

NOT TECHNICAL? NOT A PROBLEM!

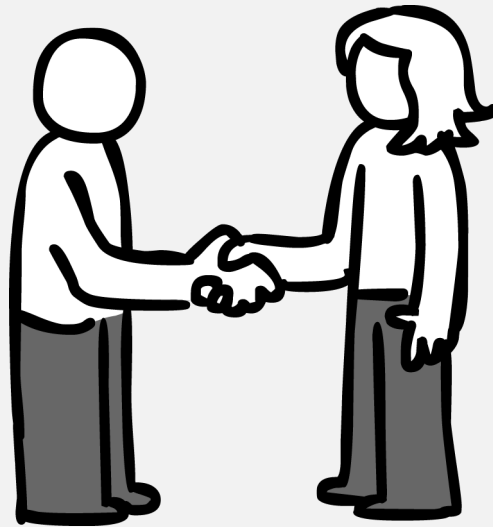
Introducing Engineering Practices without being hands-on

Workshop by Allison Pollard & Pradeepa Narayanaswamy

@Allison_Pollard | @NPradeepa

ICE BREAKER

- Attendees get to network with 4-5 other attendees one on one and answer the question “What’s it like to be non-technical?”.



ALLISON POLLARD

- Bumper car that provokes movement
- Agile coach with Improving in Dallas who helps people discover their agile instincts and develop their coaching abilities
- Certified Professional Co-Active Coach and proud glasses wearer



PRADEEPA NARAYANASWAMY

- A Fire Dragon who ignites the spark & challenges the status-quo.
- Life Coach serving adoption families, women with fertility issues & professional women
- Enterprise Coach with Cox Auto
- Cheese head & soap collector



OUTLINE

- Lego Game for TDD
- Limericks for Continuous Integration
- Penny Game for Continuous Delivery & Continuous Deployment
- Tips & Techniques
- Wrap up/Q & A



LEGO GAME

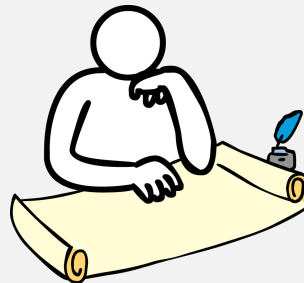
- Working with a partner:
 - Prepare your environment. Clear the area in front of you. This is your program.
 - First Test: Does the person exist? No?
 - We failed the test—celebrate!
 - Define the minimum to pass the test. Add a block. Can that be a person?
 - Hurray! The person now exists! We passed the test!
 - Refactor. Remove any duplication. In this case we're good.
 - Now let's add a house – failed test, minimum to pass the test, refactor.
 - Add more tests: The house is taller than the person. Is the house wider than the person? Can your person fit in the house? Work together to come up with some new tests. Keep building to minimally pass tests.

LIMERICKS

- We're going to simulate 2 people working on the same code in the form of poetry
- Each pair is going to write a Limerick together. Limericks follow an end of a sentence rhyming pattern of A-A-B-B-A.
- 1st, 2nd, and 5th lines are 8-9 syllables.
- 3rd and 4th lines are 5 syllables.
- They are almost always humorous, if not a little bawdy.

Example:

It filled Galileo with mirth
To watch his two rocks fall to Earth.
He gladly proclaimed,
"Their rates are the same,
And quite independent of girth!"



Themes:

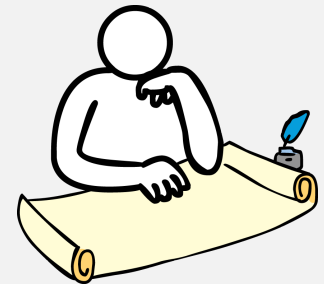
- Princess & Palace
- Beach & Speedo
- Monkey & Work
- Astronaut and Jell-O Shot

LIMERICKS

- We're going to simulate 2 people working on the same code in the form of poetry to introduce the topic of CI. Each pair is going to write a Limerick together. Limericks follow an end of a sentence rhyming pattern of A-A-B-B-A. 1st, 2nd, and 5th lines are 8-9 syllables. 3rd and 4th lines are 5 syllables. They are almost always humorous, if not a little bawdy.
- Group 1 will write a Limerick that isn't using pairing
 - Lines 1 and 3 and 5 are written by the first person
 - Lines 2 and 4 are written by the second person
 - No discussion
- Group 2 will 'pair' sequentially
 - Lines 1 and 3 and 5 are written by the first person
 - Lines 2 and 4 are written by the second person
 - Take turns writing lines passing the paper.
- Group 3 will write a Limerick that pairs fully
 - Either person can write, the other can comment, critique, provide input, etc.
 - ©NPradeena | @Allison_Pollard Change any line/word you want as long as both people agree

Example:

It filled Galileo with mirth
To watch his two rocks fall to Earth.
He gladly proclaimed,
"Their rates are the same,
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EXAMPLE LIMERICKS

It filled Galileo with mirth
To watch his two rocks fall to Earth.
He gladly proclaimed,
"Their rates are the same,
And quite independent of girth!"

Then Newton announced in due course
His own law of gravity's force:
"It goes, I declare,
As the inverted square
Of the distance from object to source."

But remarkably, Einstein's equation
Succeeds to describe gravitation
As spacetime that's curved,
And it's this that will serve
As the planets' unique motivation.

Yet the end of the story's not written;
By a new way of thinking we're smitten.
We twist and we turn,
Attempting to learn
The Superstring Theory of Witten!

LIMERICKS THEMES

- Princess & Palace
- Beach & Speedo
- Monkey & Work
- Astronaut and Jell-O Shot

PENNY GAME

All the tables play the game

First Round –

- Total 10 Team members in a team passes one coin at a time to the next until all the coins are with the 9th member.
 - 9th member flips each and every coin and then pass all the flipped coins to the 10th person.

Second Round –

- Total 10 Team members in a team passes one coin at a time to the next until all the coins are passed.



TIPS & TECHNIQUES

- Book Club
- Intra company technical mentorship program
- Pair/Mob Programming
- Technical meetups
- Lunch & Learns
- Mini workshops with internal experts
- Hackathons
- Internal and External Conferences
- One day workshops with outside experts
- Watch video as a team
- Bring outside projects to learn and share
- Reading and contributing to blogs
- New ideas using Gamification
- Tutor younger generation in schools/colleges
- Organize Code camps

WRAP UP

