

Rich Hickey - hammock driven development

source

- state the problem
 - * say it somehow
 - ** out loud in conversation
 - ** or write it down
 - ** seed of solving the problem is **saying it**
- understand the problem
 - * what do you know?
 - ** facts
 - ** context
 - ** constraints
- there will be things right away that you know you don't know
- take ideas apart (especially other people's ideas) (a lot of great new ideas come out of that process)
- big part of doing programming is **maintaining** your **focus**
 - * computer is a prime source of distraction
 - * you can't do everything
- waking mind (focused mode)
 - * good at **critical thinking**
 - ** analysis
 - ** tactics
 - * use waking mind time to *feed work* to *background mind*
 - ** and analyse its products
- background mind (diffused mode)
 - * good at making connections
 - ** synthesis
 - ** strategy
 - ** abstracts, analogies
 - * solves most of non trivial problems
 - ** unfortunately you can only *feed it*

****** *can't direct it*

- * as we snooze, our brain is busily processing the information we have learned during the day
- * sleep makes memories stronger and appears to weed out *irrelevant details* and background information so that *only important pieces* remain
- * **(important)** our brain also works during sleep to find *hidden relations* among memories and to *solve problems* we were working on *while awake*
- 7 +/- 2 problem () [wiki source](#)
 - * many designs > 9 components
- *write* proposed solution down
 - * can *use pictures*
 - * you can then *review* and *jump around* between things
 - * imagine having an *assistant*
- *step away from the computer*
 - * and *close your eyes*
 - * at that point, you are sitting there with no external *input*
 - * you are in the process or **recall**

wait for it

- at least overnight
- sometimes over months
 - * so, work on more than one thing
 - * don't get *hang up*, **switch around when stuck**

try it

- eventually, **coding is required**
 - * type *sparingly*
 - **** with confidence

you will be wrong

- you will *think of better ideas*
- that's all ok
 - * **don't be afraid**
 - ** to change your mind
 - ** to be wrong