



SNS COLLEGE OF TECHNOLOGY

Coimbatore-35

An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade

Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SOFTWARE ENGINEERING

(Agile UX/UI)

UNIT 2 – AGILE DEVELOPMENT

TOPIC – KANBAN



KANBAN



- Kanban-----FRAMEWORK

- It is designed to help you

- Visualize your work
- Work in progress
- Work efficiency

WORKFLOW



KANBAN



- Kanban-----Billboard/Signboard
- Initially , it used as a scheduling system for lean manufacturing ,originating from the Toyota Production System (TPS)
- In 1940 Toyota introduce “**just in time**”(PULL SYSTEM) manufacturing to its production



PULL SYSTEM



- A pull system allows you to begin new work only when there is either customers demand for it or goods are required by the next step within the production process



The Original Kanban System





KANBAN for Software Teams



- Agile software development team now a days are able to leverage these same **JIT principles** by matching the amount of **work in progress(WIP)** to the teams capacity
- WIP gives teams
 - more flexible planning options
 - Faster output
 - Clearer focus and
 - Transparency throughout the development cycle



BASIC PRINCIPLES AND PROPERTIES



- Kanban fundamental broken down into
 - Four basic principles (how you need to think) and
 - Six for properties (what you need to do)



Principles of Kanban



1. Start with what you do now
2. Agree to pursue incremental ,Evolutionary Changes
3. Respect the Current Process ,Roles & Responsibilities
4. Encourage acts of Leadership at all leaves



Six Core Practices /Properties



- Visualize the workflow
- Work limit in progress
- Manage Flow
- Make Process Policies Explicit
- Improve collaboratively
- Feedback Loops