# How Attractive Are You?

My Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Email: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Twitter: \_\_\_\_\_\_\_\_\_\_\_

# Architecture & Processes

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| Achievement | Badge |
| Have at least the minimum 3 tiers in your app.   * UI * Middle/Business * Data   (Bonus if there is not direct dependency between UI and data)  [http://rules.ssw.com.au/SoftwareDevelopment/RulesToBetterDotNETProjects/Pages/SolutionStructure.aspx](http://rules.ssw.com.au/do-you-have-a-consistent-net-solution-structure) |  |
| There is documentation for the solution or projects   * \_SummaryBusiness.docx * \_SummaryDeveloper.docx * \_InstructionsCompile.docx * \_InstructionsDeploy.docx   [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/DoYouReviewTheDocumentation.aspx](http://rules.ssw.com.au/do-you-review-the-documentation) |  |
| The code actually compiles on a fresh machine  <http://www.ssw.com.au/ssw/Standards/Rules/RulesToBetterSourceControl.aspx#CompilePassed> |  |
|  |  |
|  |  |
| Do you have automated build setup so that every time a check-in happens it is built on a build server?  (Bonus if you use Gated Check-Ins)  [http://rules.ssw.com.au/TFS/RulesToBetterVersionControlwithTFS(AKASourceControl)/Pages/MinimumBuilds.aspx](http://rules.ssw.com.au/do-you-know-the-minimum-builds-to-create-for-your-project) |  |
| One step further from Continuous Integration is Continuous Deployment. Every check-in will now be deployed (if it passes all the tests) onto a server, usually staging, but if you’re game you can deploy straight to production   eg. <http://www.ssw.com.au/ssw/Version.aspx>  <http://tv.ssw.com/tag/continuous-deployment> |  |
| Does the project run on Scrum? Having a well groomed backlog and several sprints under the teams belt, is the sign of a project that is moving and evolving.  [http://rules.ssw.com.au/Management/RulesToBetterScrumUsingTFS/Pages/default.aspx](http://rules.ssw.com.au/rules-to-better-scrum-using-tfs) |  |
| Are you using the Microsoft ALM stack?   * Visual Studio for development * Team Foundation Server/Service for source control and work items * TFS Build for Continuous Integration * Microsoft Test Manager for Coded UI testing * TFS Lab Manager with Hyper-V for automated testing   [http://rules.ssw.com.au/TFS/RulesToBetterVersionControlwithTFS(AKASourceControl)/Pages/default.aspx](http://rules.ssw.com.au/rules-to-better-version-control-with-tfs-(aka-source-control)) |  |
| Are you using the latest technologies?   * MVC 4 * jQuery * Entity Framework * NuGet * Visual Studio 2012 (.NET 4.5) |  |
| Do you enforce check-in policies?   * Changeset Comments * Testing * Code Analysis * SSW Code Auditor   [http://rules.ssw.com.au/TFS/RulesToBetterVersionControlwithTFS(AKASourceControl)/Pages/CheckInPolicy.aspx](http://rules.ssw.com.au/do-you-know-which-check-in-policies-to-enable) |  |

# Principles & Patterns

Do you use Dependency Injection?

|  |  |
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| Achievement | Badge |
| Are you using Dependency Injection on your project?   eg. Either Castle, NInject, StructureMap, Unity, Spring.NET…  [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/DoYouImplementPatterns.aspx](http://rules.ssw.com.au/do-you-know-the-common-design-patterns-(part-2-example)) |  |
| Do you know the SOLID principles and are you using them on your project?   * Single Responsibility * Open Closed * Liskov Substitution * Interface Segregation * Dependency Inversion   [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/DoYouKnowCommonDesignPrinciples.aspx](http://rules.ssw.com.au/do-you-know-the-common-design-principles-(part-1)) |  |

# The Code

|  |  |
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| Achievement | Badge |
| Do you conduct regular architecture/UI/code reviews on your project?  [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/default.aspx](http://rules.ssw.com.au/rules-to-better-architecture-and-code-review) |  |
| Does your project have unit tests and do they all pass?  <http://www.ssw.com.au/ssw/Standards/Rules/RulesToBetterUnitTests.aspx> |  |
| Do you get your code regularly reviewed by another developer? (aka Pseduo Pair Programming)  [http://rules.ssw.com.au/Management/RulesToSuccessfulProjects/Pages/PairWork.aspx](http://rules.ssw.com.au/efficiency-do-you-always-try-to-work-in-pairs-1)  http://commadot.com/wp-content/uploads/2009/02/wtf.png |  |
| Do you run code analysis tools to find common problems on your code?  (Bonus if you do this as a check-in policy)  [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/DoYouDoCodeAnalysis.aspx](http://rules.ssw.com.au/do-you-use-the-best-code-analysis-tools) |  |
| Do you check your code coverage results to make sure your tests are useful?  [http://rules.ssw.com.au/SoftwareDevelopment/RulestobetterArchitectureandCodeReview/Pages/DoYouLookForCodeCoverage.aspx](http://rules.ssw.com.au/do-you-look-for-code-coverage) |  |
| God Mode. Code is bug free. |  |

Tweet how many badges you collected on the

‘How Attractive Are You’ Quiz @AdamCogan #ALM