

**@solojavier**

#wowzer #ruby #developer

# Coding with agility



**SG**  
VIRTUAL  
CONFERENCE  
4ta edición



Construyamos  
mejor software

27 y 28 de febrero 2013  
Sede: Todo el mundo  
**EVENTO GRATUITO**

# Agile manifesto

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

# Common problems

- Velocity goes down as project evolves
- More focus on processes and tools
- Pressure increases, quality decreases
- Iterations expand with time
- Fallback to what is known
- Difficulties to estimate (lies)

# Software craftsmanship

A craftsman believes that **software is a craft...**

...that writing good software **requires skill and careful attention.**

...is not something that can be manufactured nor can it be **delivered faster** by merely **adding more bodies.** (*Micah Martin*)

**The pragmatic programmer** by *Andy Hunt*

# Manifesto

Not only working software, but also **well-crafted software**

Not only responding to change, but also **steadily adding value**

Not only individuals and interactions, but also a **community of professionals**

Not only customer collaboration, but also **productive partnerships**

# 4 rules of simple design

1. Passes all the tests.
2. Express every idea we need to express.
3. Contains no duplication.
4. Minimized the number of classes, methods and other moving parts.

**Extreme Programming Explained** by *Kent Beck*

# Passes all the tests

- Unit tests & Acceptance tests
- Continuous integration
- Regression tests
- TDD
- Tests are as important as production code
- Learn how to test

# Express every idea we need to express

- Awareness
- Readability
- Maintainability
- Coding standards



# Contains no duplication

- DRY
- Convention over configuration
- Reuse
- Refactoring
- Boy Scout rule
- Duplicated tests

# **Minimized the number of classes, methods and other moving parts**

- Decoupled code
- OO basic concepts
- SOLID
- Software Patterns

**The only way to go fast is  
to go well**

*Robert C. Martin*

How to get there?

**Practice**

# How to get there?

- Self learning resources
- Pair programming
- Software communities
- Conferences, Workshops
- Apprenticeship programs
- Coding dojos
- Code retreats

**Questions?**