

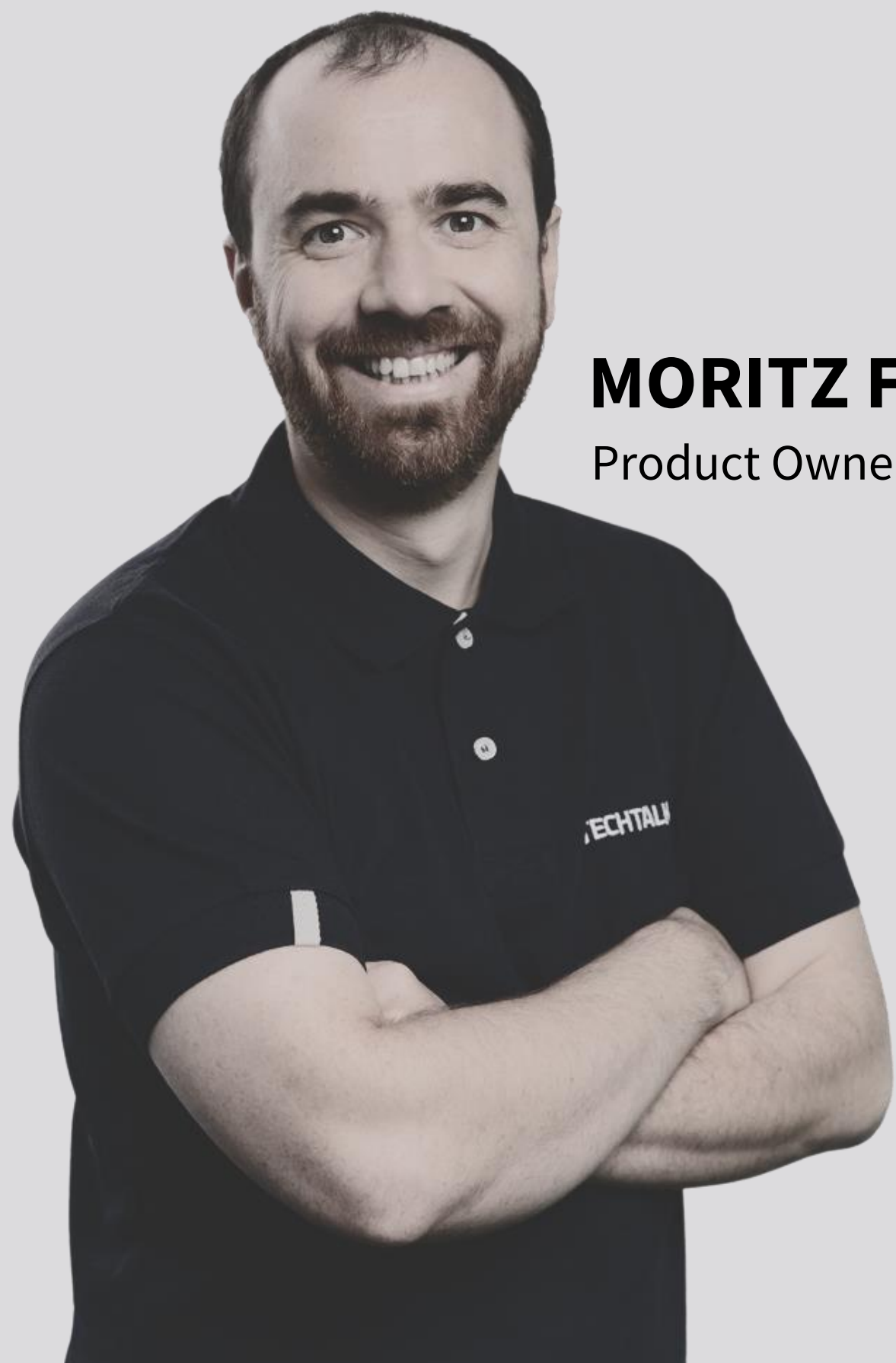


TECHTALK 

# HOW PAIR PROGRAMMING RELIEVED MY PRODUCT OWNERS PAIN

by Moritz Fromwald & Patrick Säuerl

*#ATVIE24*



**MORITZ FROMWALD**

Product Owner

**PATRICK SÄUERL**

Software Architect





**BUILDING  
SOFTWARE & TEAMS  
THAT MATTER.**



That's what we believe in at TechTalk.

We help organizations to create **Impact.**

## DID YOU EVER HEAR ...



We cannot work on this because Lucy is sick.



I'm waiting for Senior DEVs to review my code.



We are late, but adding Developers will slow us down.



No! I don't have time to refine the stories, I'm working on a story.

## WOULD YOU LIKE TO MAYBE HEAR THIS INSTEAD ...



Yeah, let's merge teams to double the capacity.



Let's switch Pairing on the stories so we have know-how sharing.



I don't need to be an expert at everything.



Yeah, I can take time to review the stories.



- 01.** **PAIR PROGRAMMING**  
*Myths & Realities*
- 02.** **TYPICAL TEAM SCENARIOS**  
*and how they turned out for us now*
- 03.** **TEAM INTRODUCTION**  
*how did we do it*

**WHAT TO  
EXPECT TODAY**



01.

# PAIR PROGRAMMING

## *Myths & Realities*





# THE MYTH

One developer telling the other what to type. How exciting. Not.





# THE REALITY

We are in this together.





# THE REALITY

**Highly collaborative**

**Two developers tackling the same task - as a team**

**Different Styles**

Driver/Navigator

Ping/Pong

Strong Style Pairing





**DRIVER** *tactical*

Manages IDE/Keyboard  
Implements next Goal

*strategic* **NAVIGATOR**

Keeps Eye on the goal  
Offers Guidance  
Takes notes (refactorings, next steps, ...)





### SWEET SPOT

Take Task

Decide next tiny goal

Do

Switch Driver/Navigator



02.

# TYPICAL TEAM SCENARIOS *AND HOW THEY TURNED OUT FOR US*





**HI, I AM MORITZ.  
I AM AN PRODUCT OWNER.**

***YOU WANT TO KNOW ABOUT  
MY CHALLENGES?***

**LET'S TALK ABOUT SINGLE  
PERSON KNOW-HOW.**





MY PEOPLE NEED ME. I HAVE TO GO.

Holy Grail of wisdom

Lucy

Bobby

Dave

James

Holiday/Sick

b. pressure to deliver

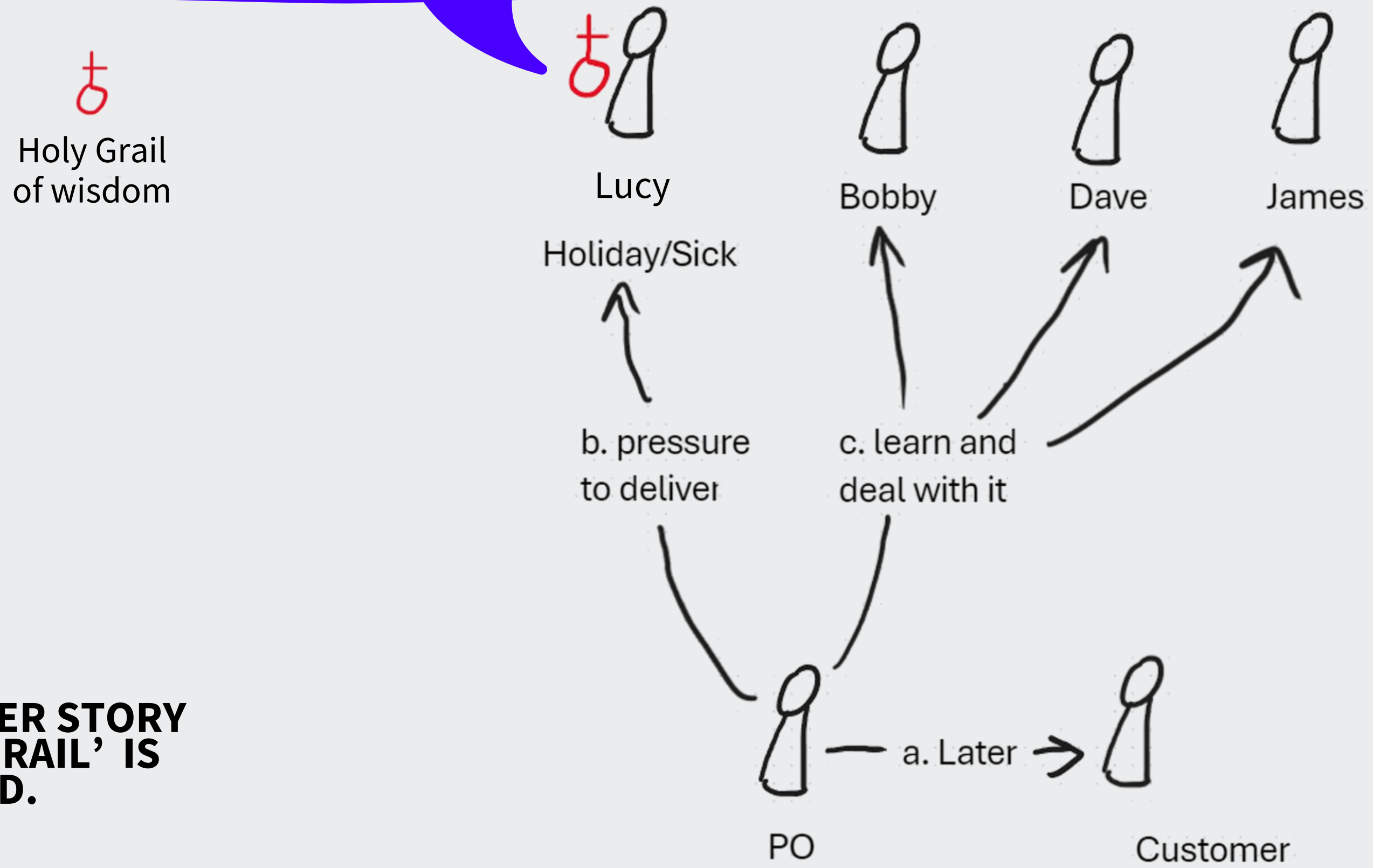
c. learn and deal with it

PO

a. Later

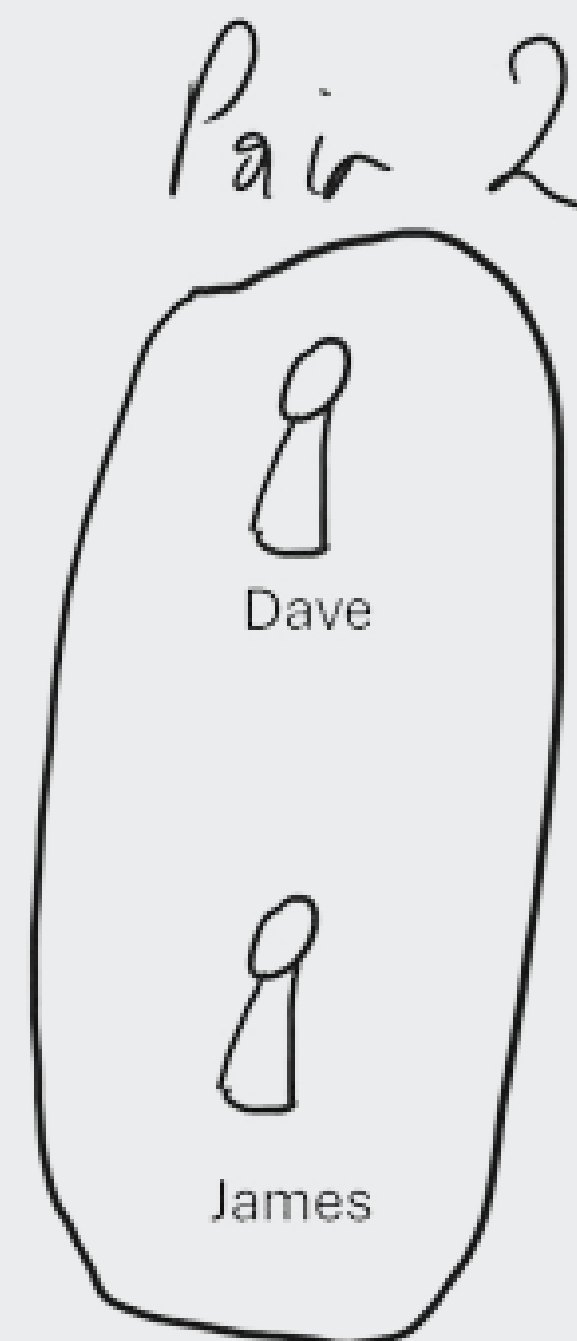
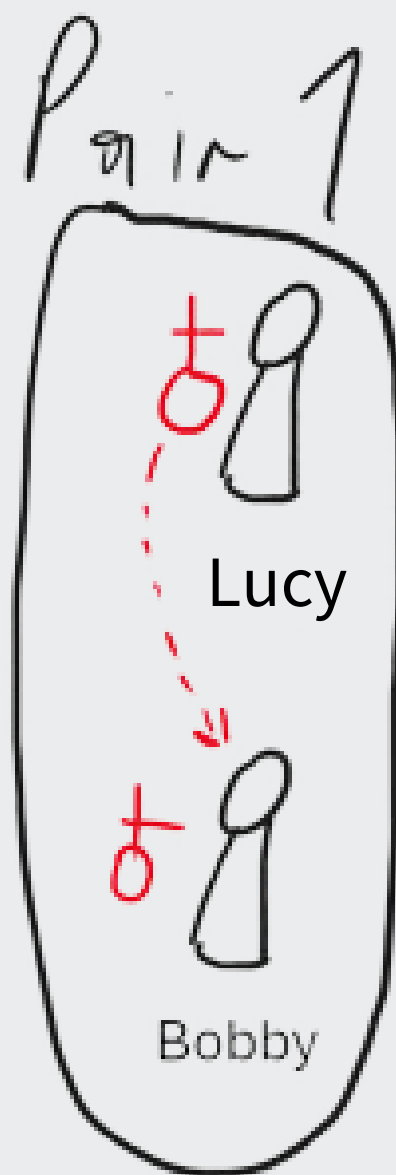
Customer

SHOOT. OUR USER STORY 'HOLY GRAIL' IS ON HOLD.





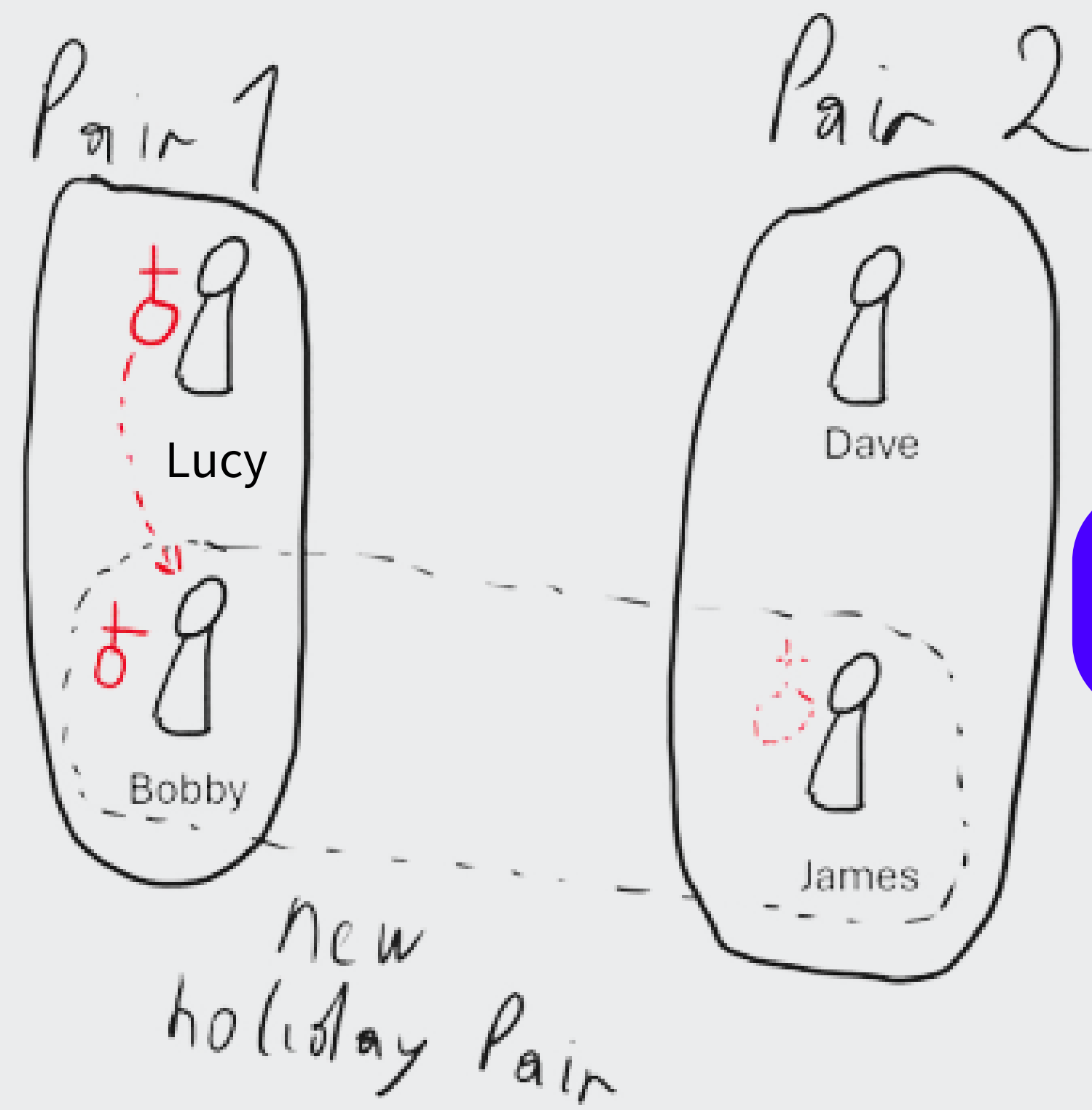
Holy Grail  
of wisdom



**HM.  
MAYBE WE TRY  
OUT SOMETHING  
DIFFERENT. LET'S  
GO WITH PAIRING.**



♂  
Holy Grail  
of wisdom



**SURE, WE CAN DO THAT!**

**HOW COOL.  
IT WORKS!  
FIRST CHALLENGE  
TACKLED.**

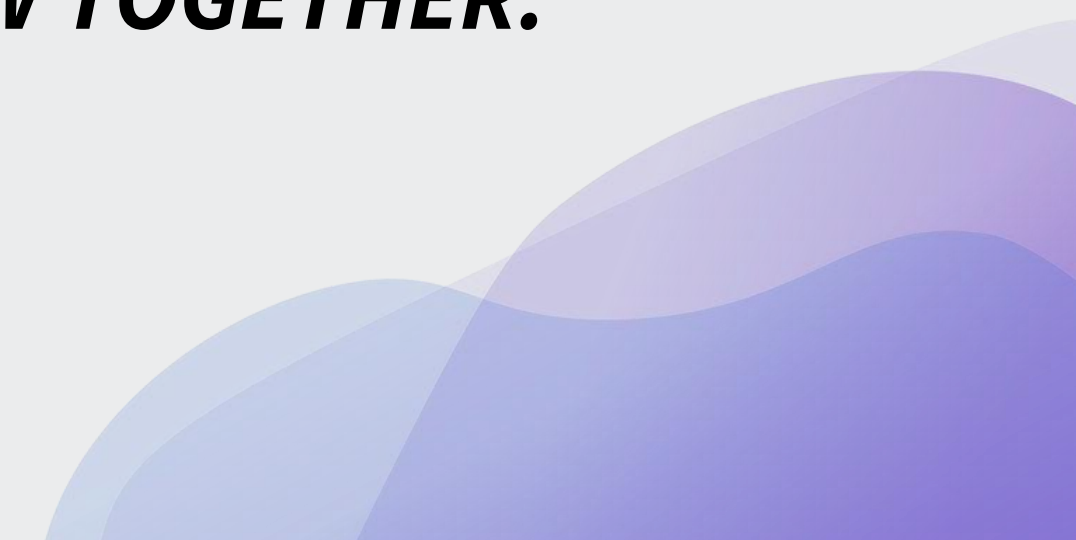


**HI THERE, I AM PATRICK.**

**AND I ALSO WANT TO TALK  
ABOUT MORITZ'S CHALLENGES.**

**HOW DO WE ONBOARD A  
NEW PLAYER?**

***LET'S DRAW TOGETHER.***







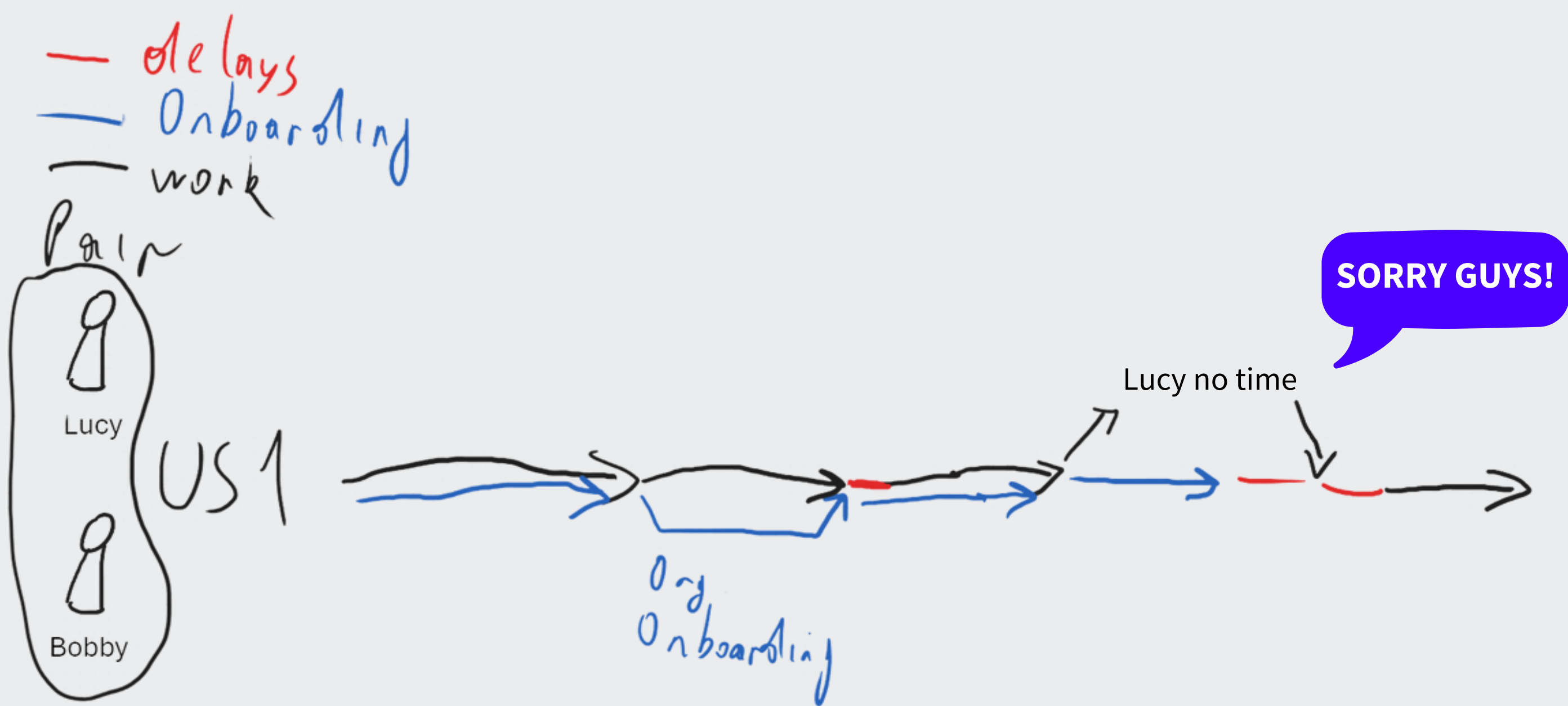
HI, I AM THE NEW  
DUDE\_TTE!

PLAYER 3 JOINED  
THE GAME

Which stories do  
we give him\_her?

**PRODUCT OWNER:**

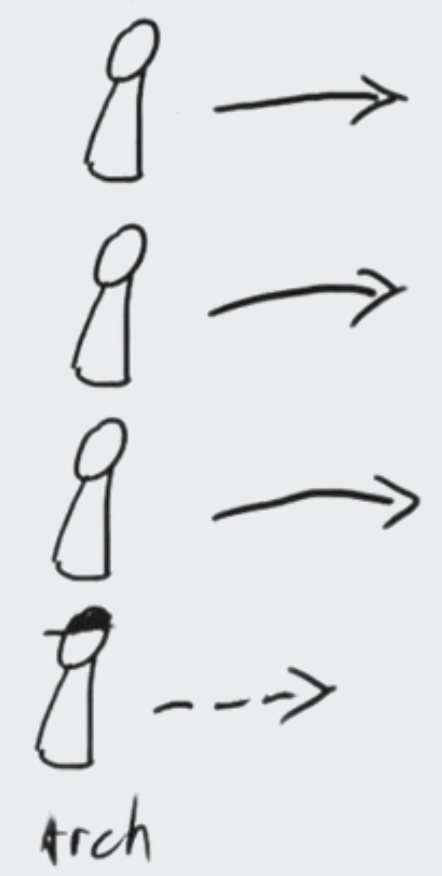
How do we slice the stories?  
How long will it take for the dev to be productive?  
What is the impact on the delivery rate?



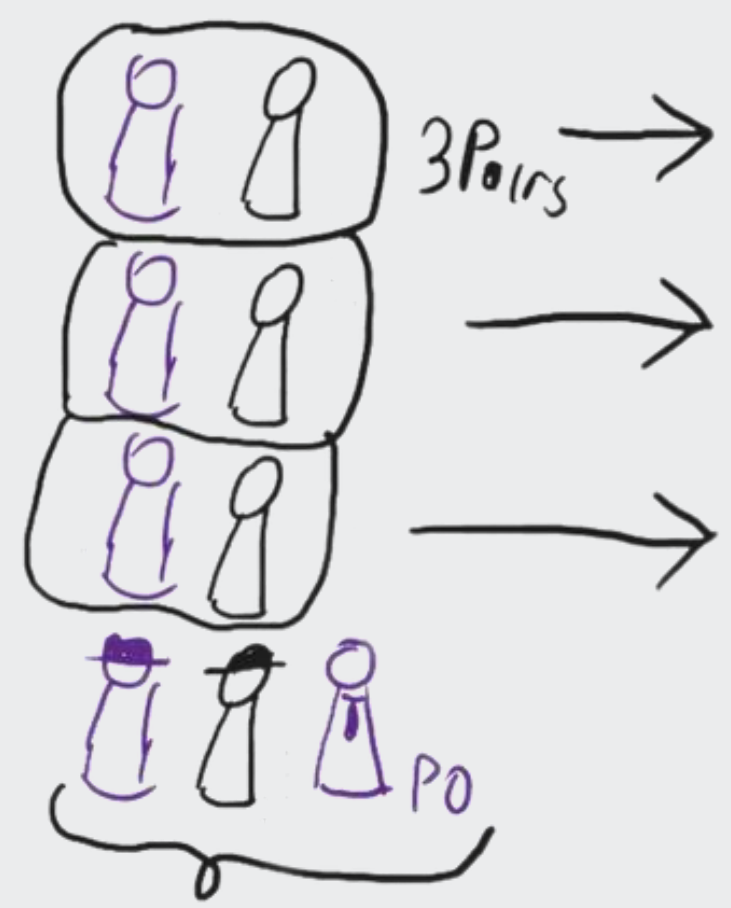
**MAYBE A BIT LATE:  
WE ARE NO ARTISTS.  
BUT YOU GET THE  
IDEA.**



Too much todo

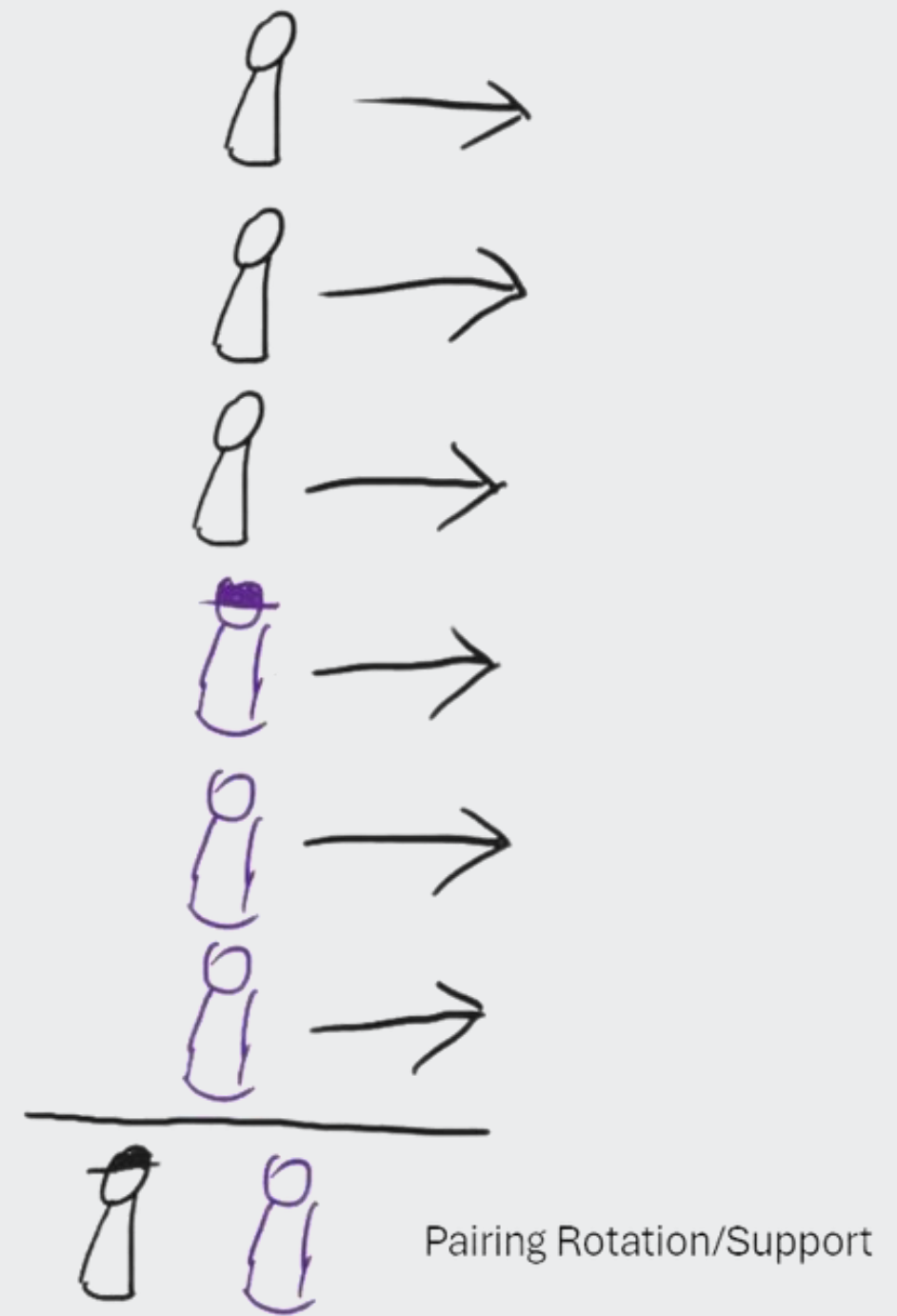


Onboarding via Pairing



"3 Amigos"  
=> tackling Slicing of Backlog to enable more tracks

6 Tracks  
+ Pairing Rotation/ Support



**MERGING TEAMS.  
NEW COLLABORATIONS.**





**WHAT ABOUT REFINEMENTS?  
I NEED SOMEBODY TO READ THE  
MAP WITH ME.**

***LET'S DRAW TOGETHER.***





Here is the grail  
again



Holy Grail  
of wisdom



Lucy  
Focused on  
Sprintgoal



Dave  
needs Focus  
currently stressed



Bobby  
Super Complicated  
Part - could help



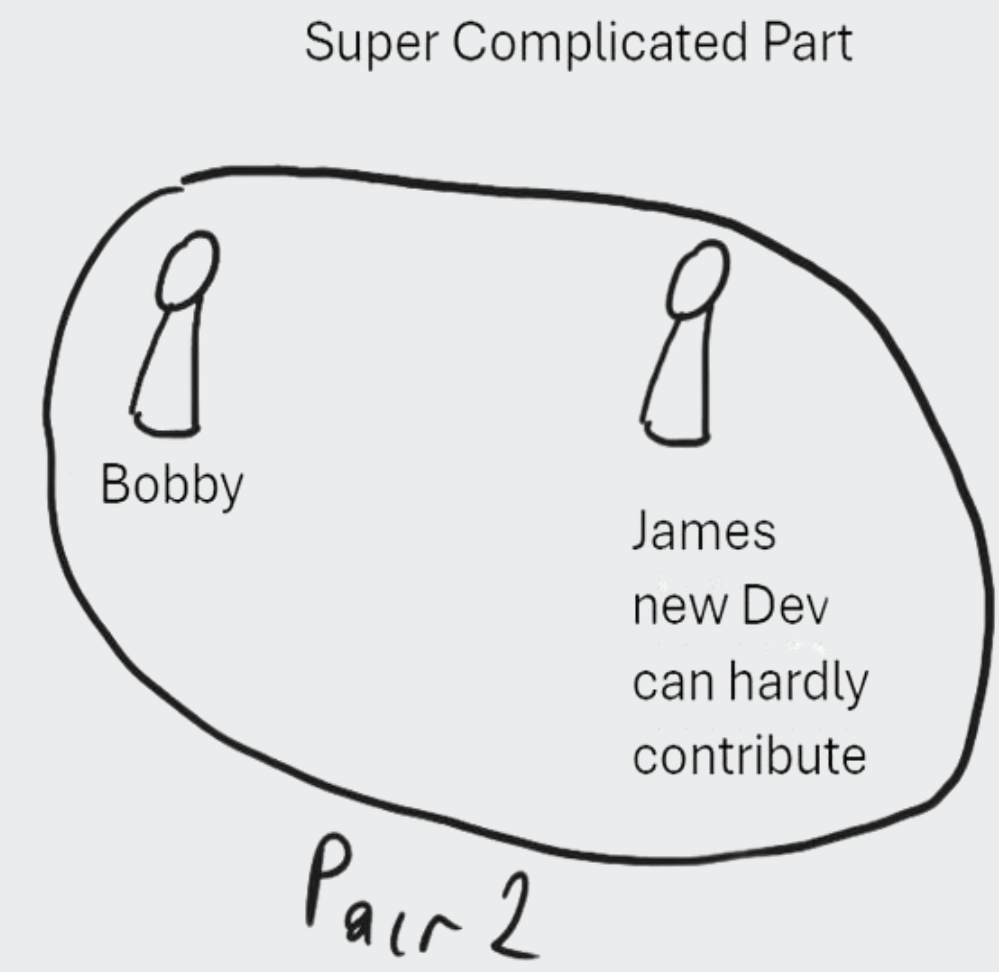
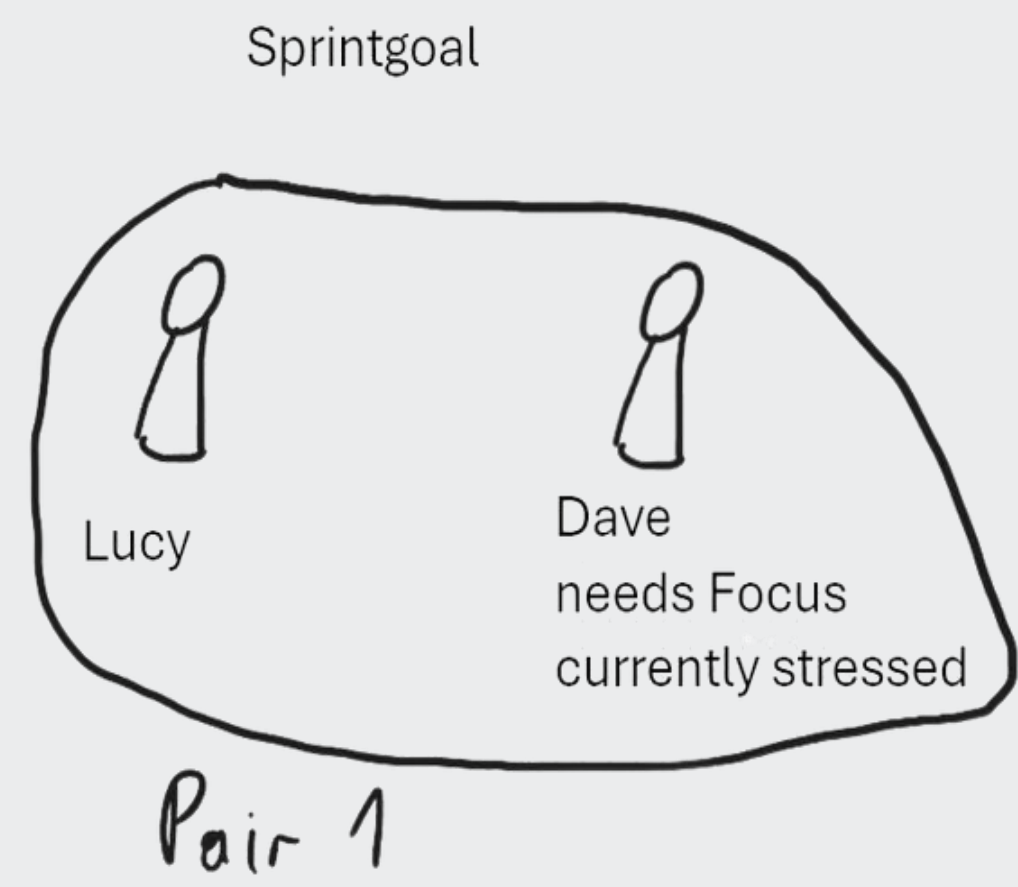
James  
new Dev  
can hardly  
contribute



PO

**WE ARE BUSY  
RIDING THE ROAD!  
WHO HAS THE  
MAP?**

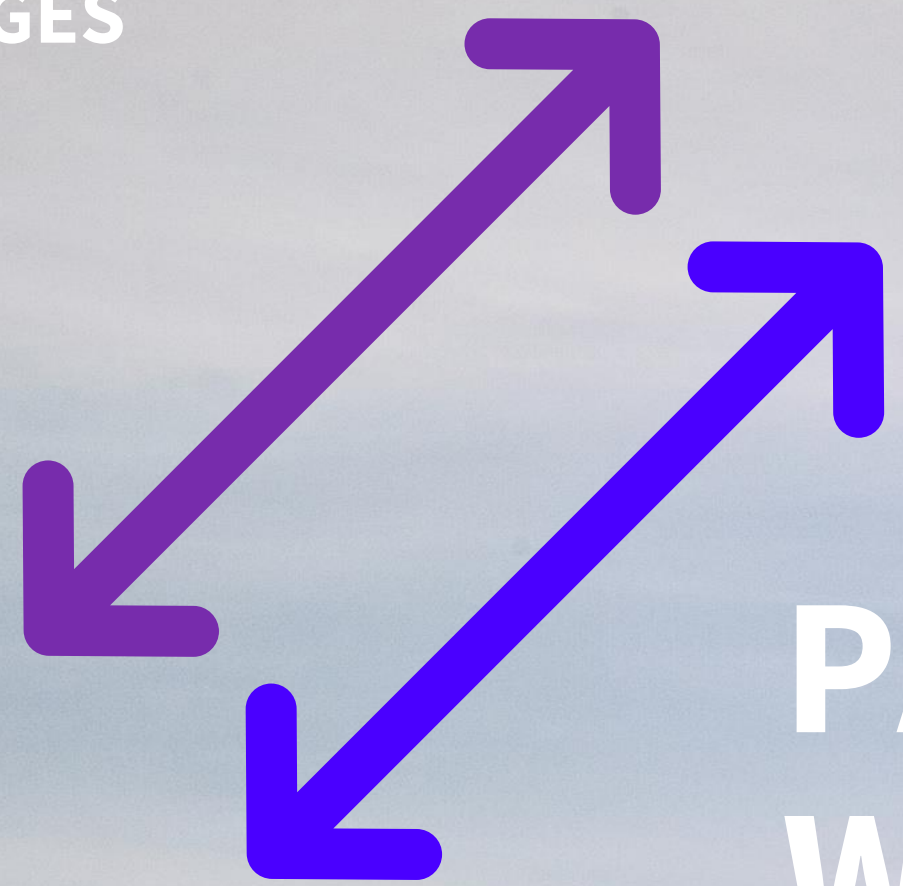
  
Holy Grail  
of wisdom



**THANKFULLY WE  
FOUND ONE LUCKY  
DUDE\_TTE!**



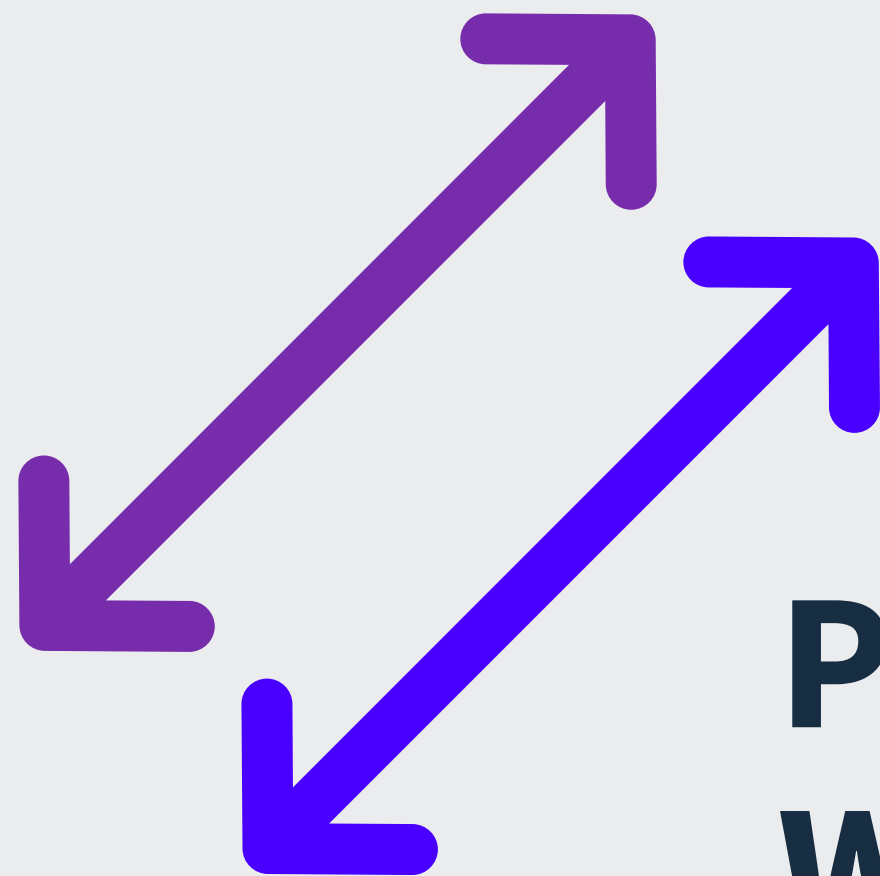
WHAT'S NEXT ON  
OUR CHALLENGES  
BUCKET LIST?



# PARALLEL WORK ITEMS

Prioritization by technical  
independence





# PARALLEL WORK ITEMS

"We will have Merge  
Conflicts"

"When do we do which Story?"

"I hope they will not block  
each other"

"We need to refactor this  
NOW"

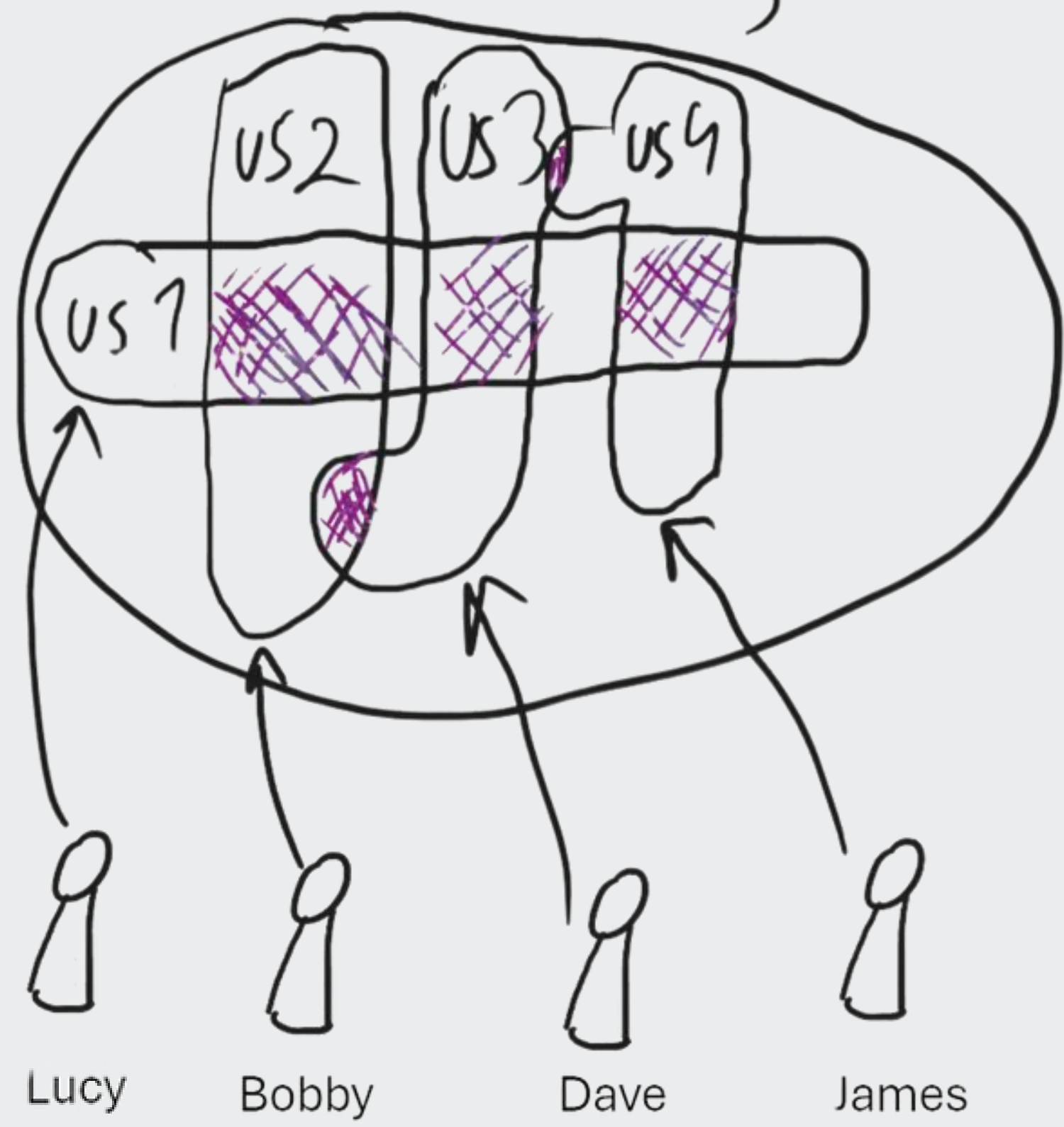
## PRODUCT OWNER:

There are 4 developers.  
I need 4 Stories for Sprint Planning.  
They need to be independent.





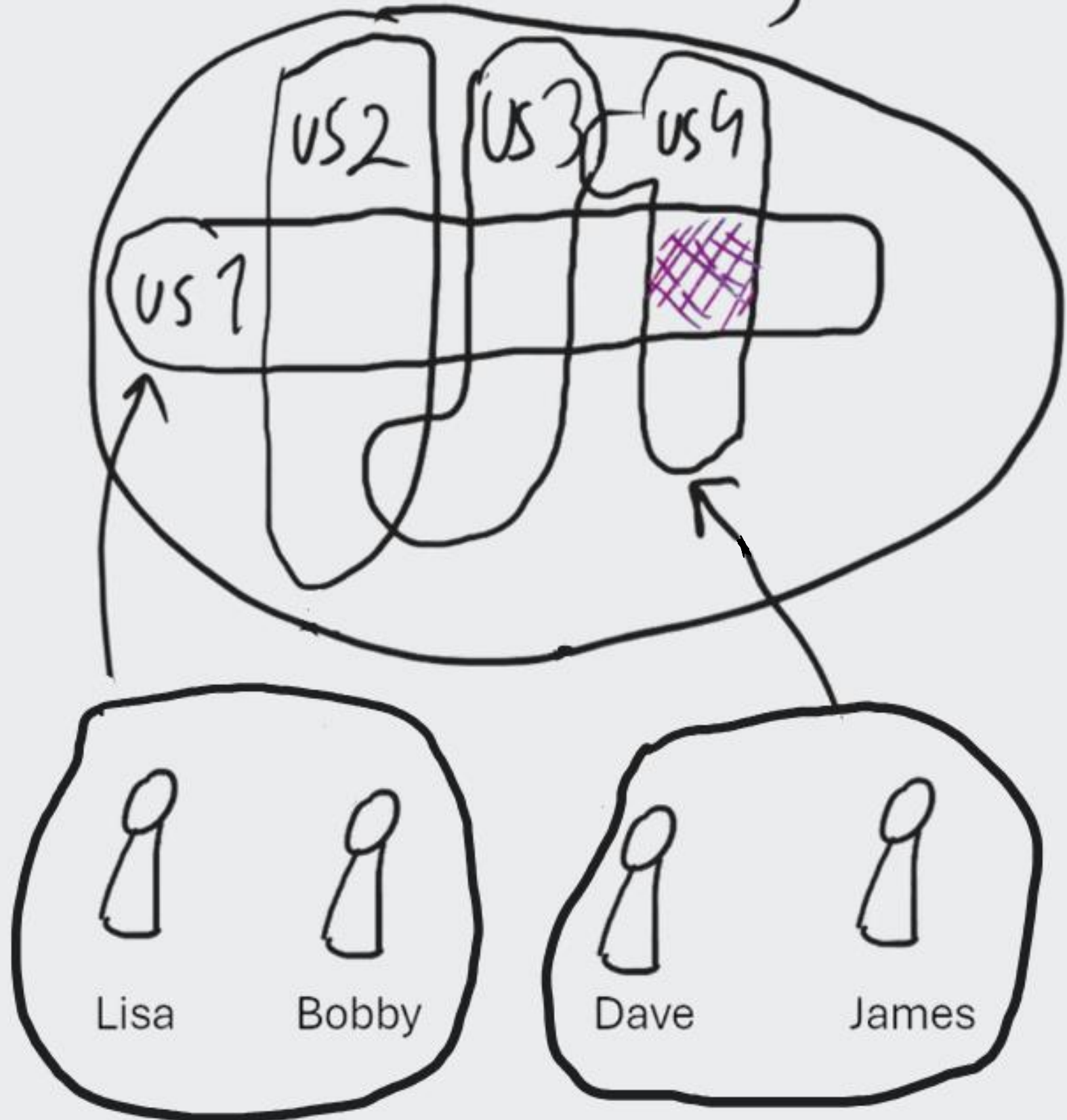
# Code Arrays



- Issues
- US1 - US2
  - US1 - US3
  - US1 - US4
  - US2 - US3
  - US3 - US4

**SO THERE MIGHT BE CONFLICTS WITHOUT PAIRING. AS YOU SEE.**

# Code Areas



Issues:  
US1 - US4

Flow:  
US1  
US4  
US3  
US2

**WITH PAIRING IT  
LOOKS WAY BETTER.**





# FASTER SERIALIZATION

Only half the stories are active at the same time

Focus on faster flow

Striving for work item independence  
on business level



# SUMMARY TYPICAL TEAM SCENARIOS *AND HOW THEY TURNED OUT FOR US*

YAY!

## KNOW-HOW

Onboarding alongside  
priorities  
Merging Teams

## SPARRING PARTNER

Developers for Story Refinements  
Quality of Requirements

## SERIALIZATION

Focus on faster flow  
Less prioritization by  
technical structures





03.

# TEAM INTRODUCTION

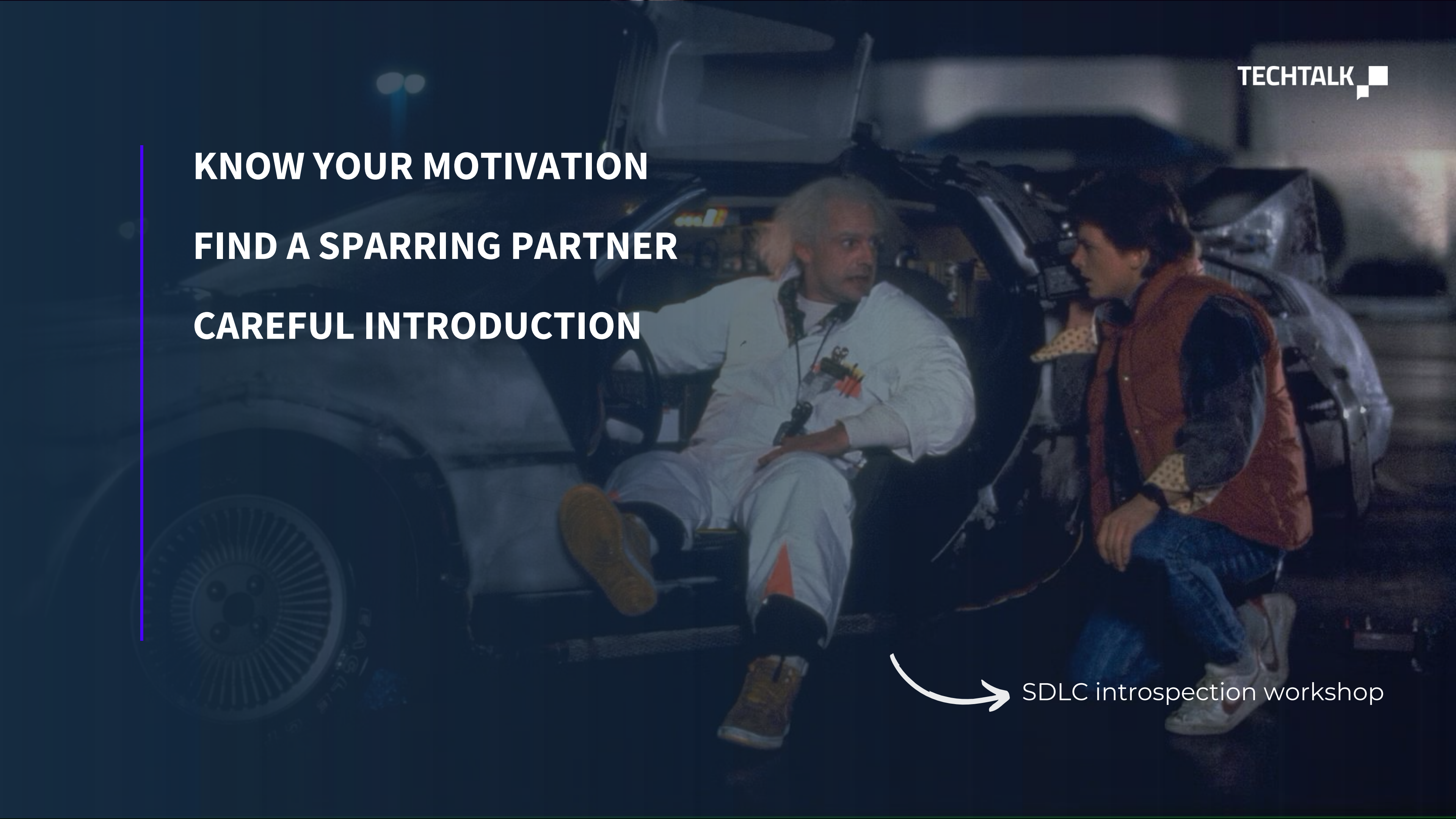
## *HOW DID WE DO IT*





**KNOW YOUR MOTIVATION**  
**FIND A SPARRING PARTNER**  
**CAREFUL INTRODUCTION**

 SDLC introspection workshop

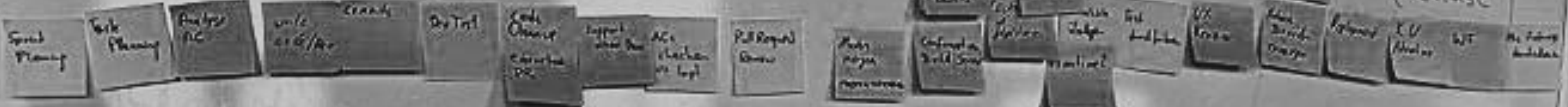




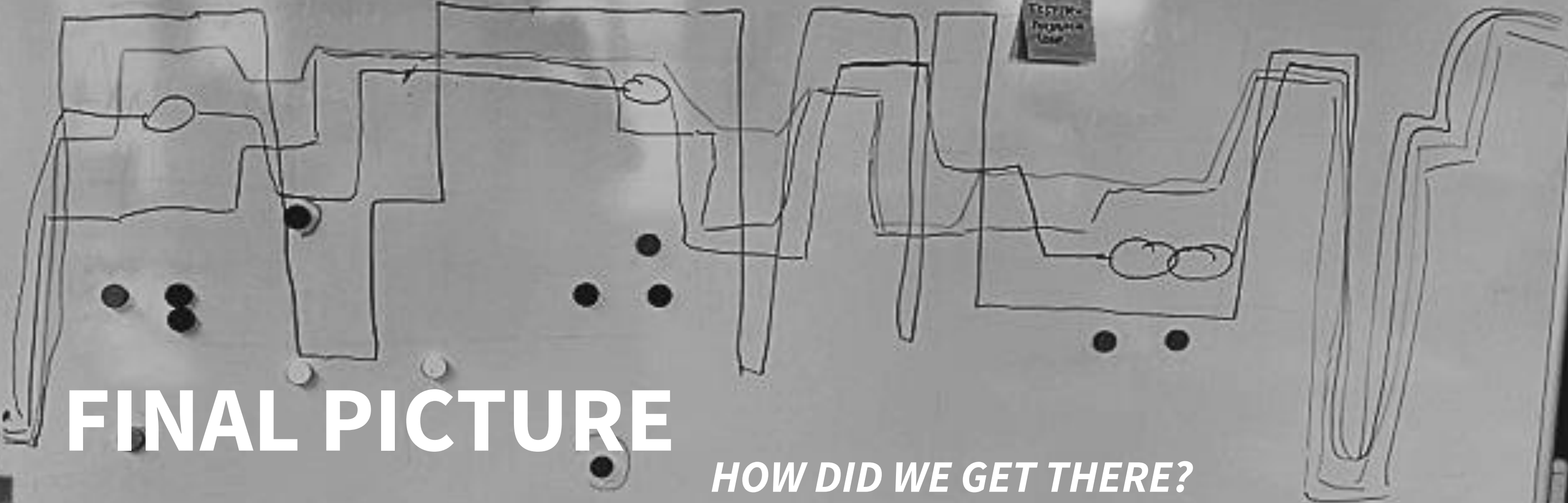
Which Steps  
durchlaufen  
bevor im  
Development?

Story Refinement

Scrum  
Leaders  
1/20



Scrum  
sub



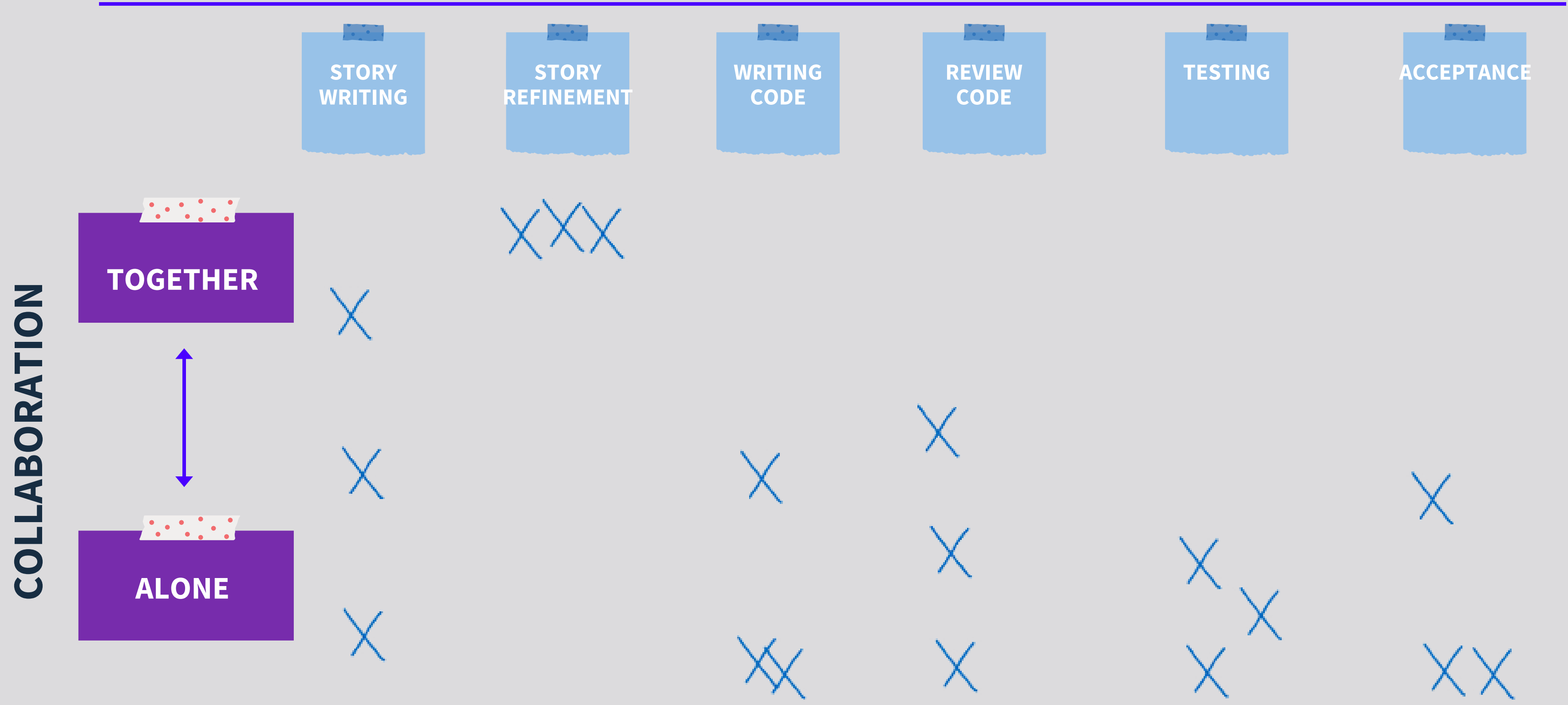
TESTING  
Progression  
Loop

**FINAL PICTURE**

*HOW DID WE GET THERE?*

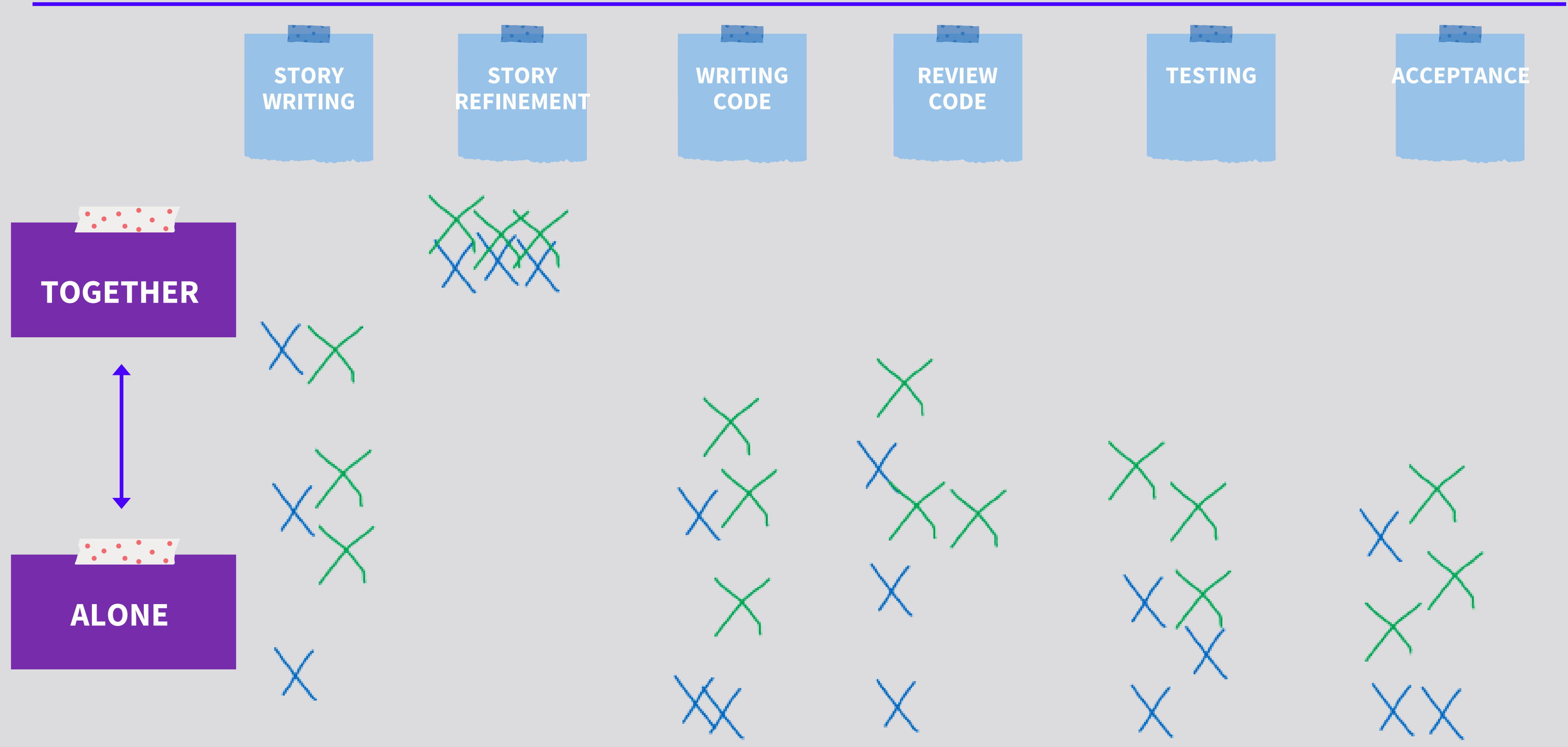
Final  
Review

# TIME, SDLC PROGRESSION



# TIME, SDLC PROGRESSION

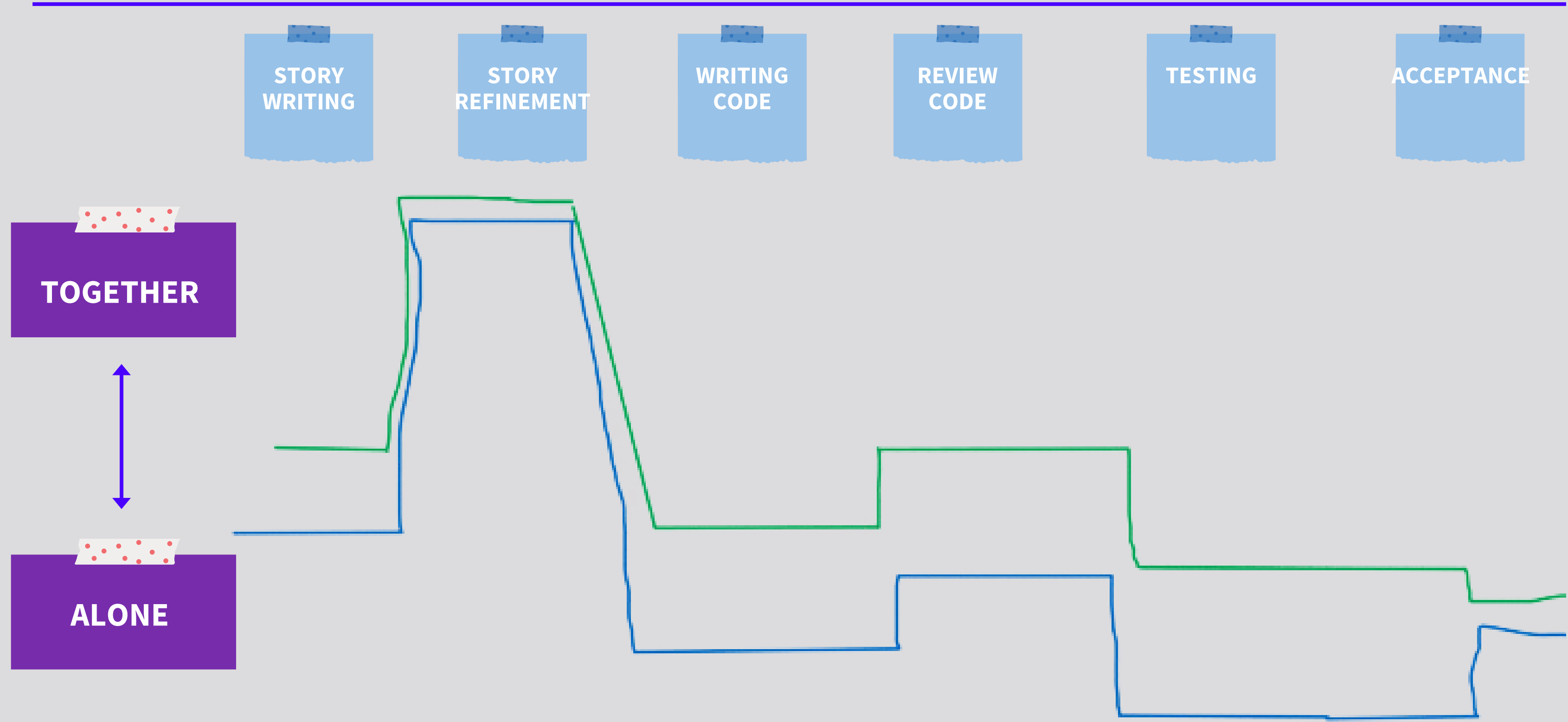
COLLABORATION





# TIME, SDLC PROGRESSION

COLLABORATION

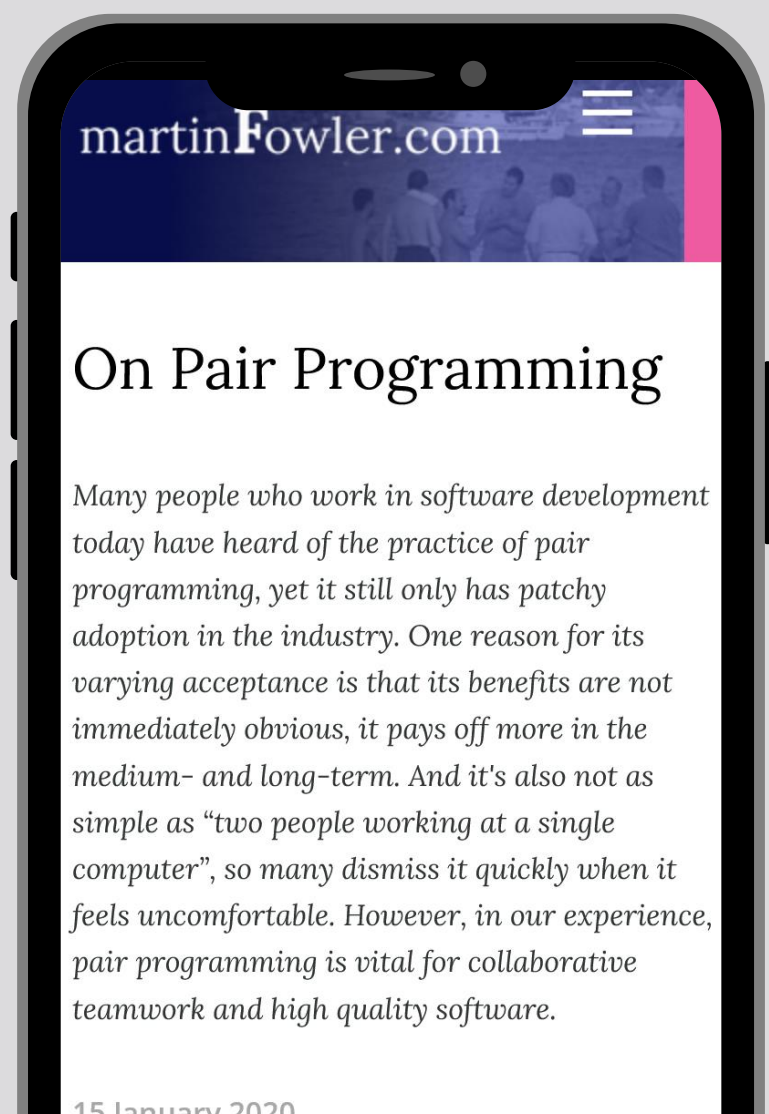
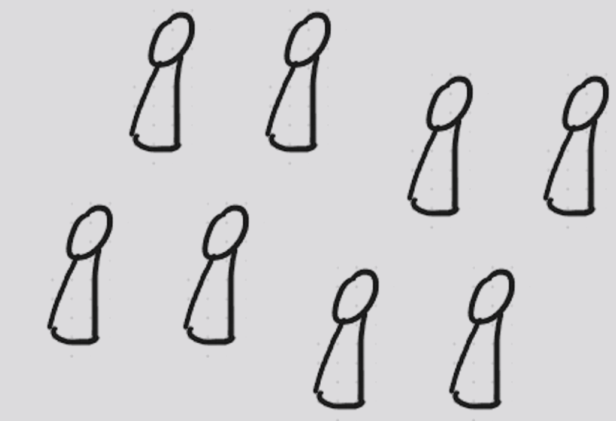
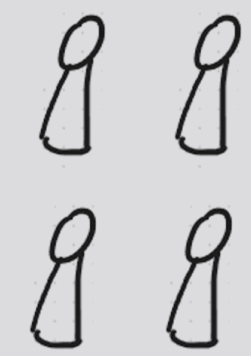






THANK YOU,  
MARTIN FOWLER.

1 - 2 - 4 - ALL







(WE LOVE TO  
WORK WITH  
PIXELS)



# PAIRING AFTER TWO SPRINTS



## DEVELOPMENT

Better Decisions by  
Developers

more refactorings

higher quality

## PRODUCT OWNER

Same output in Story  
Points

Progress on Priorities

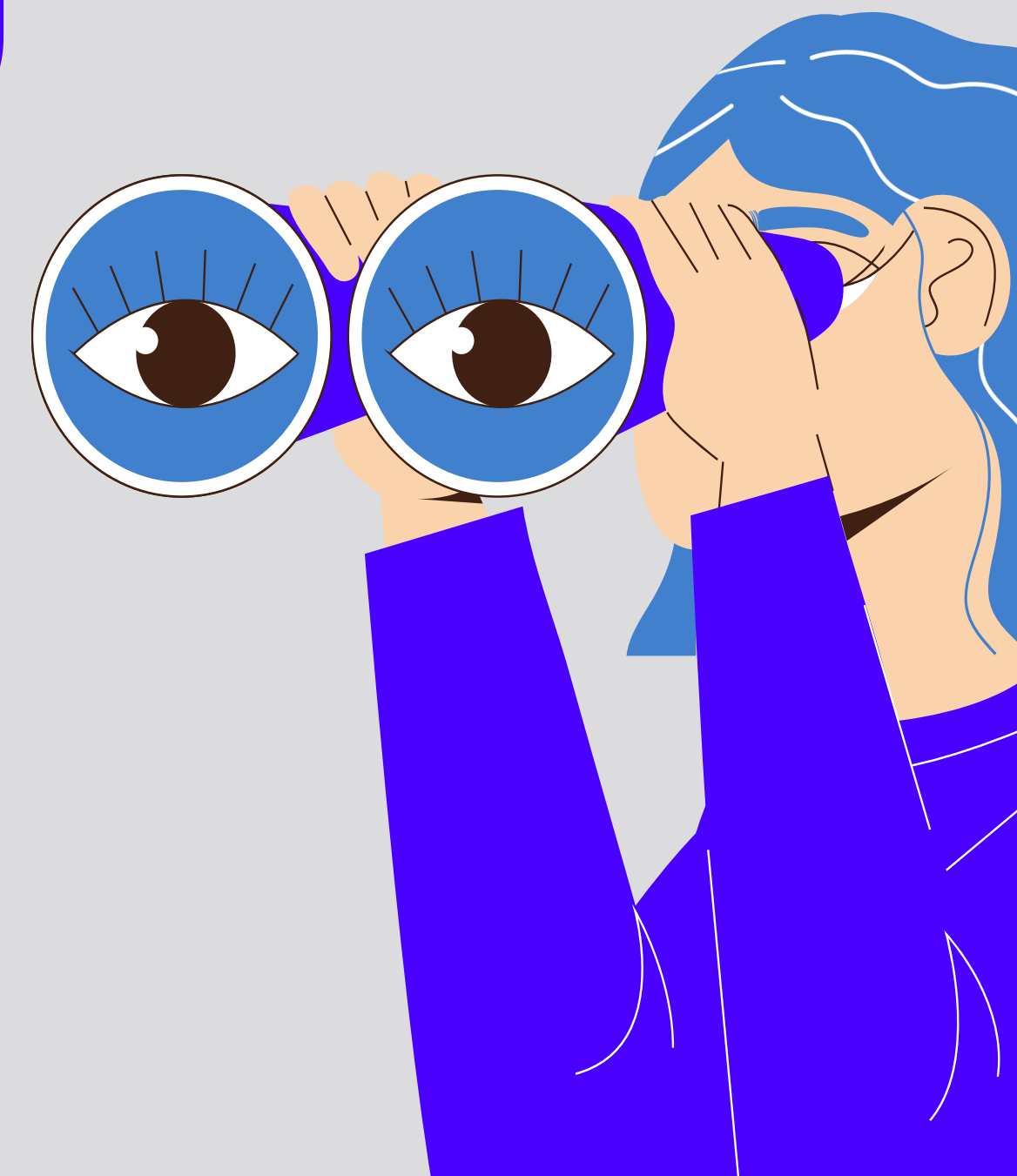
## TEAM

Daily focused on how  
to collaborate to  
move story forwards

“someone is looking  
over my shoulder”

“I really need some  
time alone”

“gosh, it is hard to be  
the Navigator”



## CHALLENGES



# NAVIGATOR

## KEY CHALLENGES

5 Second Rule - as Navigator - give the Driver time to spot mistakes

Reviewing on the Go

## STRATEGIC THINKING

What is the next target?

Organization of Tasks, Todos, Bugs, Issues, Ideas

## NEW PRACTICES

Smaller commits

Smaller PRs



# CONCLUSION

## *WHAT DID WE LEARN*





# PAIRING AFTER ONE YEAR

## DEVELOPMENT

Less need for “I am the Expert”

Less Rework - faster Feedbacks

Higher Quality Code

## PRODUCT OWNER

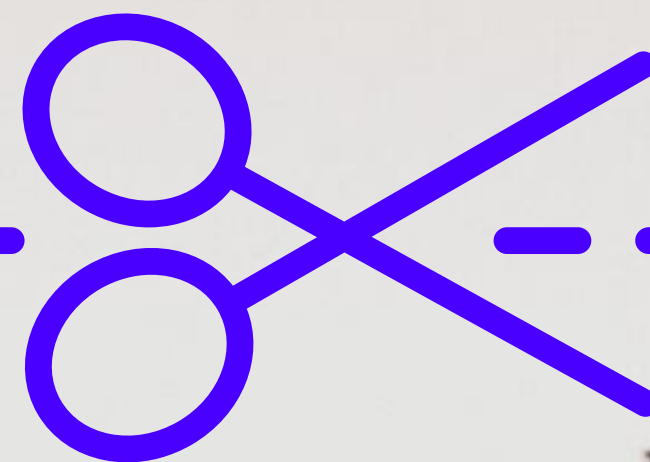
Business priority drives the whole team

Closer collaboration with the Team

## TEAM

More focused Refinements, Plannings, Stand ups

Happier Team



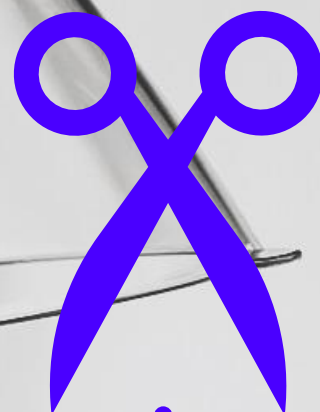
# PAIRING IS GOOD

**Easier to introduce new things or change the way we work**

**Easier to tackle challenging PO problems collaboratively**

**Easier to sit down with PO/UX/SQE for topics**





**THANK YOU.**

**LET'S TALK PAIRING**  
Time for questions