



# 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**

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# 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