

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)

