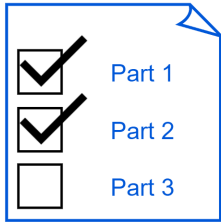


# 7 WASTES OF SW DEV

Similar to what Toyota Production System identified as seven categories of waste in manufacturing, also software development has its own wastes.

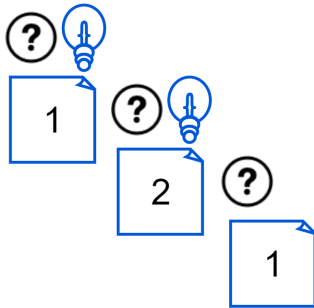
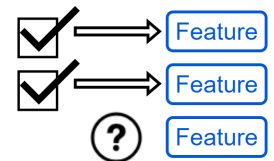


## PARTIALLY DONE WORK

The work which is not complete does not bring any value. Furthermore, it creates additional constraints to keep it in a usable state.

## EXTRA FEATURES

Understanding customer needs is crucial to delivering real value by building the right thing.

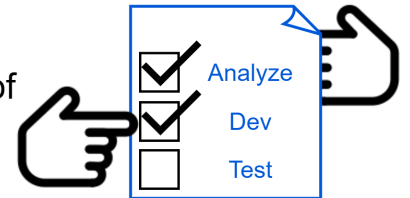


## RELEARNING

Developing software is heavily based on learning. Making the same mistakes over again can be omitted by capitalizing on the first occurrence of a mistake.

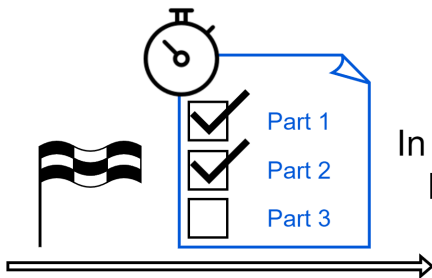
## HANDOFFS

Handoffs create extra work by a need to shift information. A lot of information is lost during these shifts.



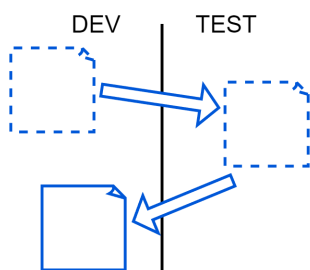
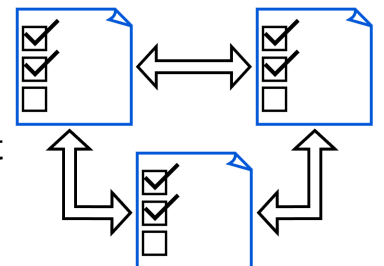
## DELAYS

In order to keep the context fresh fast feedback is important. The bigger the delay in getting feedback the harder it becomes to capitalize on it.



## TASK SWITCHING

Every context switch creates a must to change focus, and readjust for other tasks, resulting in lower productivity.



## DEFECTS

Creating defects boomerang back, creating extra work, and slowing down new development

