## Contents

Acknowledgements  Preface			7
			9
1	Ton	y	11
	1.1	Getting the job $\dots$	. 12
	1.2	Carriers and non-carriers	. 15
	1.3	Morning stand-ups	. 31
	1.4	Task tracking chaos	. 42
	1.5	Rewards and punishments	. 61
	1.6	Manual testing	. 88
	1.7	Equality and slavery	. 108
	1.8	Software architect	. 120
	1.9	Losers and winners	. 136
	1.10	Hackers and designers $\ \ldots \ \ldots \ \ldots \ \ldots$	. 141
	1.11	Performance metrics $\dots$	. 148
	1.12	Experts and knowledge sharing $\ \ldots \ \ldots \ \ldots$	. 158
	1.13	Static analysis	. 167
	1.14	Quality and continuous integration	. 180
	1.15	Love, sexism, and diversity	. 198
Epilogue			215
Index			217