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### MARIA NAGGAGA

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@LADYNAGGAGA



## BEYOND COPY 3 PASTE

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# LET'S TALK ABOUT DOCUMENTATION

# THE IMPORTANCE

# DOCUMENTATION TODAY

### ASSUMPTION

- OF KNOWLEDGE
- OF TECH
- OF TIME

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# STATIC CODE

C# Copy

```
public class A
    public void Method1()
        // Method implementation.
public class B : A
{ }
public class Example
    public static void Main()
        B b = new B();
        b.Method1();
```

Cutting corners to meet arbitrary management deadlines



Essential

# Copying and Pasting from Stack Overflow

COPY & PASTE CTRL + C - CTRL + V

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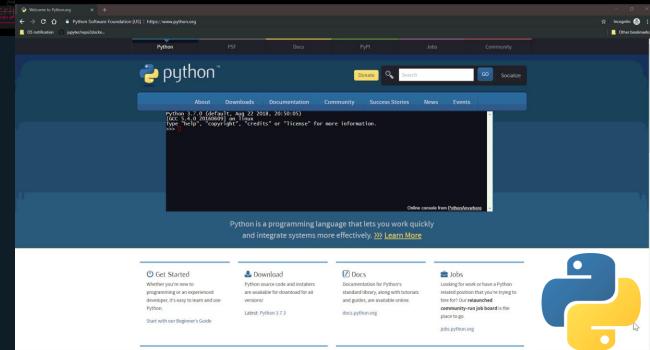
The Practical Developer

The Practical Dev

## EXPECTATIONS









### Featured video



Go is an open source programming language that makes it easy to build simple, reliable, and efficient software.



Binary distributions available for Linux, macOS, Windows, and more.

### Featured articles

### Debugging what you deploy in Go 1.12

Go 1.11 and Go 1.12 make significant progress toward allowing developers to debug the same optimized binaries that they deploy to production.

Published 21 March 2019

### Using Go Modules

Go 1.11 and 1.12 include preliminary support for modules, Go's new dependency management system that makes dependency version information explicit and easier to manage. This blog post is an introduction to the basic operations needed to get started using modules. A followup post will cover releasing modules for others to use.

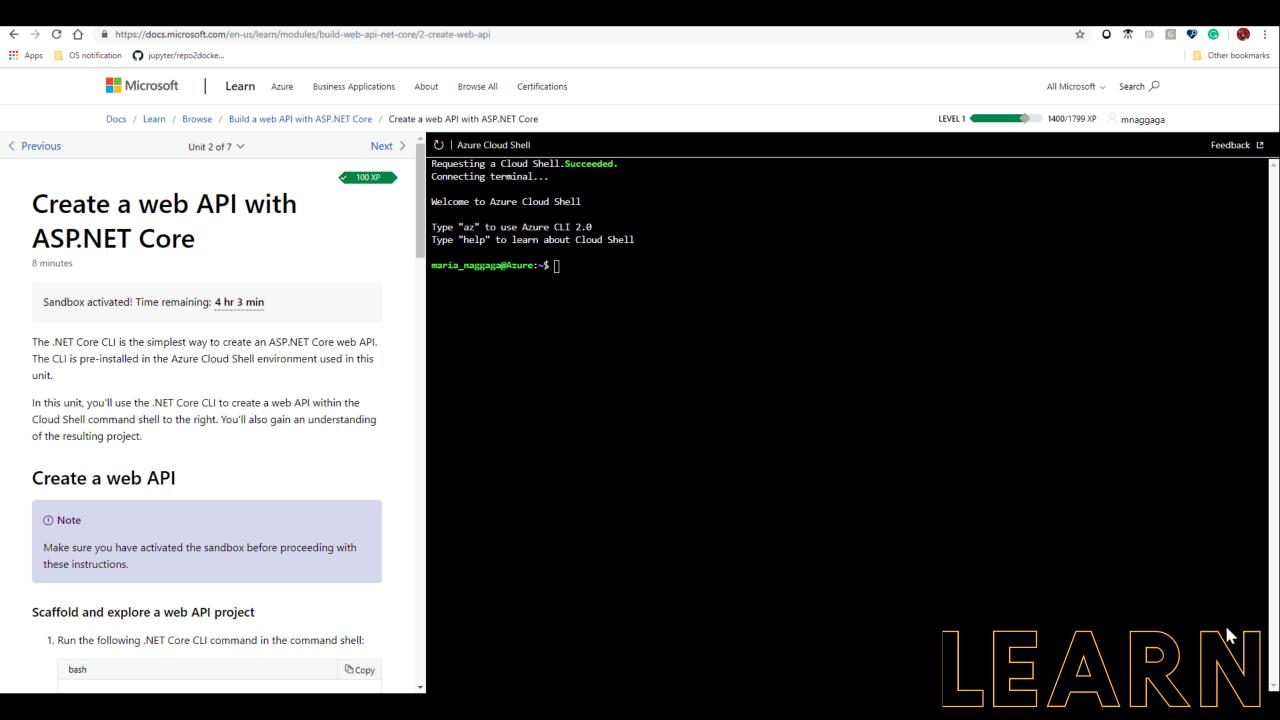
Published 19 March 2019

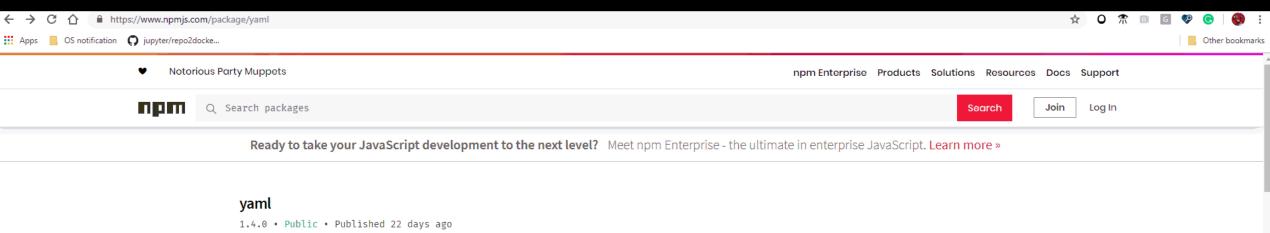
Read more

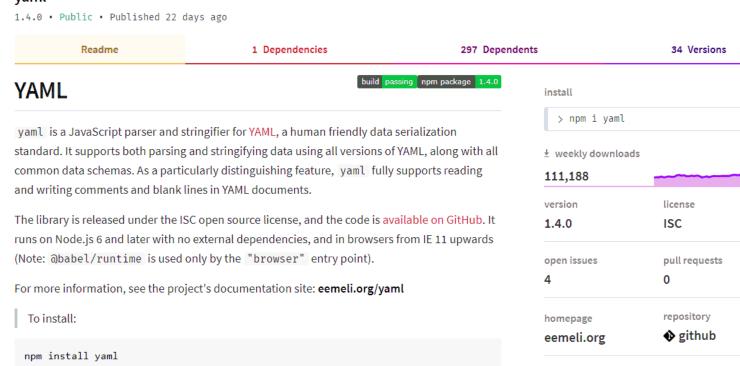
Build version go1.12.1.











last publish

22 days ago

collaborators

Note: yaml 0.x and 1.x are rather different implementations. For the earlier yaml, see tj/js-yaml.

# or

yarn add yaml



# NARROWING THE DIVIDE

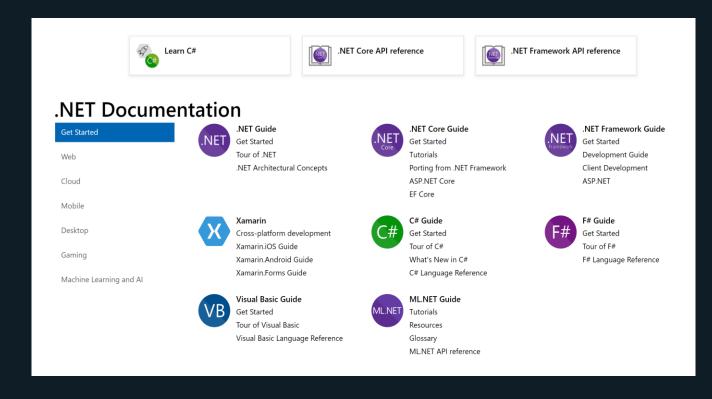
BETWEEN DOCUMENTATION AND CODE



# CREATING NEW EXPERIENCES

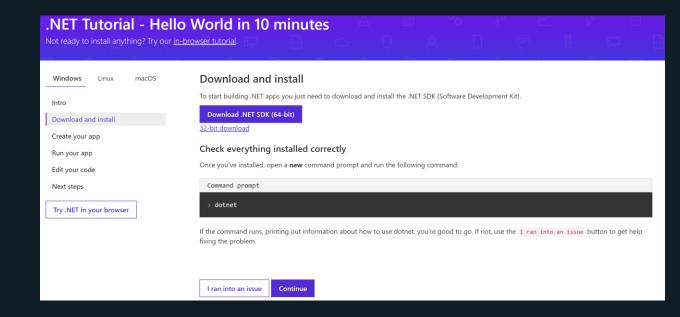
I. UP-TO-DATE DOCUMENTATION

- I. UP-TO-DATE
  DOCUMENTATION
- 2. ENGAGING
  DOCUMENTATION



**EASY TO NAVIGATE** 

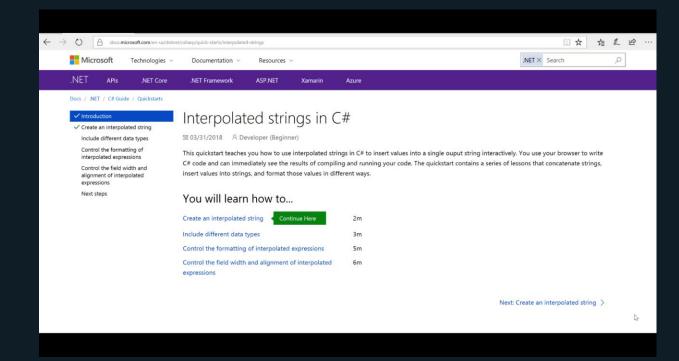
- I. UP-TO-DATE
  DOCUMENTATION
- 2. ENGAGING
  DOCUMENTATION



**QUICK & EASY STEPS** 

- I. UP-TO-DATE
  DOCUMENTATION
- 2. ENGAGING
  DOCUMENTATION
- 3. FRICTION FREE
  LEARNING/EXPERIMENTING

- I. UP-TO-DATE
  DOCUMENTATION
- 2. ENGAGING
  DOCUMENTATION
- 3. FRICTION FREE LEARNING
  /EXPERIMENTING



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### DEMOS

TRY, DOTNET TRY GLOBAL TOOL, SOMETHING NEW



## THANK YOU

FEEDBACK: GITHUB.COM/DOTNET/TRY