

# Alcor Academy Training

Walking

*Learning to walk again. I believe I've waited long enough  
Where do I begin?*

# Great Arguments for Mob Programming

# Definition and Roles

- “Mob Programming is a software development approach where the whole team works on the same thing, at the same time, in the same space, and at the same computer. ”

- AgileAlience.org

- Driver [1P]
  - Responsible for typing, ‘left hand’ of the navigator
- Navigator [1P]
  - Instructing the Driver, making decisions, coordinates the mob
- Mob [nP]
  - The rest. Watching, observing, discussing the solution with the navigator



# The Process

- Mob/Navigator: Read requirement
- Write test for expected behaviour
- Mob: Discuss a solution/implementation
- Navigator: choose a possible solution and instruct driver
- Driver: follow instructions
- Run tests
- Refactor if needed
-  Rinse and repeat

# Advantages

- Discussion promotes solution finding
- Fast and direct Feedback/Review
- Good performance – bad day of team member cancels out
- Promotes team-building
- Knowledge sharing within the team
- Finding the (objectively) best solution
- Easy adherence to TDD rules



# 'Great' Arguments against Mob Programming

“With great power comes great responsibility”

- Spider Man

# Advantages of SOB\*

(Solo-Mob)

- There is no **I** in **Team** → but also no **Team** in **I**
- You can break the (TDD or OC) rules
- Your opinion is the only one that matters
- No stigma for narcissism / great for introverts
- No (driving) license or navigation skills necessary
- No affiliation with organized crime
- No connotation of being angry (think pitchforks and Frankenstein)



\*adding a grain of salt is recommended

# The end

- Thanks!
- “Bye and have a nice fondue.”  
- Marco C.