

# Lessons Learned from Adopting “The Eclipse Way”

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## “The Eclipse Way”

- The way the SDK team develops Eclipse (and other software)
- It's...
  - ◆ agile
  - ◆ proven
  - ◆ now tool supported
  - ◆ and based on **feedback**

## Why adopting “The Eclipse Way”?

***Which commercial and/or in-house project is not dreaming of meeting every deadline in a 6-week cycle over years?***

## Experiences

### **The Top 5 Lessons Learned**

## First Lesson Learned

**Many practices not special for open-source or Eclipse development**

Easy to adopt for in-house teams

## Second Lesson Learned

**End-Game is very useful, especially “raising the bar”**

Easy to adopt, helps a lot

## Third Lesson Learned

**Consume Your Own Output is different, but possible to adopt**

For example by directing production problems directly to the team (-> direct feedback, -> “feeling the pain”)

## Fourth Lesson Learned

### **Live Betas is a lot harder**

Letting teams test beta versions is not the same than live betas

Better: shorten release cycles (-> daily deployment)



## Fifth Lesson Learned

**It's all about feedback and taking responsibility  
within the team**

# Thank you for your attention!

- Questions and feedback welcome!
  
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