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Pair Coding

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Pair Coding (Pair Programming)

Peer programming consists of two programmers sharing a single workstation (a screen, keyboard, and mouse between the pair).

The programmer at the keyboard is usually called the "controller", the other, is also actively involved in the programming task, but is more focused on the general direction is the "browser"; Programmers are expected to switch roles every few minutes or so.



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 must keep in mind that this is the worst result of a badly applied match.

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

one of the main problems preventing effective matching is passivity. When used concurrently with test-based development, a variant called "ping-pong programming" encourages more frequent role switching: One programmer writes a unit test that fails, then passes the keyboard to another who writes the corresponding code, then go to a new test. This variant can be used solely for educational purposes, or by already experienced programmers as a playful variant.

Expected benefits

Higher code quality - "Program out loud" leads to clearer articulation of hidden details and complexities 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 skills transfer as junior developers acquire micro-techniques or broader skills from more experienced team members.

Pair programming is a social skill that takes time to learn.



Referencias

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