

TECNOLÓGICO NACIONAL DE MÉXICO

# INSTITUTO TECNOLÓGICO DE TIJUANA

SUBDIRECCIÓN ACADÉMICA  
DEPARTAMENTO DE SISTEMAS COMPUTACIONALES  
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## CARRERA

Ingeniería en Sistemas Computacionales

## MATERIA

Datos Masivos

## TÍTULO

¿Qué es Pair Coding?

## UNIDAD

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## DOCENTE

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## **What is Pair Coding?**

Pair Coding consists of two programmers who share a single workstation (a screen, keyboard and mouse between the pair). The programmer at the keyboard is generally called the "controller", the other, also actively involved in the programming task, but more focused on the general direction is the "browser"; Programmers are expected to switch roles every few minutes or so.

## **Common mistakes.**

Both schedulers must actively participate in the task during a paired session; otherwise, no benefit can be expected.

A simplistic but often raised objection is that matching "doubles the costs"; That's a misconception based on equating programming with typing; however, one should keep in mind that this is the worst result of a poorly applied match.

At least the driver, and possibly both programmers, are expected to keep an active comment; Pair Coding is also "programming out loud": if the driver is silent, the navigator must intervene.

Partner programming cannot be fruitfully imposed on people, especially if relationship problems, including more mundane ones, get in the way.

## **Expected benefits.**

- Higher code quality: "Code out loud" leads to clearer articulation of the intricacies and hidden details in coding tasks, reducing the risk of errors or falling into dead ends.
- Better dissemination of knowledge among the team, particularly when a developer who is not familiar with a component is paired with one who knows it much better.
- Better transfer of skills, as junior developers acquire micro-techniques or broader skills from more experienced team members.
- Great reduction in coordination efforts as there are  $N / 2$  pairs to coordinate instead of  $N$  individual developers.
- Greater resilience of a peer to interruptions, compared to an individual developer: When one member of the peer must attend to an external prompt, the other can stay focused on the task and can help regain focus afterwards

## **Fuente.**

<https://www.agilealliance.org/glossary/pairing/#q=~>