



BRIEFING PAPER

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LEAN SOFTWARE DEVELOPMENT

'Lean thinking' originated at the Toyota Production System, masterminded by Taiichi Ohno in the 1940s and '50s.

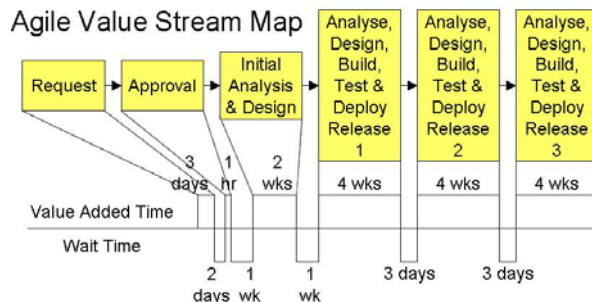
'Lean Software Development' is the application of the principles and practices of Lean production to the process of software development, and was first properly described in 2003 by Tom and Mary Poppendieck in their book 'Lean Software Development: An Agile Toolkit'.

Lean software development consists of seven principles and a series of 'Thinking Tools' which can be used to apply Lean principles to software development, to maximise value and minimise waste.

Eliminate Waste

» The 7 wastes of software development

- Partially Done Work
- Extra Features
- Relearning
- Task Switching
- Handoffs
- Delays
- Defects



Build Quality In

If you find defects, your process is defective

- » **Test-driven development stops mistakes**
Write executable specifications instead of requirements
- » **Stop building legacy code**
Automate all unit and acceptance tests

- » **The big-bang is obsolete**
Use continuous integration and nested synchronisation

Create Knowledge

Planning is useful. Learning is essential.

- » **Use the scientific method**
Hypothesise, conduct rapid experiments, create concise documentation and implement the best alternative
- » **Always challenge and improve standards**
Embody current best practice in mandatory standards, but encourage everyone to challenge and change them
- » **Drive performance by feedback**
Predictable organisations don't try to plan and predict the future; they develop the capability to respond as it unfolds

Defer Commitment

Abandon complete up-front specification

- » **Break dependencies**
System architecture should support the addition of any feature at any time
- » **Maintain options**
Treat all code as experimental – make it change-tolerant



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» Decide at the last responsible moment

Learn as much as possible before making irreversible decisions

Deliver Fast

Queues are buffers that slow things down

» Rapid delivery, high quality and low cost are compatible

Companies that compete on the basis of speed have significant cost advantage: they deliver superior quality and are more attuned to customers' needs

» Apply queuing theory to development

Focussing on utilisation creates traffic jams that actually reduce utilisation. Drive down cycle time with small batches and fewer things-in-process

» Limit work to your capacity to do it

Establish a repeatable velocity with iterative development. Limit the size of lists/queues to your capacity to deliver

$$\text{Cycle Time} = \frac{\text{Things in Process}}{\text{Average Completion Rate}}$$

Respect People

Engaged people provide the best advantage

» Teams thrive on pride, commitment, trust and applause

Members of a true team are mutually committed to achieve a common goal

» Provide effective leaderships

Bring-out the best in the team

» Respect partners

Allegiance to the joint venture must never create a conflict of interest

Optimise the Whole

Balance technology and opportunity

» Focus on the entire value stream

From concept to cash and from customer request to deployed product

» Deliver a complete product

Not just the software. Complete products are built by complete teams

» Measure UP: The whole, not the parts

Measure process capability with cycle time, team performance with delivered business value, customer satisfaction with a 'net promoter' score

Further information

RADTAC

St. Martin's House

16 St Martin's le Grand, London EC1A 4EN

Tel: +44 (0) 207 397 8340

Email: enquiries@radtac.co.uk

Website: www.radtac.co.uk

About RADTAC

RADTAC provides Consulting, Training and Delivery Services for Agile Methods, Project Management, Systems Development and Process Improvement.

We provide unique in-depth expertise across a full range of services; including Certified Training in Scrum, DSDM / Atern, XP, Lean, Agile Unified Process, PRINCE2 and ITIL.