

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"

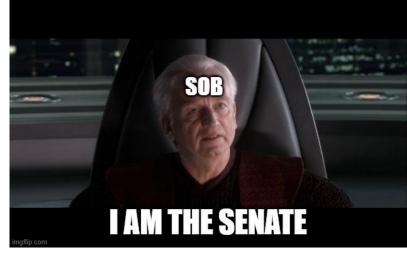
- Spider Man

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.