

SIMPLESYSTEMS

building them should be simple, right?

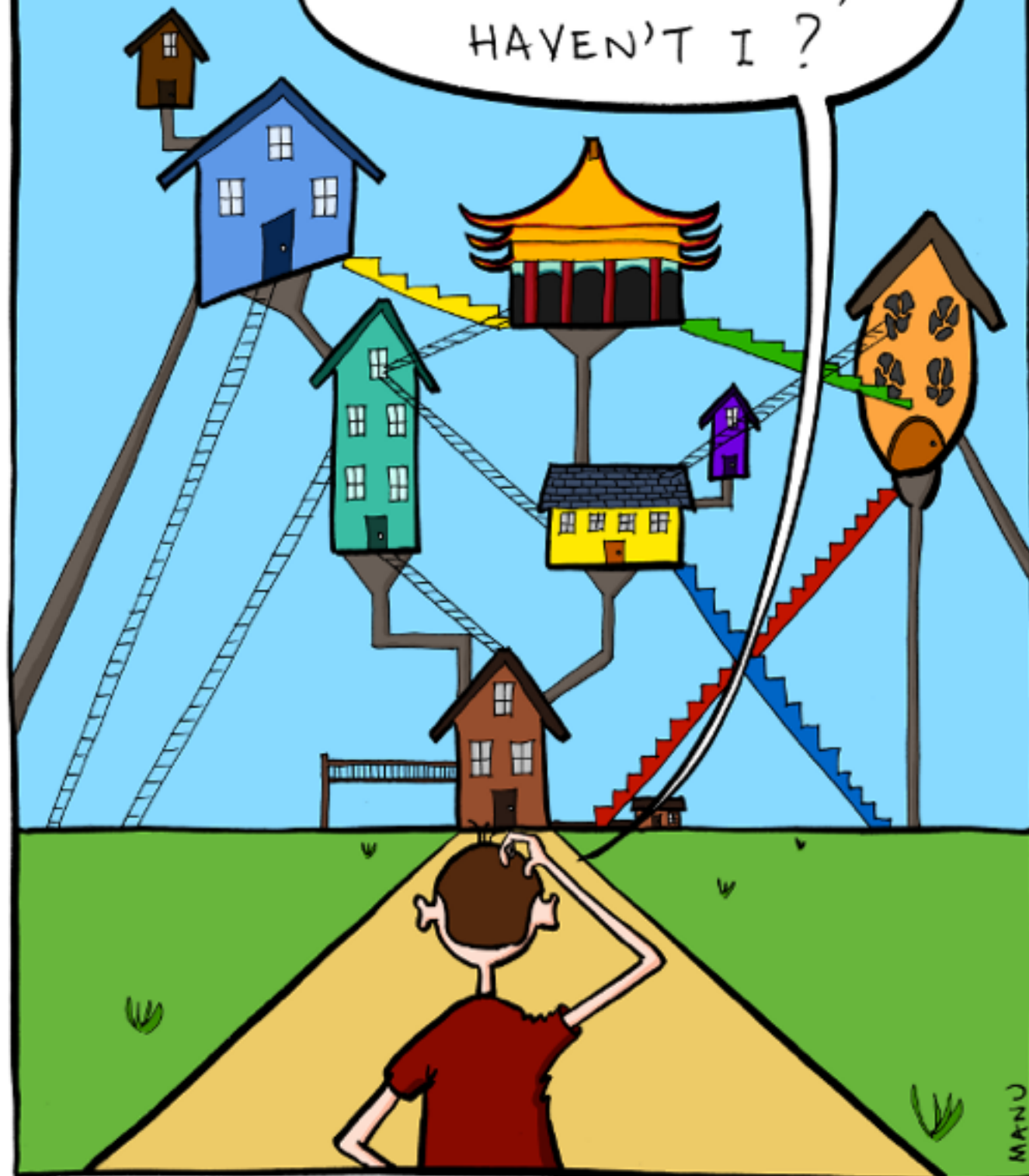
THE LIFE OF A SOFTWARE
ENGINEER.

CLEAN SLATE. SOLID
FOUNDATIONS. THIS TIME
I WILL BUILD THINGS THE
RIGHT WAY.

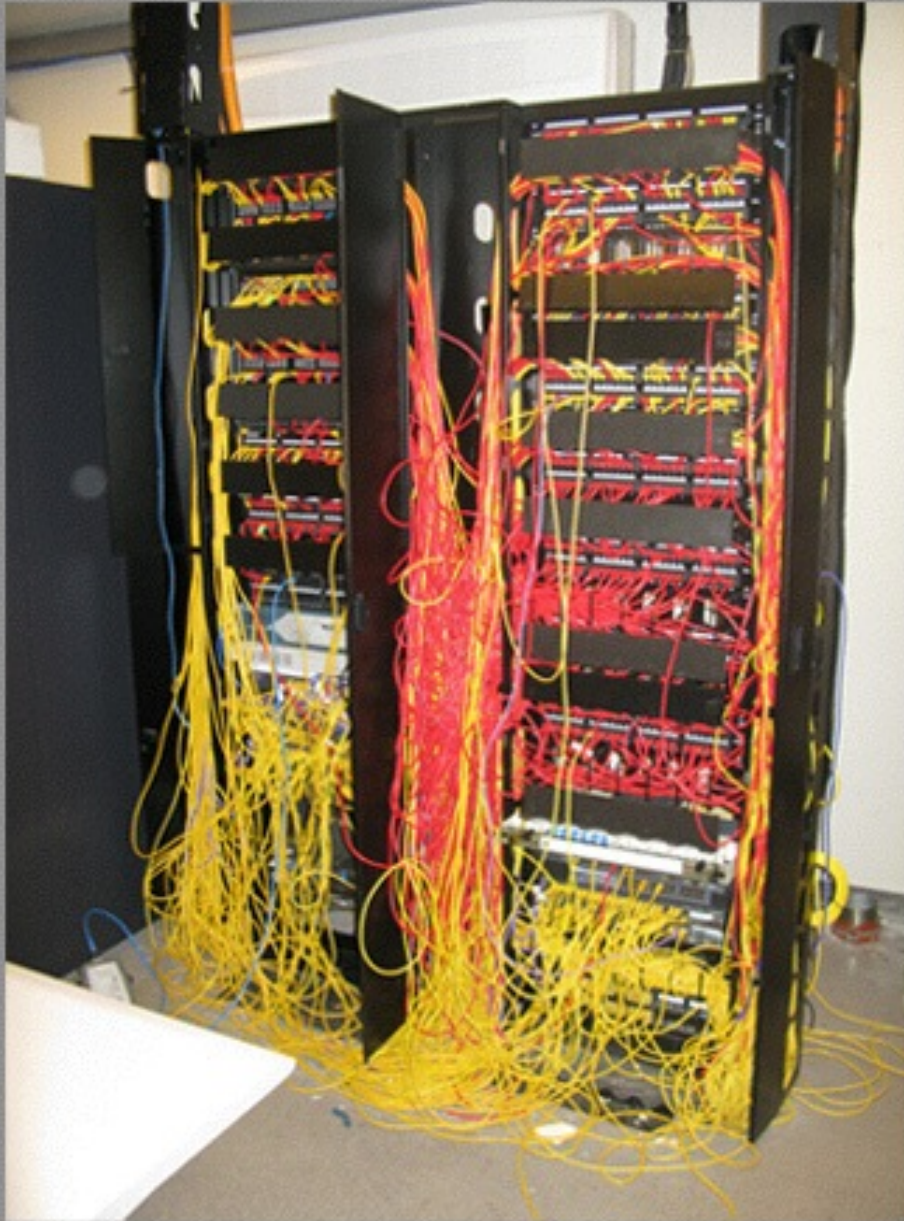


MUCH LATER...

OH MY. I'VE
DONE IT AGAIN,
HAVEN'T I?



COMPLEX VS SIMPLE



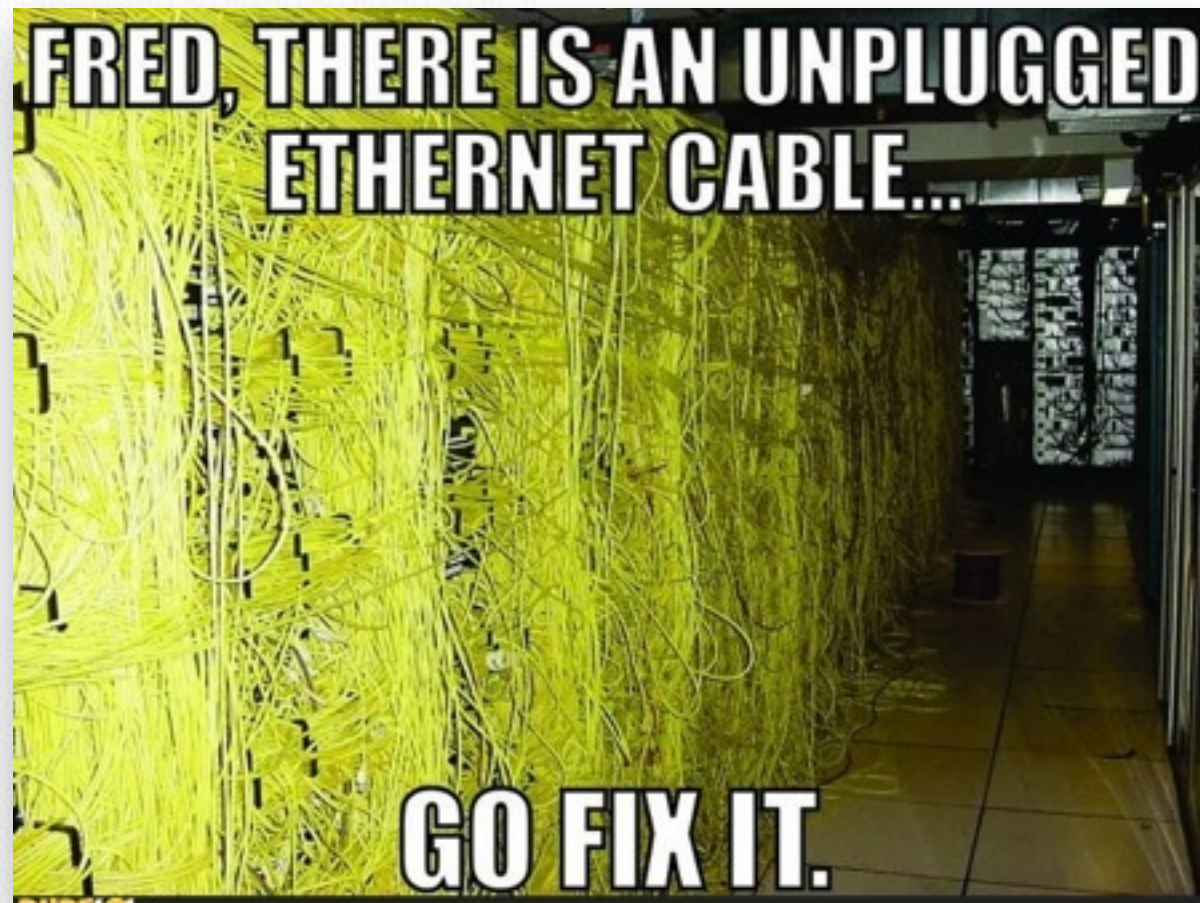
Unstructured



Structured

why I hate

COMPLEX SYSTEMS



OFTEN **HIGHLY COUPLED**

THEY ARE **ERROR PRONE**

DIFFICULT TO MAINTAIN

HARD TO GET STARTED

SLOW TESTS

LOTS OF DOCUMENTATION NECESSARY

HARD TO DEPLOY

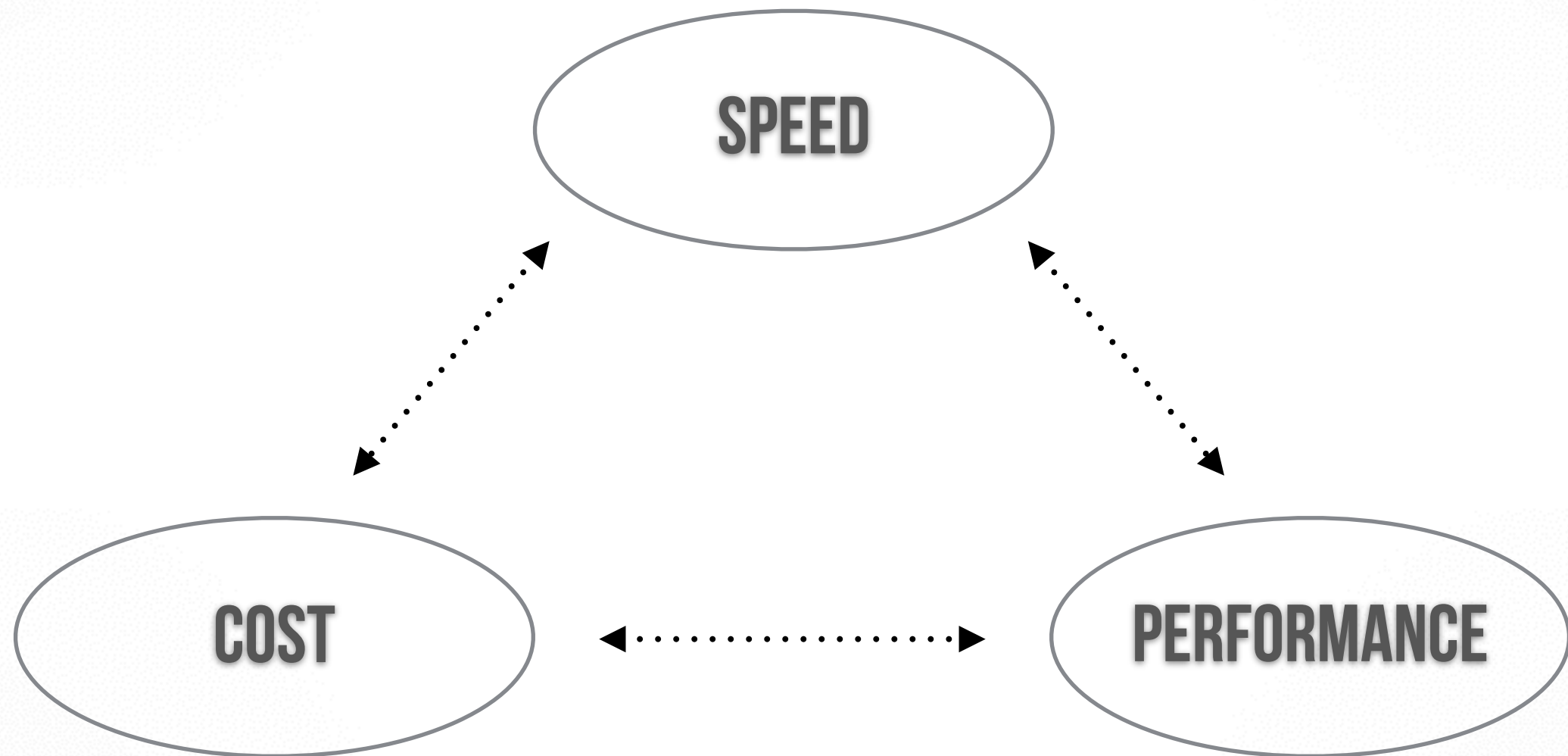
BUT WHY

Y U NO

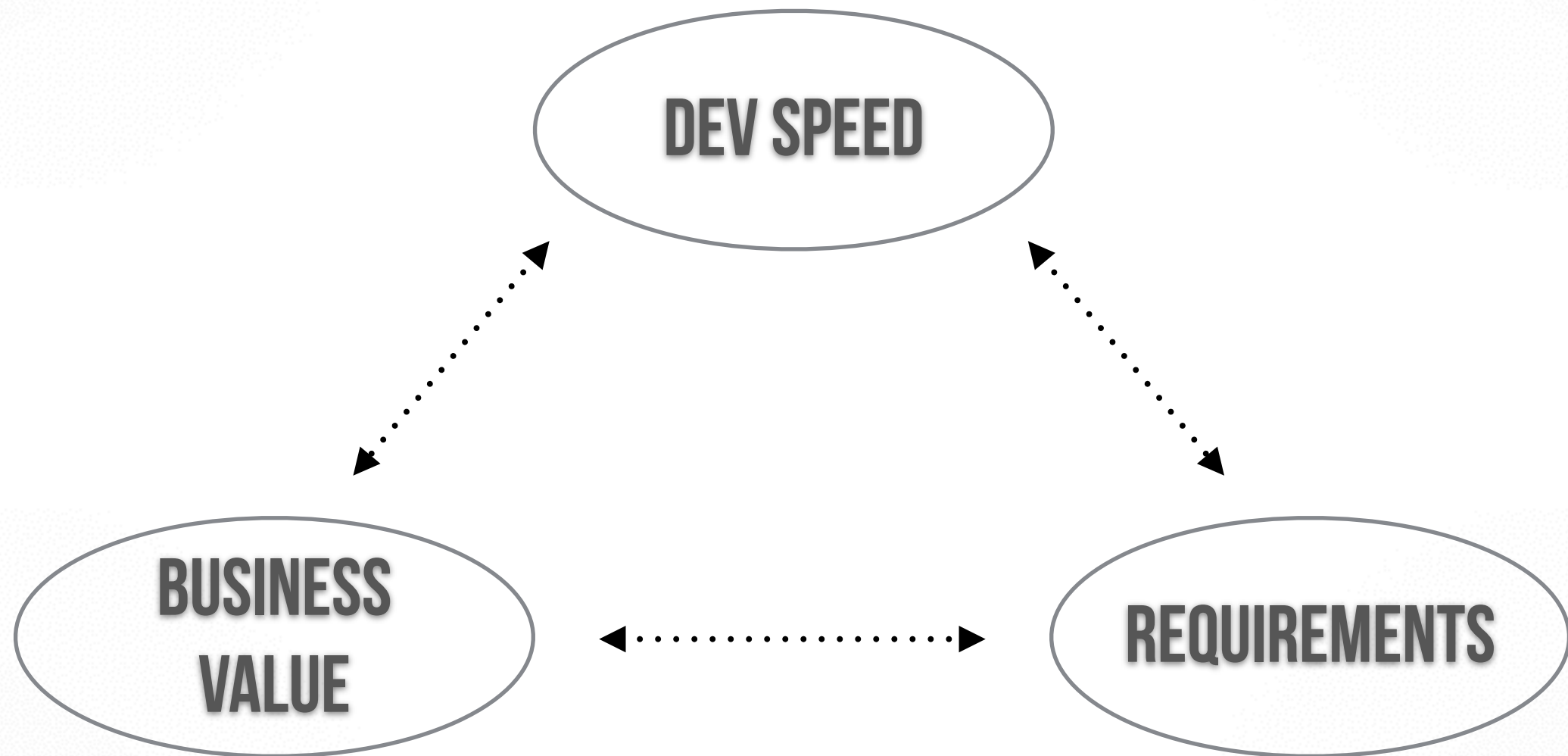


SIMPLE

REALITY IS HARD



REALITY IS HARD



SOMANYOPTIONS



TECHNOLOGY X IS FASTER

BUT I LIKE FRAMEWORK Y BETTER...

**OTHER PEOPLE HAVE TO USE YOUR
TOOLBOX SO CHOOSE WISELY**

I'M USED TO Z ALREADY

CONVENIENCE



QUICK AND DIRTY

POOR PLANNING

ITS JUST USED IN ONE PLACE SO...

DIVERGING FROM RACING LINE IS INEFFICIENT

I DIDN'T BUILD THIS / NOT MY JOB

BUSINESSVALUE



**PERCEIVED BUSINESS VALUE IN CLEANING UP
CODE IS LOW**

CHAOS SEEMS HARDWORKING

NEW FEATURES GET HIGHER PRIORITY

REFACTORING FOCUSES ON FANCY STUFF

HOWTOIMPROVE?

DEDICATED TIMEBOX

Wed	Thu	Fri	Sat
4	5	6	7
11	12	13	14
18	19	20	21
25	26	27	28
2	3	4	5

5 Jun 2014

6 Jun 2014

all-day

10:00 to 10:15

11:30 to 12:30

14:00 to 18:00

18:30 to 20:30

Friday 6 June 2014

all-day



10:00

Daily Scrum Scrum Board

11:00

12:00

Honeybadger Cleaning



13:00

14:00

14:00

15:00

Remove Complexity / Tech Debt

16:00

17:00

18:00

19:00

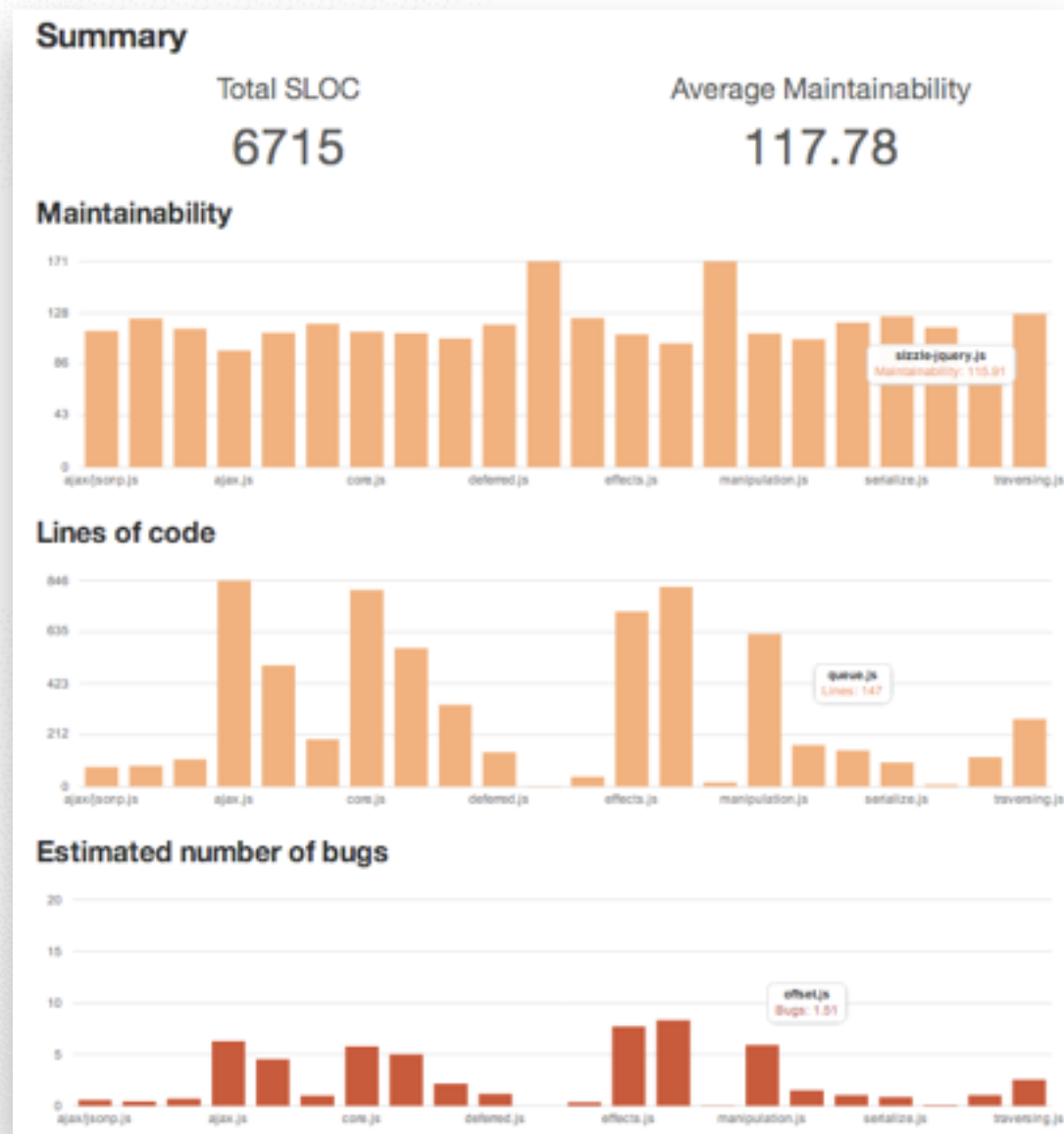
18:30

Block: All Developers Meeting

20:00

Strategy Event

DATA DRIVEN



- GAMIFICATION
- MAKE COMPLEXITY VISIBLE
- INCENTIVISE SIMPLE SYSTEMS
- GATHER DATA ON HOW HARD IT WAS TO ADD A FEATURE
- HOW HARD TO REMOVE

REUSABILITY **AND** AUTOMATION

- **GIVE BACK TO OPEN SOURCE**

- You will get more feedback if others use your components / api

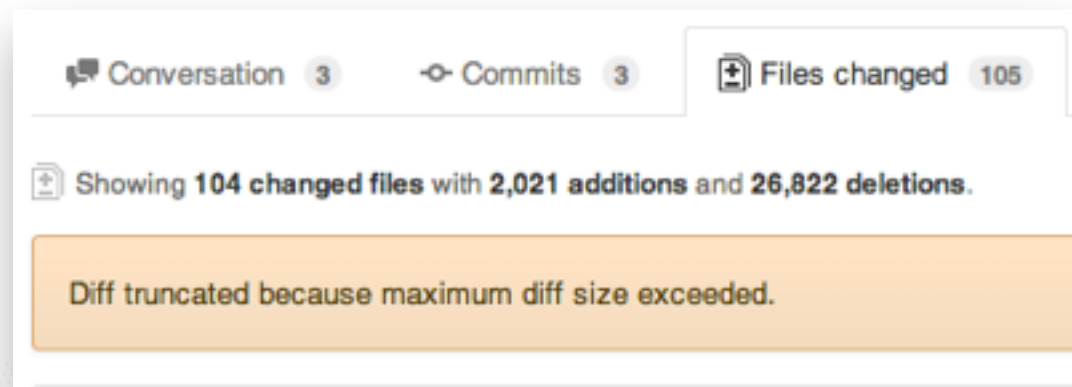
- **MAKE IT EASY TO CONTRIBUTE**

- Automated setup script
- Readme with manual steps
- Force yourself to start fresh

- **SHARING MEANS CARING**

- **MAKE IT HACKABLE**

EARLY FEEDBACK



- **SEARCH EARLY FEEDBACK**
- **OPEN PULL REQUEST AFTER THE FIRST COMMIT**
- **MAKE IS EASY TO FOLLOW YOUR WORK**
- **MAKE GIVING FEEDBACK EASY**
 - Commit early and often
 - Be descriptive with your messages
- **PROGRAM IN PAIRS**
- **GATHER FEEDBACK FROM OUTSIDE YOUR TEAM**

SMALLTEAMS

- **SMALL TEAMS DESIGN SIMPLE SYSTEMS**
- **FORCE YOURSELF OUT OF YOUR COMFORT ZONE**
 - conquer “Hard to Let Go”
- **ROTATE TEAMS**
- **ITS EASY TO MAKE A DIFFERENCE IN SMALL TEAMS**
- **PEOPLE TAKE MORE RESPONSIBILITY**
 - truck number will be lower

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