

- The only way to go fast is to keep your code clean
- **Proxy of Clean Code :**
 - * Maintainable/Testable - easy to change, has good tests, easy to validate new changes
 - * Productivity of engineers - new feature development, developer happiness
 - * Readable - easy to read
 - * Crips and clear - no surprises on what it does, does one thing very well
 - * performant and scalable to many users
- **Going fast** - time pressure, tired of working, want to be done, big backlog
- **Clean code** - argument for cost effectiveness and professional survival
- **Manager tip :**
 - * Add more staff for tech debt - no
 - * Remember - Productivity Vs time
 - * what to do - review code more to practice the crafts, Managers and marketers need devs help to make correct promises and commitments - stupid manager.
 - * When should we clean - all the time E.g. Broken window of a house
 - * Imagine a world where code always gets better with time :) one small action at a time!
- **Boy Scout Rule** - leave the campground cleaner then you found it.
- **Insights** - going fast in the long term is possible with writing clean code all the time, practice the craft and learn from it and have the attitude of a PRO always for the work you do