Professional Responsibility

SWEN-261
Introduction to Software Engineering
Department of Software Engineering
Rochester Institute of Technology
Agile was created out of the need for professionalism in our industry.

"These are disciplines, not process steps. They are promises you make; they are not tasks to follow."

-- "Uncle" Bob Martin

- **Process**
  - *Individuals and interactions* over processes and tools
  - *Working software* over comprehensive documentation
  - *Customer collaboration* over contract negotiations
  - *Responding to change* over following a plan

- **Design**
  - *Adhere to architecture and design principles*

- **Teamwork & Communication**
  - *Meet commitments to team and Product Owner*
Our industry grows when we all share in the ever growing knowledge.

- Always strive to learn new techniques, tools and methods.

- Become a team mentor.
  - *Teach by example in your code and designs*
  - *Teach by documentation*
  - *Teach team members and others face-to-face*
Like any critical industry, you must consider ethical judgments.

- Do right by your client or employer.
- Do right by your team.
- Do right by society with the broad range of what that means for you.
Ultimately, it all rests on individual actions.

- Make your actions count and do them so that you can be proud of the actions you have done.
  - Care about your craft
  - Think about your work
  - Invest regularly in your knowledge portfolio
  - It's both what you say and the way you say it
  - Sign your work

- Professionalism and discipline is a personal endeavor.
Personal discipline also includes psychological and, for some, even spiritual concerns.

- Develop personal maturity
  - Be respectful
  - Be kind
  - Be aware of both conscious and unconscious biases

- Develop psychological discipline
  - Be impeccable with your word
  - Don’t take anything personally
  - Don't make assumptions
  - Be skeptical, but learn to listen

- Always do your best!

*(Don Miguel Ruiz, The Fifth Agreement)*