

# Craftman annex

## Passion traits

I believe that what slows down mastery is the fear to be wrong. To solve this issue I want to avoid being wrong by acquiring knowledge, while never forgetting the other part of the problem. That is I want not to fear. So, learning and working on reluctance are the goals that drive my passion. The former is a matter of reasoning with logic and the latter is a genuinely social mindset.

## Pet Projects

- '17 **"Send an email when push on Github"**, *Take advantage of git tree logic to publish newsletters. Each git branch was meant to be a segment of subscribers around a topic and each commit would trigger an e-mail..*
  - o **Tech** Node.js project. Walking skeleton of component tests with a bit of business logic. Used Sendgrid, Github webhooks and Firebase.
  - o **Questions** What is the business domain that rises real project coding issues the most.
  - o **Insights** It is not doing a component test walking skeleton of a multiple APIs application although it's the recommended approach for real projects according to Uncle Bob.
- '16 **OSX-Macro-Programming Widget Toolbox**, *Automate GUI interactions connecting screen motion detecting widgets to mouse,keyboard,timing and routing widgets..*
  - o **Tech** A set of Java swing windows that send string messages to each other.
  - o **Questions** What is the easiest way to serialize a graph of connected widget/nodes which have some behaviour and attributes composed on run time?
  - o **Insights** Jackson serializer with a DefaultTyping.NONFINAL flag brings coupling (Annotations) and adds burden to code changes. Apart from this, maybe message routing is better managed with DDD event sourcing rather than composing producer/consumer connections. Need finish the DDD book I'm reading to picture it.
- '13 **Geo social "Twits" web App**, *Crossing between Twitter and Pokemon Go..*
  - o **Tech** Mobile WebApp with java backend and .js frontend.
  - o **Questions** How to code a class which it's behaviour is time dependant, how to do it so it's explicit in its dependencyInjection construction making it referentially transparent?
  - o **Insights** Maybe with a callback called "time event" sent to a clock object (External SetTimeout). Probably and more generally with a timing service that registers and throws time events. That would allow not natural-time-speeds on testing, and easy re-enactment of scenarios.
- '11 **Planetary Physics Game Engine**, *Space bowling game (before angry birds space appeared)..*
  - o **Tech** Physics Engine integrated with Android App and desktop App.
  - o **Questions** Is de-serializing a ChainOfResponsability an anti pattern when it happens in an object constructor?
  - o **Insights** It probably is. I think that because it prevents dependency injection. Maybe the chain should be built in factories.

## Some of the smaller Projects

- 2 day coding **Multiple cell-phone music improvisation game on a WifiHospot .**
  - o **Purpose** Have a quick view on node in android and play some music with friends.
- 3 afternoon coding **Javascript editor embedded in Microsoft Excel.**
  - o **Purpose** For educational aims, learners could execute javascript code that changed Excel spreadsheet content.
- 1 day coding **Landing webpage chat connected to telegram.**
  - o **Purpose** Investigate on Telegram bot Api and connect a webpage to my cellphone.

