INEXHAUSTIVE SOFTWARECRAFTSMANSHIP METRO MAP

Community of Practice, Guilds, Chapters

Mob programming dojo

Object Calisthenics

Language specific sandards (MISRA C, ECMA, PEP8,...)

Coding Standard

Mob Programming

Code Review

Pair Programming

Pair programming

Pink pong dojo

Rule of 30's

Defensive Programming

Uncle Bob's Clean code

Peer code review

Automatic Static Code Analysis

Deliberate practice

Pair programming dojo

Dojo

Local Mentoring

Kata

Continuous Testing

Programmer's Oath

Plain Old Unit Test

Unit Testing

Coding Area

Wall of Confusion Area

Ops Area

SRE

DevOps

Pet vs Cattle

On call

Monitoring

CALMR

50% limit Dev on new features

Technical Debt Area

Change Preventers

Dispensables

Being arbitrary

Broken Windows

Test First

3 laws of TDD

Uncle Bob's TPP

Kent Beck's TCR

Feature Toggle

WCAG

Canary Releasing

ZDD

Chaos Engineering

Bloaters

KISS

Kent Beck's TDD

Error Budget

OWASP

X-Teams

A/B Testing

Dark Launch

Business Discontinuity Area

Object-Orientation Abusers

Simplifying Method Calls

Combining Methods

Jidoka

Gemba walk

Cross-domain Area

Automate Everything

SAST/SCA vulns

Business Area

Refactoring Area

SOLID Principle

Moving Features between Objects

ATDD

Gherktin

Specification by Example

Kaizen

Continuous Learning

12 Factors

US Acceptance Criteria

Alert Mgt

Bloaters

Organizing Data

Boyscout Rule

Living Documentation

3 Amigos

BDD

Value Streams

MoSCoW

Code Smells

Simplifying Conditional Expressions

Dealing with Generalisation

Model Storming

Naming as process

DDD

ISO 25010

Ubiquitous Language

Kano Diagram

Software Craftsmanship Mindset

Principle of Least Astonishment

Set-Based Design

Architecture Decision Records

Clean code Architecture

Event Storming

Story Mapping

Empathy Mapping

Ideation

Refactoring techniques

Agile modeling

Hexagonal Architecture

Architecture Runway

Solution Intent

Impact Mapping

Design Thinking

Agile documentation

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Architecture Area

MBSE

TOGAF

Technology inconsistancy Area

Core Business Agile ideation techniques