



**Code Leaders  
&  
Beautiful Teams**

**Roy Osherove**

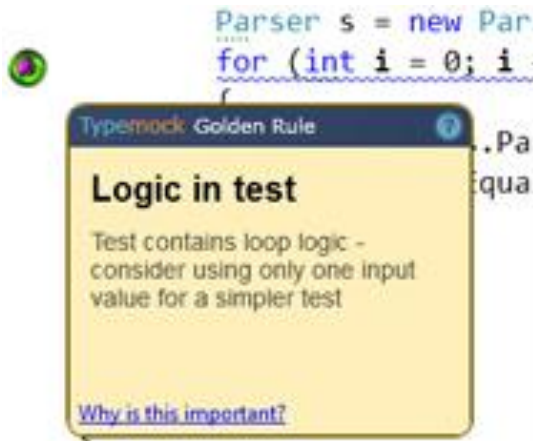
# @RoyOshero

## 5Whys.com – blog

- Course: **Essential Skills for team leads** : *osherove.com*

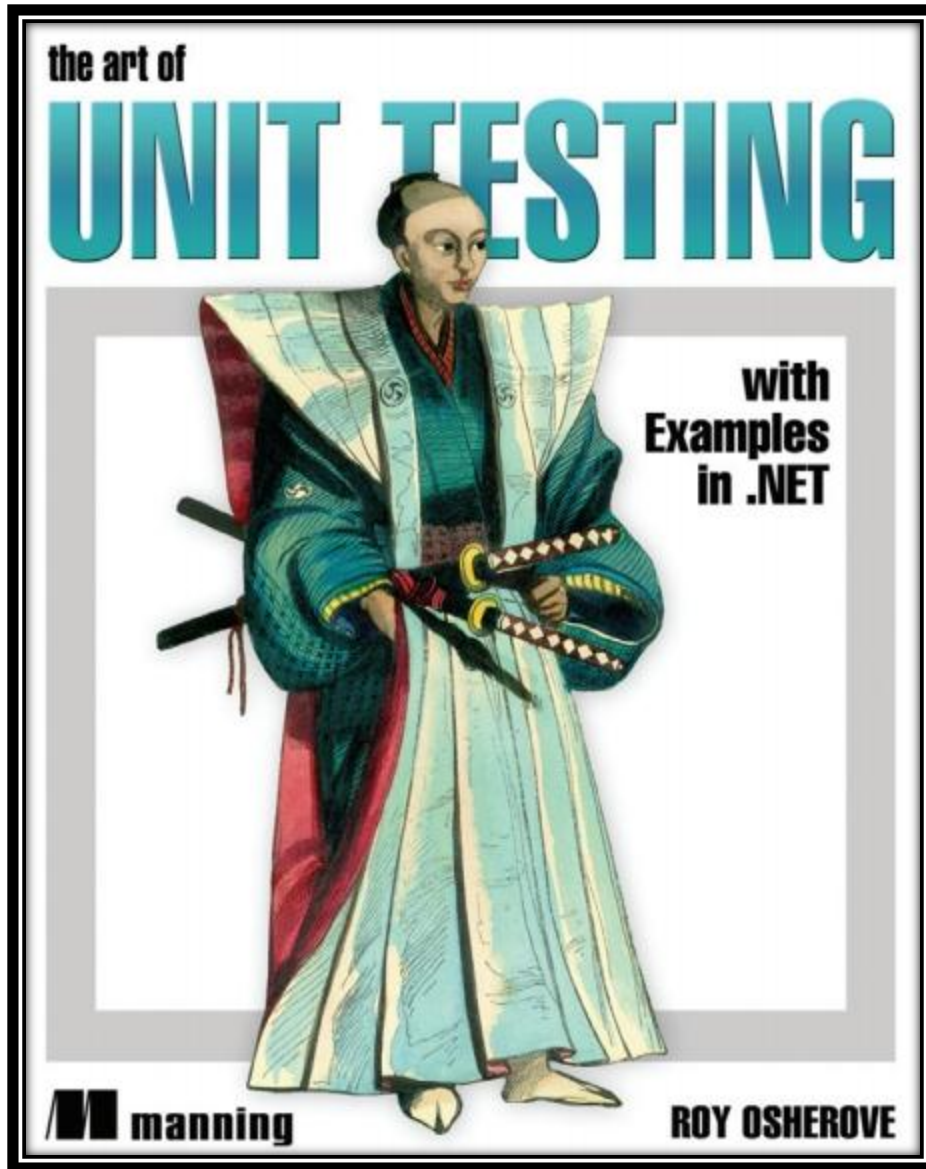
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Typemock™  
Test Lint



Typemock™  
Easy Unit Testing

www.ArtOfUnitTesting.com



Upcoming TDD  
Course  
@ iMeta July  
19th



# Agenda

- Teams
  - Buy tools, Master your tools, get rid of tools
  - Automate
  - Get Quick Feedback
  - Communicate without meetings
  - Build by feature, not layer
  - Work close
  - Code and test reviews
- Leads:
  - Be a Bottleneck Ninja
  - Grow people with Integrity
  - Remove obstacles, create a great env.

My worst team leaders

***Configuration***

***Deployment***

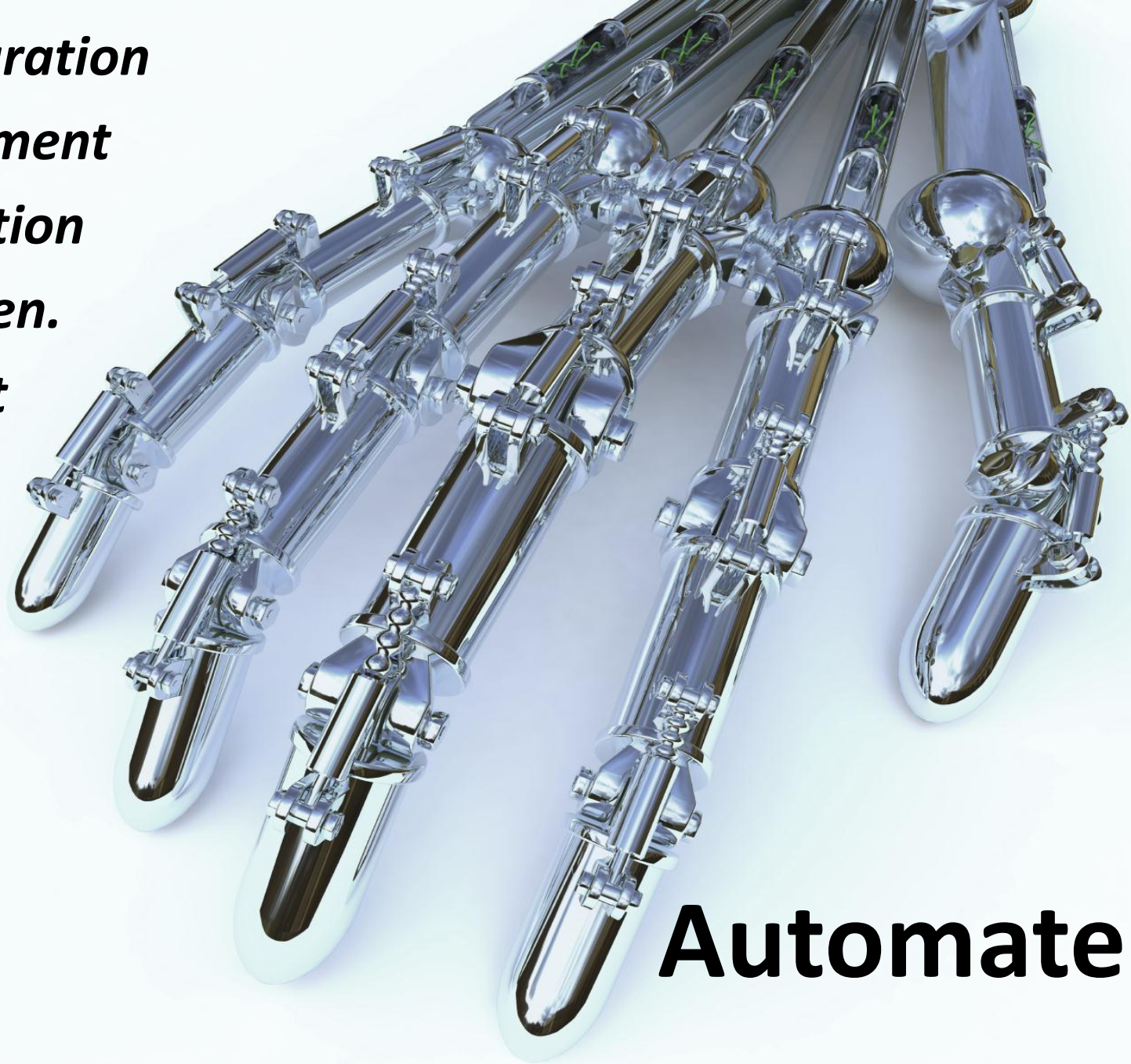
***Navigation***

***Code Gen.***

***Support***

***Builds***

***Tests***



**Automate**

# Automation tools

- FinalBuilder\ Automize
- Batch files
- Nant files
- AutoHotKey

| Description  | Enabled                             | Ignore Failure           | Status |
|--|-------------------------------------|--------------------------|--------|
| #teamcity[progressMessage 'Running Tests']   | <input checked="" type="checkbox"/> |                          |        |
| Try  | <input checked="" type="checkbox"/> |                          |        |
| MSBuild Project [ %FBPROJECTDIR%\Typemock.AutoDeploy.Runner.MsBuild.xml ]                        | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| Run tests in debug   | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| Text Replace [ bin\Release... ] with [ bin\Debug ] in [ Typemock.AutoDeploy.Runner.MsBuild.xml ] | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| Text Replace [ Report ] with [ ReportDebug... ] in [ Typemock.AutoDeploy.Runner.MsBuild.xml ]    | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| MSBuild Project [ %FBPROJECTDIR%\Typemock.AutoDeploy.Runner.MsBuild.xml ]                        | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| Finally  | <input checked="" type="checkbox"/> |                          |        |
| MSBuild Project [ %FBPROJECTDIR%\Typemock.UnDeploy.MsBuild.xml ]                                 | <input checked="" type="checkbox"/> | <input type="checkbox"/> |        |
| End  | <input checked="" type="checkbox"/> |                          |        |

### Quick Help for Comment

The Comment action enables you to add documentation to your project. Comment actions are never executed.





**Controls**  
**Automation tools**  
**Editors**  
**Diff helpers**  
**Bug mgmt.**  
**Source Control**

**Test & Buy**  
**the right tools**

Beyond Compare and lack of testing

A close-up, vertical view of a metal gear or cogwheel. The gear's teeth are visible on the left side, showing a jagged, metallic texture. The rest of the gear is blurred and set against a dark, almost black background. The lighting highlights the metallic sheen and the sharp edges of the teeth.

**Throw out  
the wrong tools**

- **IDE Shortcuts**
- **Refactoring tools**
- **Outlook..?**
- **Macros**

**Master your**

**tools**





# Get Quick, Continuous Feedback

- Your code works
- From customers
- Feedback from peers

# Does my code work?

- Automated tests
- Automated builds running tests
- Automated scheduled builds
- Continuous Feedback via
  - Continuous Integration
  - TeamCity
  - CruiseControl
  - Cruise
  - Hudson

# Did I build the right thing?

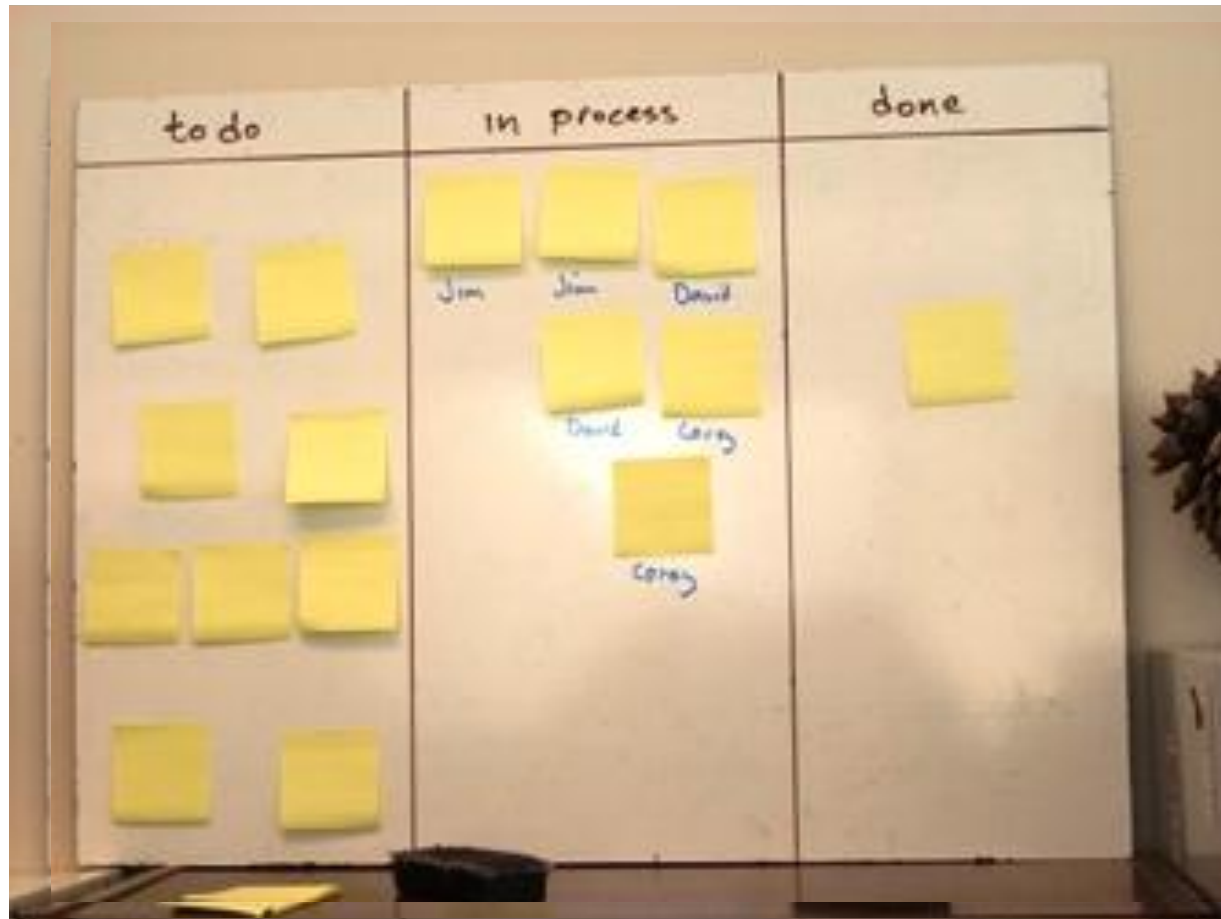
- Customer feedback
- Every iteration
  - (1-2 weeks?)

# Showing **Big Visible** Progress

Company level

Team level







# Scrumban

Essays on Kanban Systems  
for Lean Software Development



Corey Ladas

Medus Cooperand'i Lean Series

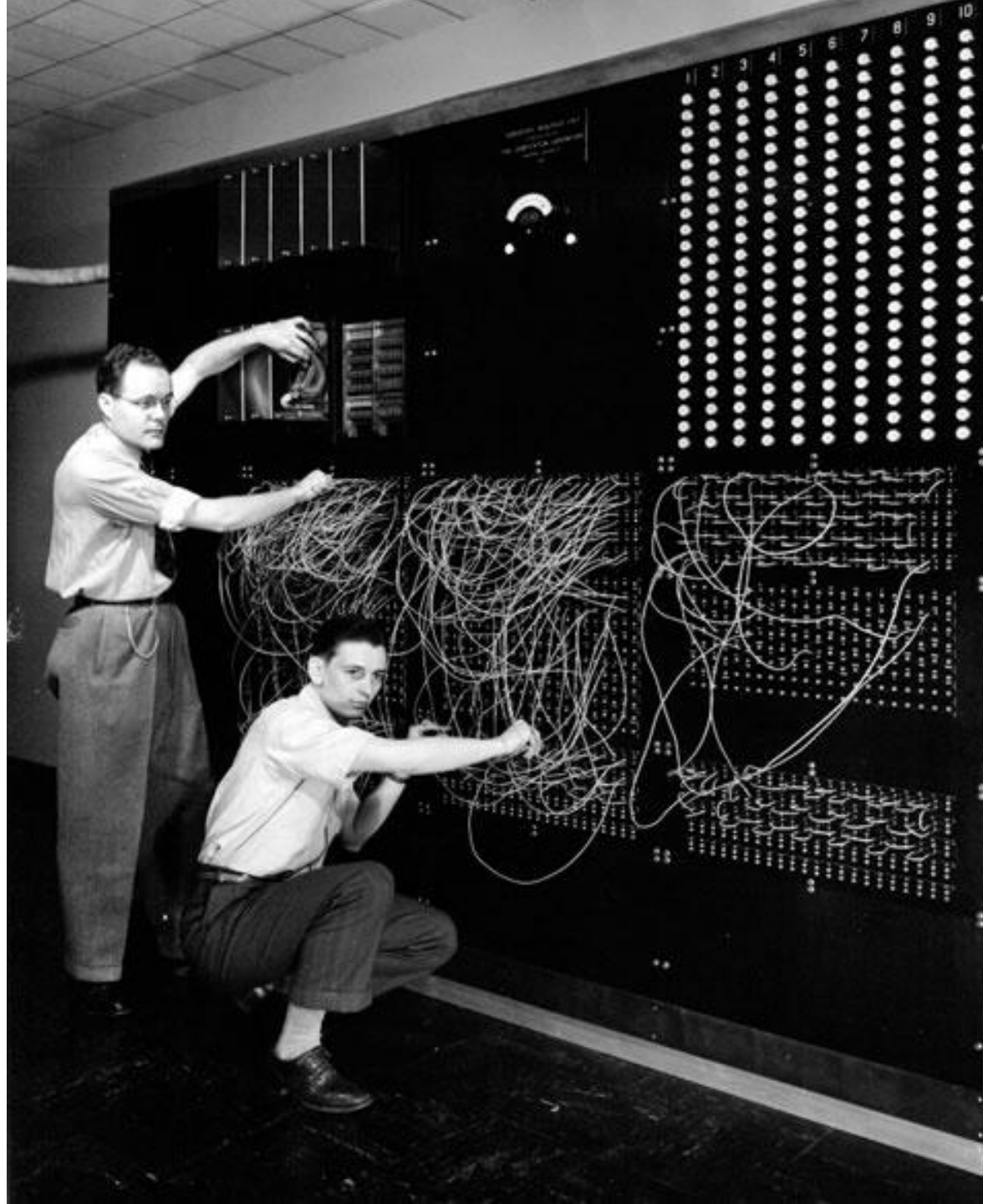
# Communicate **without** “meetings”



# No Meetings?

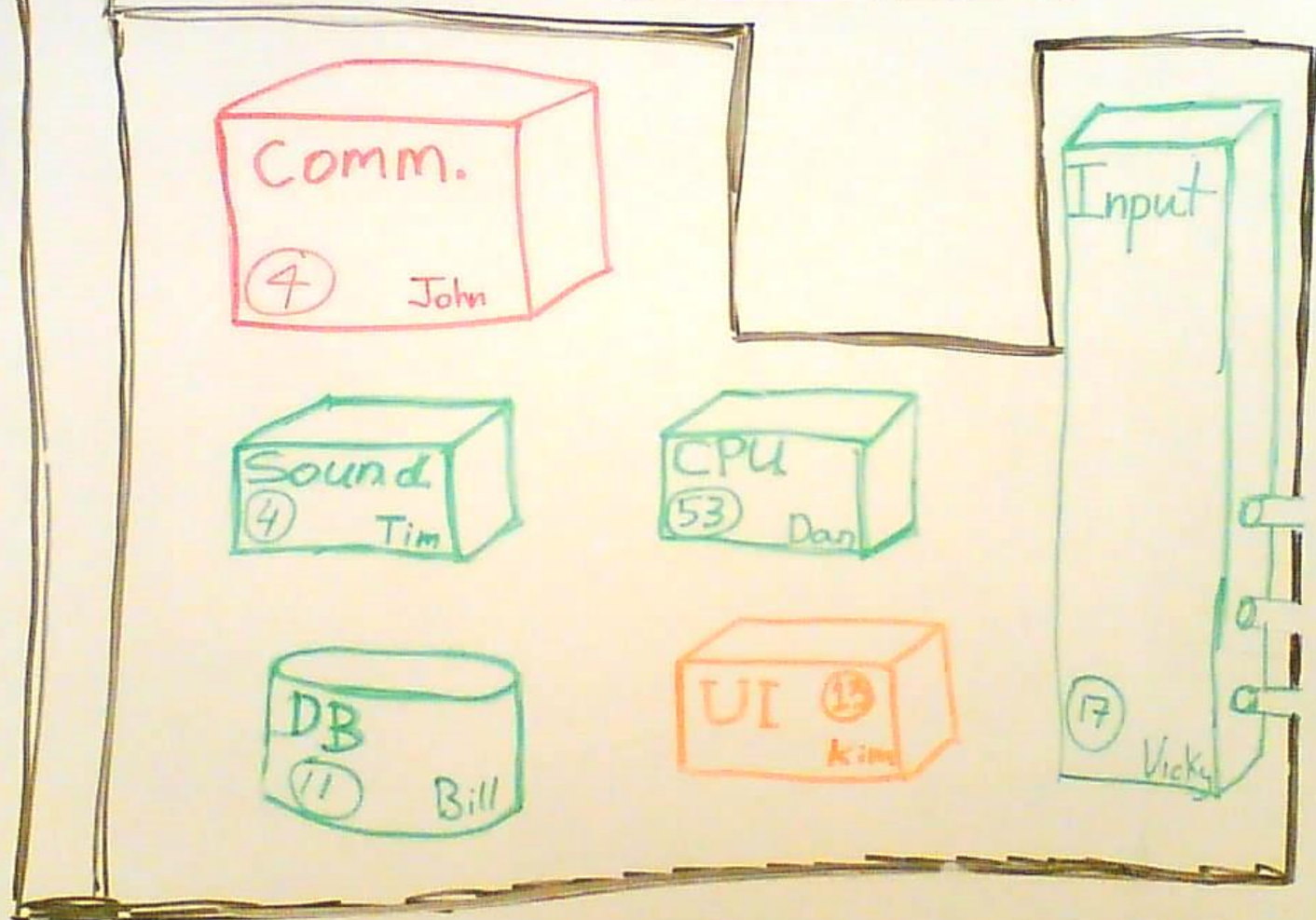
- Daily standup
  - What have you done yesterday?
  - What will you do today?
  - What's holding you back?
- Pair Programming
- Peer code review
- Same room
- Big Visual Progress\Notifications

# Work in Pairs



# Shonk project - Sprint 4

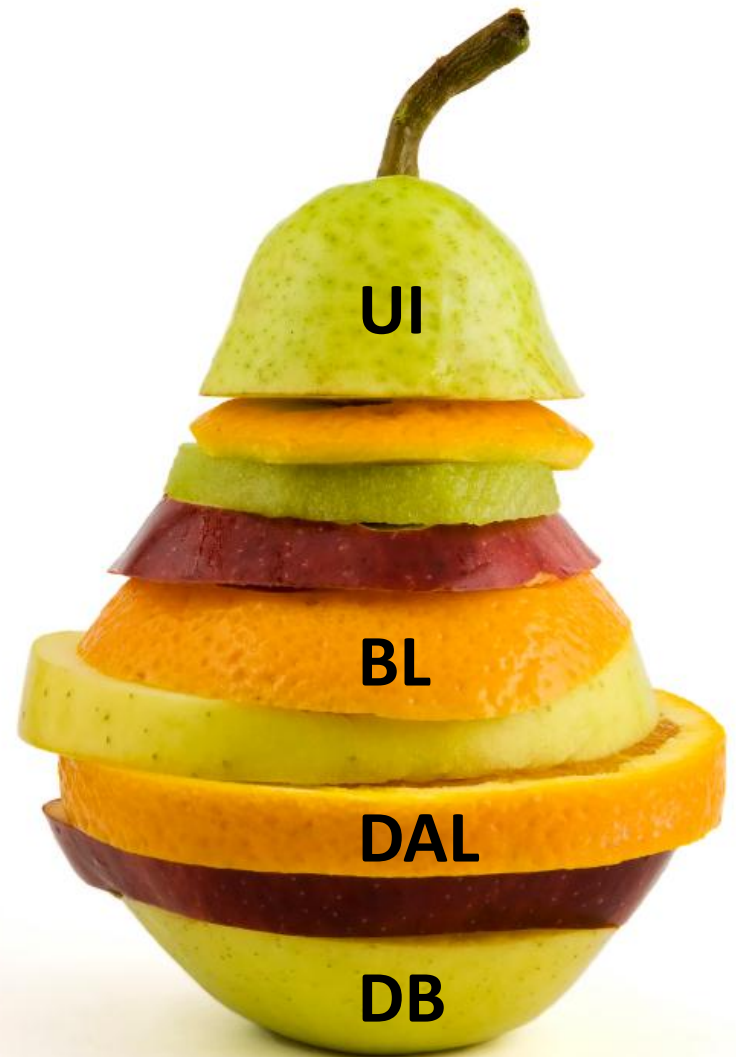
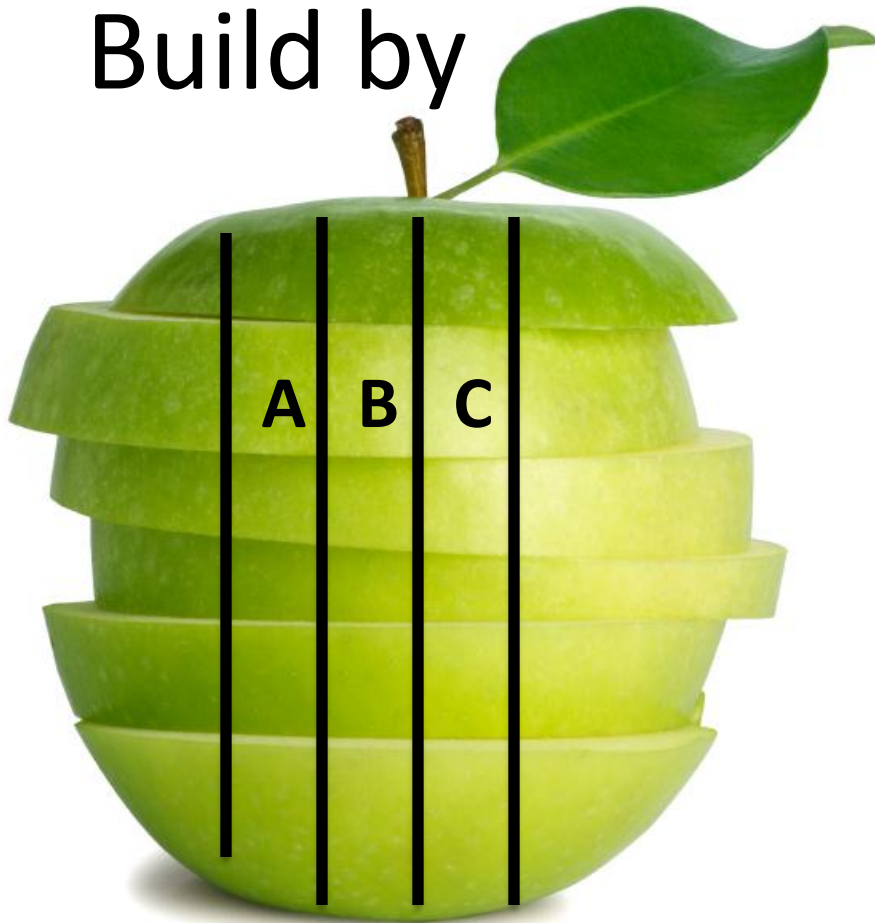
## Visual Board



The image features a background of blue binary code (0s and 1s) on a light gray surface. In the lower-left corner, a person's hand is visible, wearing a silver ring on the ring finger and pointing towards the center. A white rounded rectangle with a blue border is positioned in the center, containing the text 'Code Review, Test Review' in a bold, black, sans-serif font.

# Code Review, Test Review

Build by *feature*



Not by *layer*

# Small team. same room. BIG Feedback







***Leading  
people***

My worst team leaders

Unable to take design decisions  
Getting stuck on a problem  
“swallowed” by a task  
“pinged” from outside the team



**Be a Bottleneck Ninja**

**Grow  
people  
with  
integrity**



***“Where would you like to get better?”***

***“Here’s where I know you can be 10X better than today..”***

***“are you fully committed to doing this?”***

# Remove



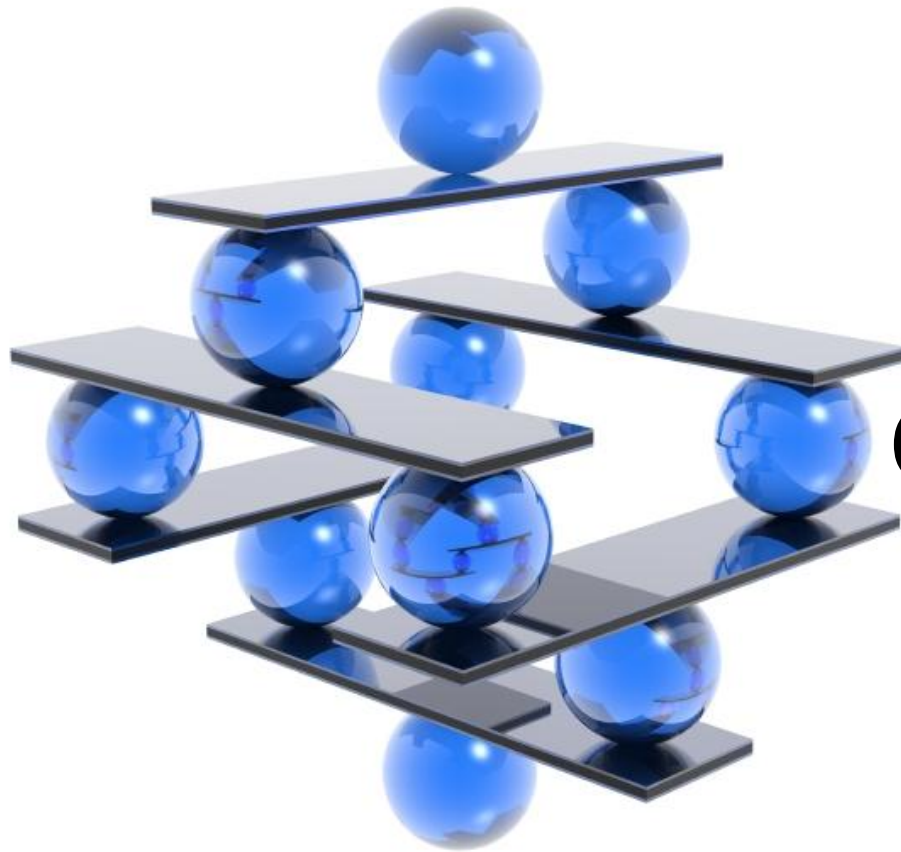
# Obstacles

# Das Keyboard



# Growing – Asking for solutions

- Teach how to find solutions
- YOU are a bottleneck



**Connecting it all**



# Daily\weekly questions

- **Lead:**
- daily: what bottlenecks exist in the team? what have I solved?
- will my devs be better in a month or two than they were before?
- what prevents my devs from working? what am I doing about this?
- **Team:**
- What can we **automate**?
- where are we "**Reinventing the wheel**"?
- what are the **tools that slow us down**?
- what **tools** can we use **better**?
- are there **bugs** that I could have found **earlier**? how do I make sure I find them earlier?
- **when** do we find out we built **the right thing**?
- **when** do we find out our **code\design sucks**? how can we make that earlier?
- How do we show **progress at the team level**? at **the management level**?
- How many **meetings** does each dev have every week? how can we remove them?
- Are we building **by feature or by layer**?
- can we make all our team **sit in the same place**?

# If you'd like to know more

- Developer anti patterns
- Team lead anti patterns
- Influencing others and management
- More tips and practices
  
- **5Whys.com**
- **Course:** Essential skills for team leads  
[http://\*Osherove.com\*](http://Osherove.com)

# Resources

- **5Whys.com** – My Team Lead Blog
- **Osherove.com** : TDD and Team Lead Course
- **Typemock<sup>TM</sup>** .com for **test lint**