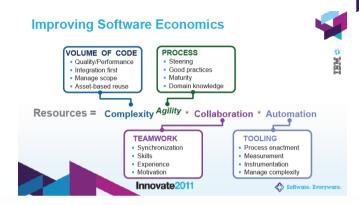




### **Complexity** \* Collaboration \* Automation

# Most projects are complex IBM agility@scale addresses

Process, Teamwork, Tooling



#### But it's people that are most important

Agility and Collaboration

They also require significant investment





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#### **Automation – a foundation**

A simpler investment, quick results

#### Collaboration tools – an enabler

Increased communication is always beneficial

#### Agile practices – multiply the returns

But cultural change takes time, effort and significant investment

### The tools bring the horse to water, Agility helps it drink



**Productivity Improvement Leverage** 



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# "If you play better defense you can play better offense!"



#### You have to know where you stand

Initial and continuous measurement is key

#### People and culture are major components of success

It can't and won't happen over-night

#### Agility is key to delivery and operational success

agility@scale takes more than simple method adoption







# Your next steps toward **Improving Software Economics**



#### **Read Walker's Whitepaper:**

http://walkerroyce.com/PDF/Improving Software Economics.pdf

#### Learn from the experiences of others:

Attend today's "TS2: Achieving Large Scale Distributed Agile Delivery"

#### **Advance your Agile Education**

Attend tomorrow's "Introduction to <u>Disciplined Agile Delivery</u>"

#### Use the experience of others

