

Without Simplicity, there's no Agility

Russ Miles

Simplicity *itself*

or

**Let's stop polishing the
Process Turd.**

Or...

Let's stop polishing the
Process Turd
(quite so much)...

or
(more politically
correct)...

A black and white portrait of a man with white hair, wearing a suit and tie, holding a cigar. The text "On What Matters" is overlaid in the center.

On What Matters

A close-up photograph of a baby's face. The baby has large, bright blue eyes and a serious, almost skeptical expression. The skin is fair and smooth. The baby is wearing a light-colored, possibly pink or white, striped garment. The background is out of focus.

**Aren't we there
already?**

A Story... (again)

Story I

Forces against Agility?

Managing Natural Emergence

Entanglement

Human Comprehension

Assumptions...

Problems of Software Development

**How do I avoid Over
Production?**

How do I create and maintain software that adapts as fast as the needs placed upon it?

Axioms

**Your software's first
role is to be useful**

**The best software is
that which is not
needed at all**

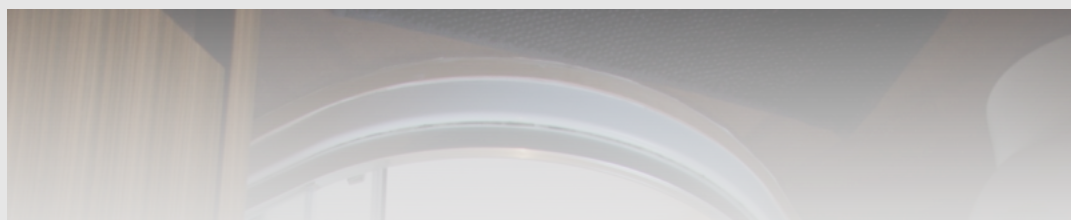
**Human comprehension
is King**

Mechanical Sympathy is Queen

Software is a process of
R & D

Software Development
is an
extremely challenging
Intellectual Pursuit







3 Areas to Address

*1) A means of exploring,
recognizing and delivering
the right thing*

*2) A means of organizing
work that embraces
change*

*3) A means of managing
the natural constraints of
your software so that it
can adapt*

“Adaptable Software”

Simplicity (in Software)

My working definition

*“Reduction to the point
that any further
reduction will remove
important value”*

Where Simplicity Sits

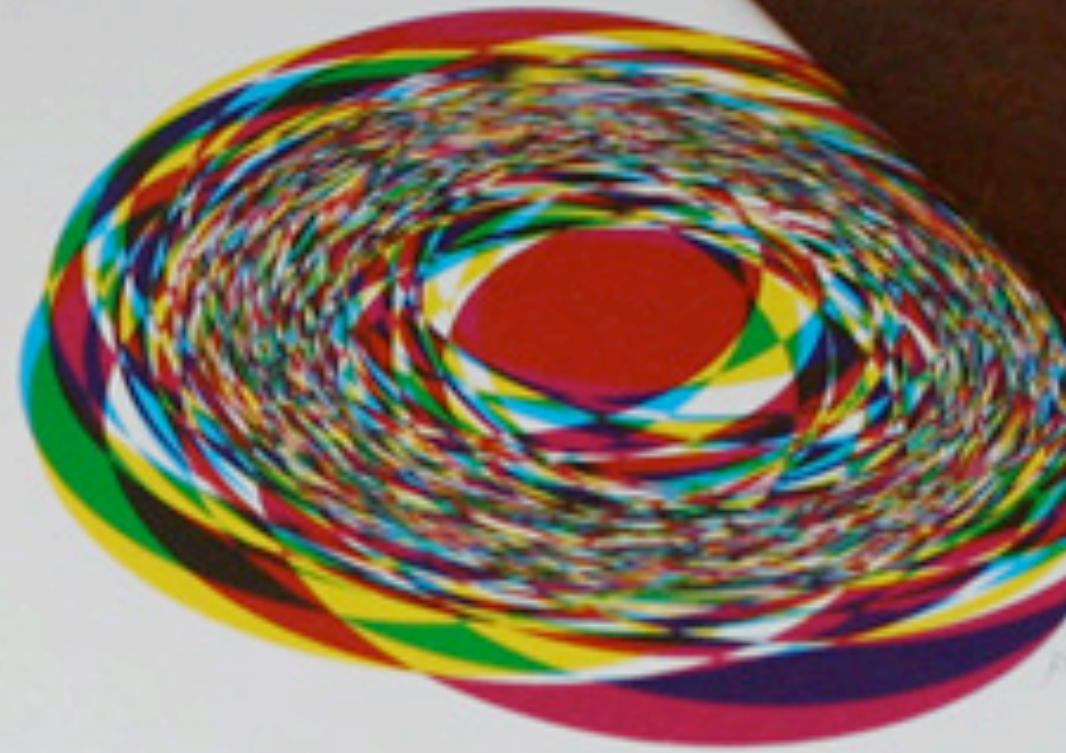
Reducing Entanglement

Complex => Simple => Over-simplified

**Started off with 5
Principles**

THE LAWS OF SIMPLICITY

DESIGN, TECHNOLOGY, BUSINESS, LIFE



John Maeda

"Maeda is the Master of Simplicity."

—Andrea Ragnetti, BOARD OF MANAGEMENT, ROYAL PHILIPS

Principles

- Organise
- Separate
- Reduce
- Hide
- Adapt

Simplified...
for Software

Principles

Organise => Reduce
=> Encapsulate

*Reduce Entanglement,
Increase Comprehension*

O.R.E.

What's the goal?



“The Elephant in the
Standup”



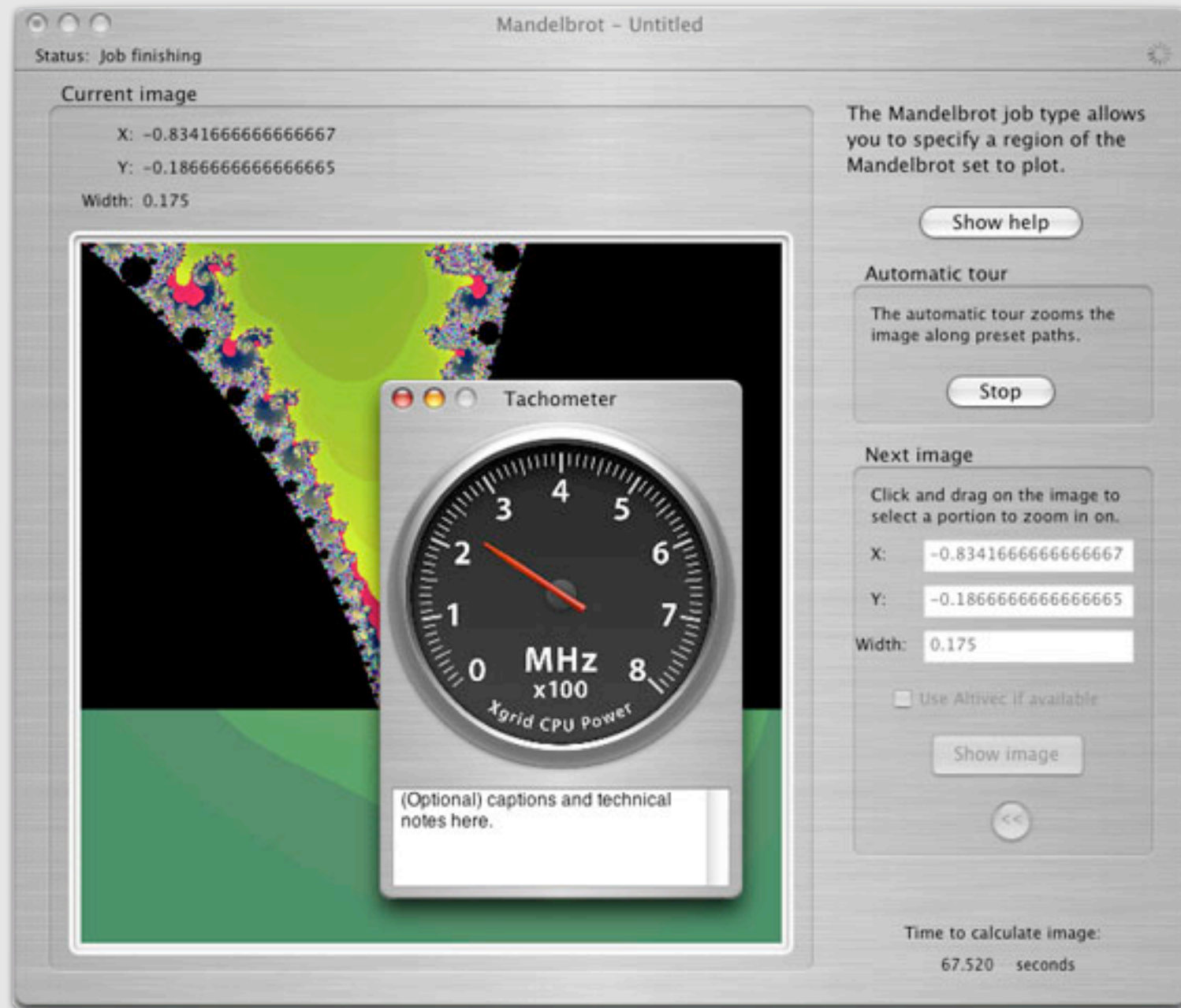
Simplicity *Itself*

Simplicity

**“Count the Concerns”
pattern**

It's not about
Cardinality

We recognise and
embrace it when we
see it



Sometimes it's Tricky

```
assertEquals(  
    uut.toString(),  
    “Rachmaninov”);
```

DRY...

Navigating the Options?

Impact Mapping

Real Options

Summary



***Simplicity helps us beat
the Elephant(s) in the
Standup***

O.R.E.

Organise =>

Reduce =>

Encapsulate

Emergence is natural

Adaptable Software Wins

Thank-you

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Simplicity *itself*