Software Engineering for Beginners

Kojo Idrissa

PyCaribbean 2018

2018-02-17

github.com/kojoidrissa/pycaribbean_2018

Premise

- Programming vs Software Engineering
- "Pro" software development vs personal projects
- Coding with a team vs working solo

- Why?
 - Protect yourself from mistakes
 - Enable yourself to try new things
 - Learn to work w/ a team

• When?

 10 or more lines of working code that you're scared to change because it might break

- What/How?
 - Solo usage
 - Basic feature branch/ merge workflow

- Reference
 - Pro Git Chapters 1-3
 - https://git-scm.com/book/ en/v2

- In Code vs About Code?
 - Start w/ In Code

- Why?
 - Help your future self
 - Help your teammates help you
 - Avoid that form of technical debt

- When?
 - Writing code using a new technique
 - Writing functions, especially if they call other functions

- How?
 - Docstrings for functions (minimums)
 - What the function does
 - What it takes as input (include data type)
 - What it produces as output (include data type)

- Next Step?
 - Learn a markup language
 - ReStructured Text or Markdown
 - Learn about Python documentation standards
 - https://devguide.python.org/ docquality/

- Testing vs "PURE" TDD
- Why?
 - Tests protect you from future changes breaking things
 - TDD: "write tests first" forces you to think before you type

- When?
 - As soon as possible
 - Art + Science: experience helps

- How?
 - New coders: Python unittest and doctests
 - Experienced coders:
 pytest

- Next Step?
 - New coders: pytest
 - Experienced coders:
 Continuous Integration
 (CI)

Other

- Dependency Management & Deployment
 - Virtual Env
 - Containers
 - DjangoCon 2016 Day 2 Lightning
 Talks Joe Cronyn
 - Virtual Machines (VMs)

Other

- Development Environment
 - CLI vs. GUI: can you navigate?
 - Terminal multiplexer
 - screen, tmux, byobu
 - A shell language

Next Steps for Me

• A tutorial version of this talk?

Feedback on interest?

Questions/Comments?

- @Transtion on Twitter
- github.com/kojoidrissa/ pycaribbean_2018