## Inspections considered obsolete in iterative development

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#### **Content**

- What are inspections
- Quick introduction to Lean and value stream maps
- Value steam mapping attempts on inspections
- Other difficulties and alternatives





# What are inspections? **Start** Measurement **Exit Checking Plan Meeting Edit** Measurements Formal process **Next Software Development** Follow-up **Moderators**

**Process improvement** 



Stage

**Defect finding** 

#### What is lean?

Value

Value stream

**Flow** 

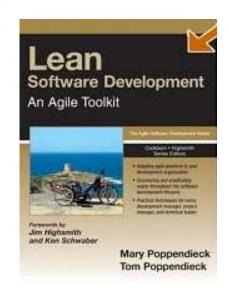
Pull

Perfection



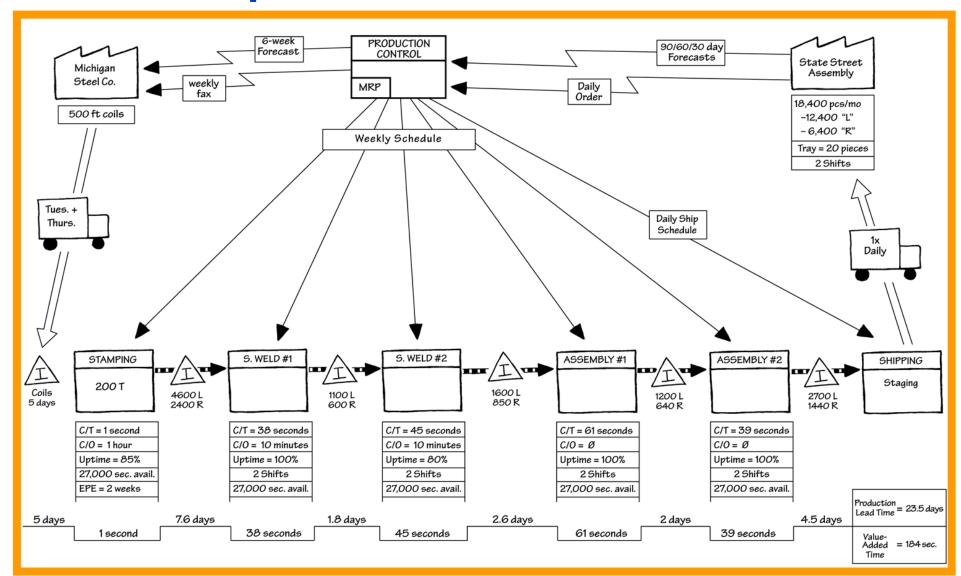






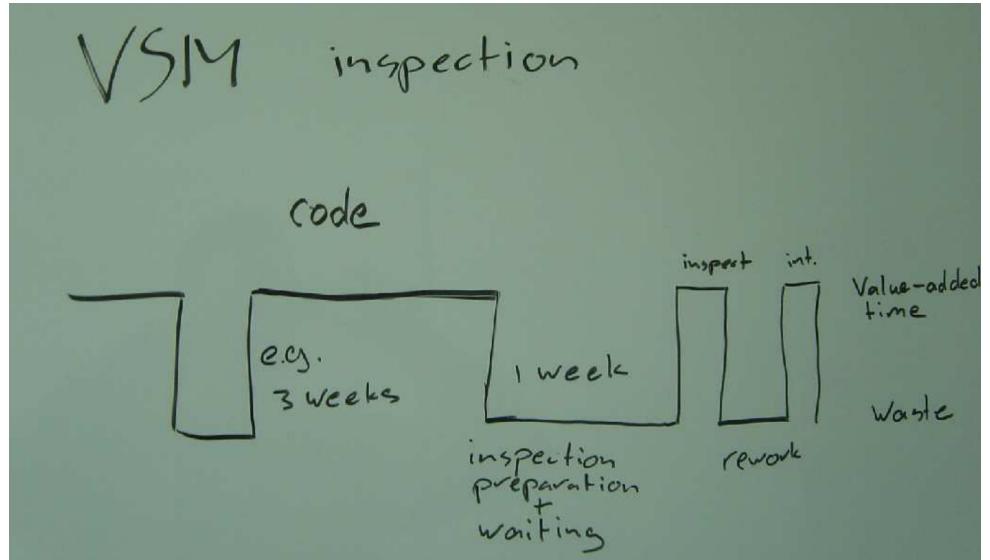


## Value stream map



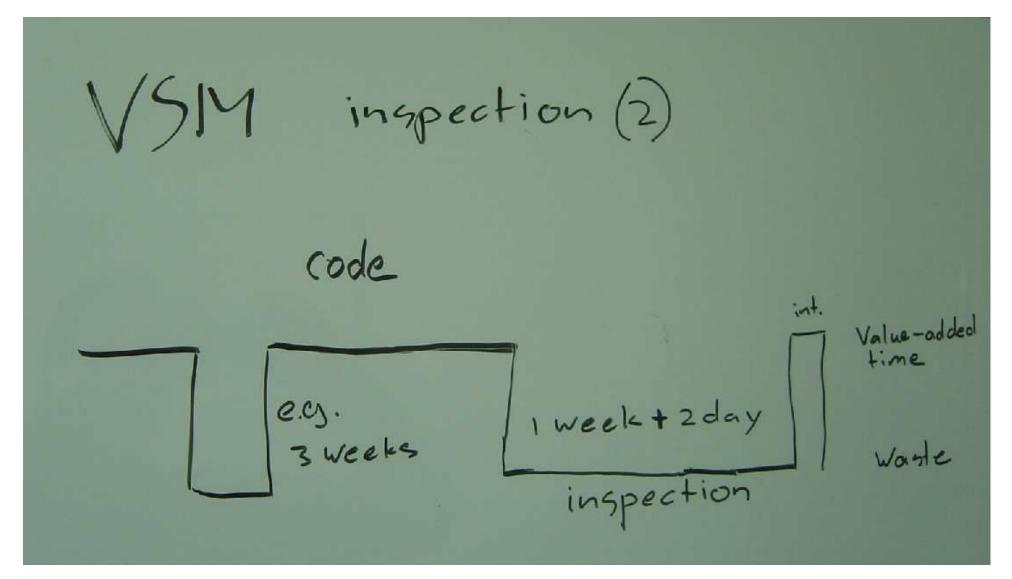


## Inspection value steam map (attempt #1)



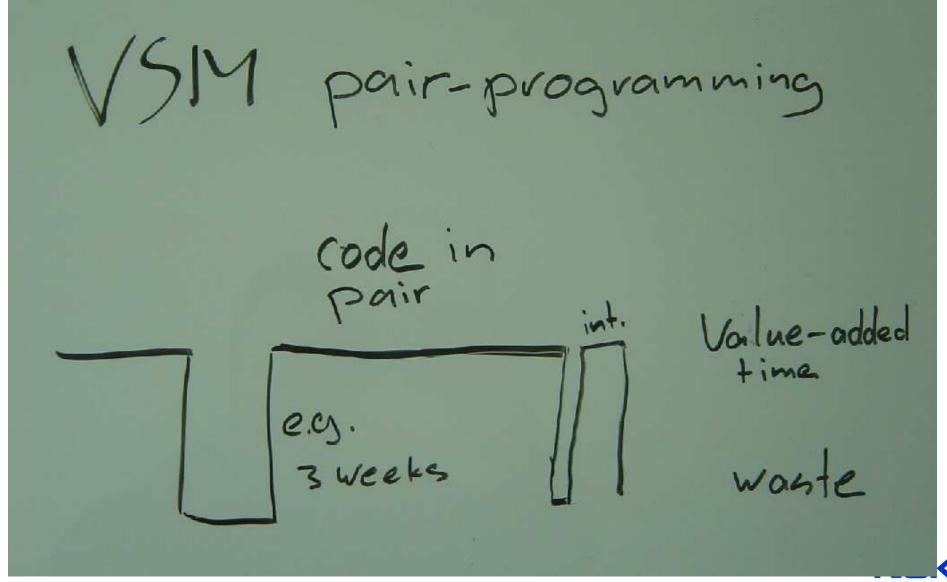


## Inspection value steam map (attempt #2)





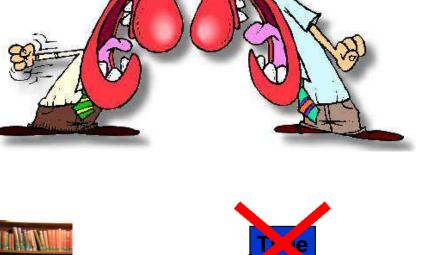
#### Pair programming – An alternative



## **Conflict: Inspection -> Iterative development**

- Time (VSM)
- Timeboxing and rework
- Small refinements
- Refactoring
- Upfront finalized documentation
- Measurement of changes
- Inspection regression





Cost

**Project** 



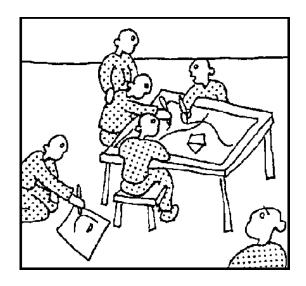
#### **Alternatives**

- Unit tests and test-driven development
- Pair programming
- Rapid7 and workshops
- Informal reviews
- After-commit reviews











#### **Conclusion**

- Inspection is a good and proven technique in Waterfall-type of development.
- The idea of peer-reviews is certainly useful in Iterative development.
  - However traditional inspections might not be the best solution.

Many good alternatives exist.



Peer-Review

