

Decisions

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Every decision is a trade-off

development

architecture

deployment

Development – the trade-offs

automated or manual build

automated or manual testing

test-driven or test-after development

or test-first

or test-whenever!

Spike and Stabilize – a pattern

Why do we do TDD?

What is the opportunity cost of TDD?

feedback from defects or feedback from users

Invest in code based on evidence

Architecture – the trade-offs

monolith or components

or serverless

objects or functions

synchronous or asynchronous

threads or event loop

or actors or CSP

Short Software Half-Life – a pattern

Small, separate components

Each component does one thing

Hard shell, soft centre

The message is the API

Identifiable boundaries for experimenting

Evolvable architecture

DRY or decoupled

Evolution is anything but DRY!

DNA doesn't refactor

Ginger Cake – a pattern

Chocolate Cake

1.5 cups flour

3 tablespoons cocoa

1 teaspoon baking soda

1 cup sugar

1/2 teaspoon salt

1 tablespoon white vinegar

1 tablespoon vanilla

4 tablespoons melted butter

1 cup cold water

Mix dry ingredients together. Make three wells in the mixture. In the first well, pour vinegar, in the second vanilla, and in the third, the liquid fat. Pour cold water over the whole thing and mix together well. Pour batter into a 9x9 pan, ungreased, and bake at 350 degrees for 35 to 40 minutes.

Ginger Cake

Like Chocolate Cake

(but with ginger)

Deployment – the trade-offs

automated or manual deployment

vertical or horizontal scaling

managed or in-house

virtual or physical

Dancing Skeleton – a pattern

Get something – anything! – into production

Full stack, with an interface

Fire, aim, ready!

Theory is only like practice in theory

When you know what you are

trading off

you can make

informed decisions

Thanks for listening

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