



### From ... to Scrum

Jurica Križanić @jkrizanic



### About me



- Currently: Java dev at comSysto GmBH
- **8+** years of experience
- Worked in 3 companies before Java dev, tester, CI/CD guy, educator, all arounder...
- A lot of projects (backend, frontend, CI, education)
- Holding several certificates (Java, Spring, Scrum Master)
- Areas of interest: Java, CI/CD, lean & agile



# Agenda

- What about Scrum thing and ... ?
- Benefits of Scrum I've found
- Organization
- Technical part (writing code, code reviews, version control, CI/CD)
- Social part (team/people, mindset)
- Conslusion



Java Cro E

### JavaCro E What about Scrum thing and ...?

- 3 companies before comSysto GmbH
- way of working so far •••
  - the same?
  - always same mistakes
    - I couldn't believe some of those
  - people not so keen to improve constantly
  - "I am super developer, my code is the best"
  - management without long term vision
- found very agile environment Scrum





### JavaCro Benefits of Scrum I've found (1)

- Sprint
  - 2-3 weeks long
  - small chunks of work
  - outcome and delivery at the end of every sprint
  - feedback
- Scrum team = Dev Team + SM + PO
- Dev team
  - trust
  - self-organization
  - pulling work, not pushed to us



# Benefits of Scrum I've found (2)



### JavaCro Benefits of Scrum I've found (2)

- Meetings
  - always participated in "pointless never end" meetings
  - first impression: "way to many meetings"
  - distraction for dev activities
  - but not written law skip sometimes
  - every meeting has its purpose
  - Scrum non-standard meetings



### Java Cro

# Daily standups

- the same time every day reference point
- 15 min max (or reduce it to it)
- transparency
  - good way of see who is/will doing what
- impediments visible
- get the info

Image source: agile42.com

Daily Scrum: Focus on story priority



### Java Cro

# Backlog refinement

- at the beginning: "it is time to code"
- upcoming work from backlog
  - problems later if not participating
  - Planning poker
- 4-6 times per sprint
- 90 minutes
- discussion
  - discuss stories with right people
  - ask questions, get answer

Image source: agile42.com



#### JavaCro<sup>III</sup>

# Sprint planning

- taking stories from the Backlog
- Dev team + SM + PO
- agree on commitment
- plan activities
- analyzing risk



Image source: agile42.com

# Sprint review

Java Cro III

- Present the outcome of work to PO
- Get instant feedback
  - communication during the Sprint
  - at the review meeting
  - no waiting for 4-6 months for feedback

	agile
	Scrum Master
Image source:	
	Product Owner Team
	Sprint Review Meeting
	agitet 2   The Agile Coadring Company www.agile42.com   All rights reserved. Copyright 6 2007 - 2012.
	69 com\$ysto
	Source and respond

### Java Cro E

# Sprint retrospective

- What went well?
- What was not well?
- How can we improve?
- Measures to improve
  - no doing the same mistake on and on
- Improvement groomings





# Not so Scrum related...



#### Java Cro D

# Organization

- Team setup
  - distributed in 4 locations
- Collaboration
  - Jira + Confluence
    - Previous experience:
      - "Don't bother us with Jira"
      - funny SVN hook hack
    - Handling tasks, issues, stories, agreements, documentation
  - Delivering working sofware (one of Agile values)
- Meetings



#### Java Cro 6

# **Technical part**

- Writing code with tests (integration, unit...)
  - no build with skiping tests
- Code reviews
  - get and provide knowledge (not only formality)
  - no need to convince people in benefits
- Version control
  - Git branching a lot (Bitbucket)
  - no need to go into SVN vs Git discussion
- CI/CD
  - no need to convince people in benefits
  - Ansible
  - Bamboo + Bitbucket (DEV, TEST, SIT, REF)
  - Jenkins (PROD)



# Social part

- Team (1 SM, 2 POs, 7 DEV, 3 QA)
- people (junior-senior)
- mindset
  - Previous:
    - previously spent time in convincing people
  - Now:
    - different now, no need to convince
    - open for changes and improvements
    - CI, CD, Tests, code review are must





# Conclusion



- Collaborate and be transparent...
- Improve
- Tests are "must have"
- Clean code
- CI/CD is "must have"



Java Cro III

#### JavaCro 6

### Change & Improve





### Transparency





Java Croll

# Collaboration





JavaCro<sup>III</sup>



#### JavaCro<sup>III</sup>

### Clean code is must have











# Q & A



