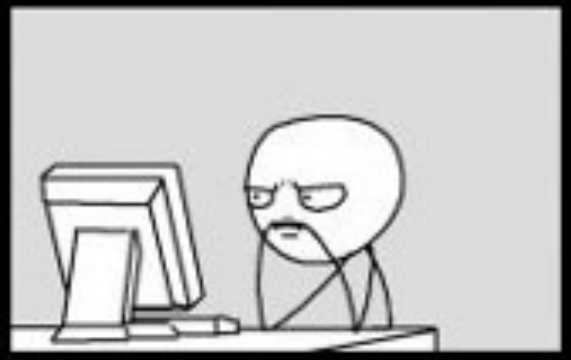
Software Craftsmanship Practices

or How to make your job delightful

Best Practice is a technique or methodology that, through experience and research, has proven to reliably lead to the desired result.

Software Engineers

What Society Believes I Do



What My Wife Believes I Do

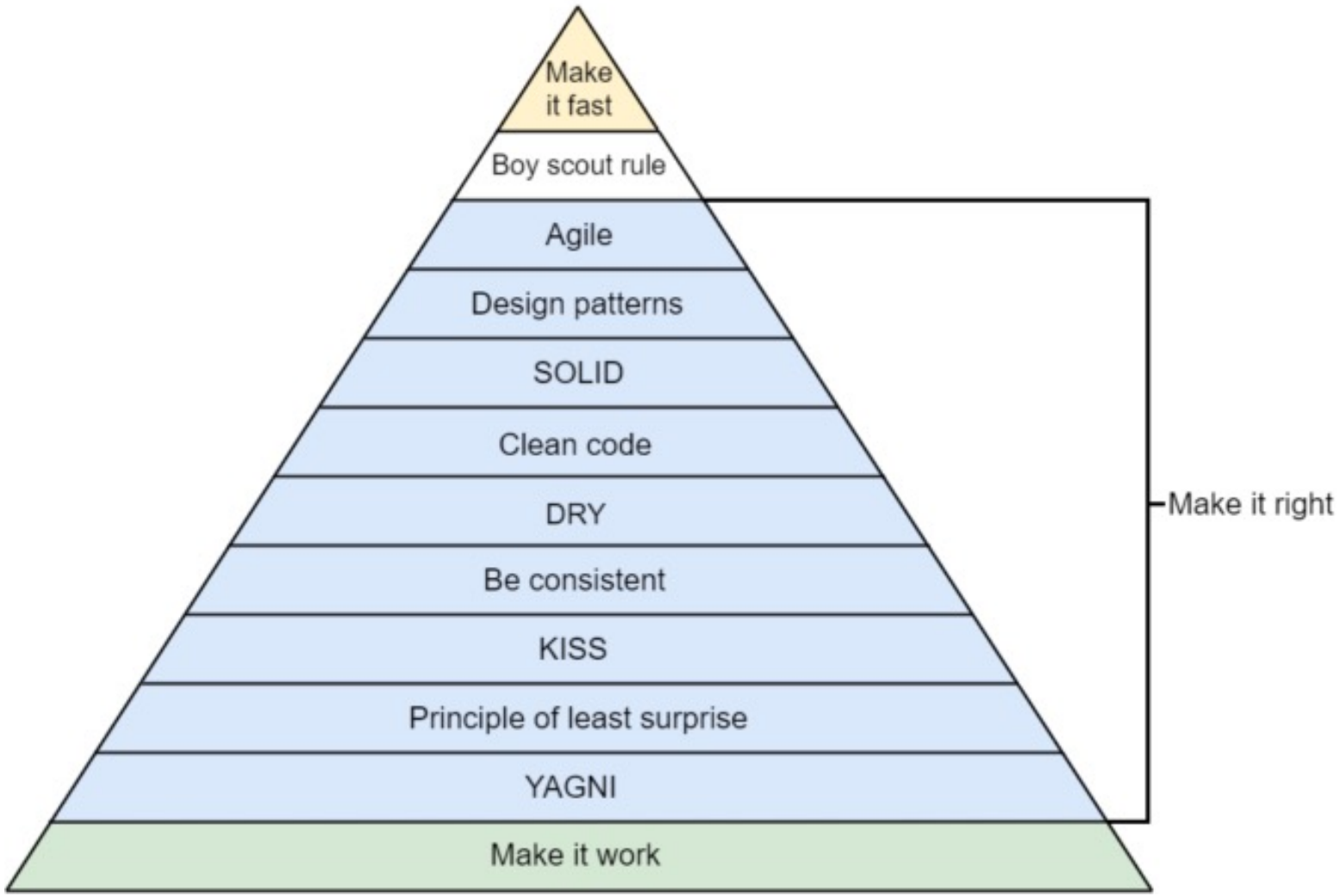
What My Mom Believes I Do

What My Boss Believes I Do

What I Believe I Do

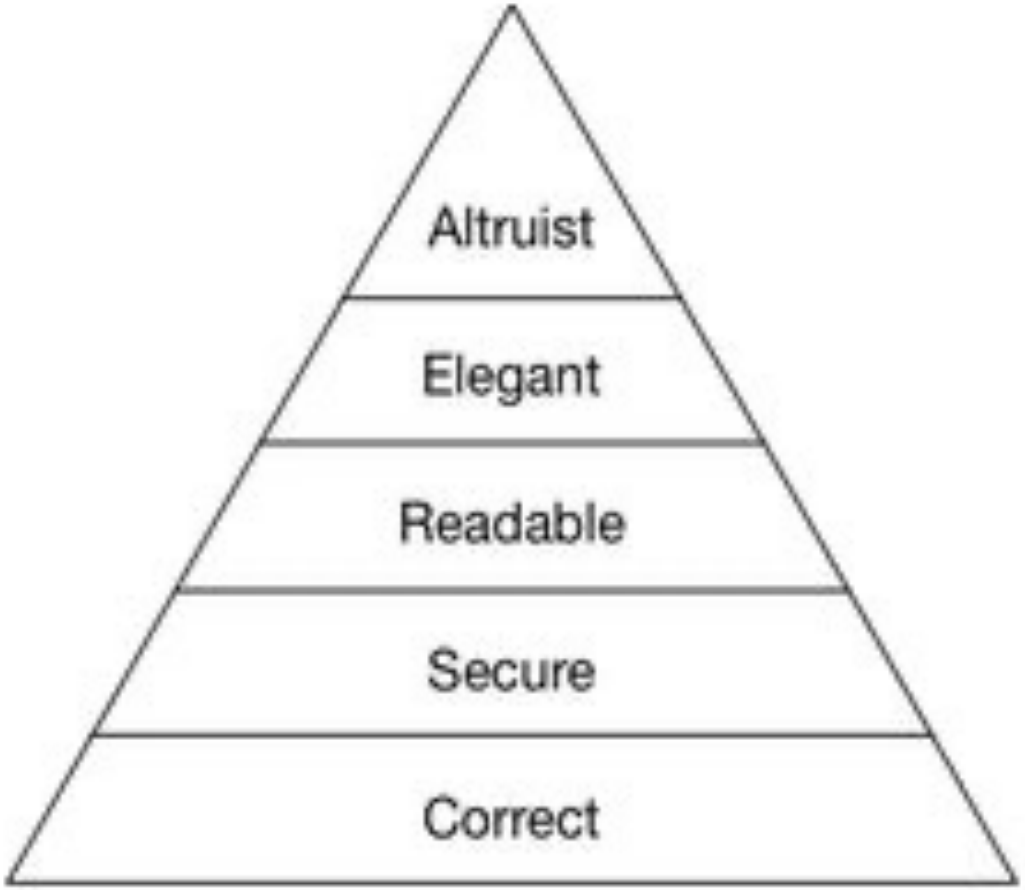
What I Really Do

P1. Coding



https://medium.com/swlh/the-must-know-clean-code-principles-1371a14a2e75

When you open a Pull Request, you're Saying "My Code Is Production Ready"

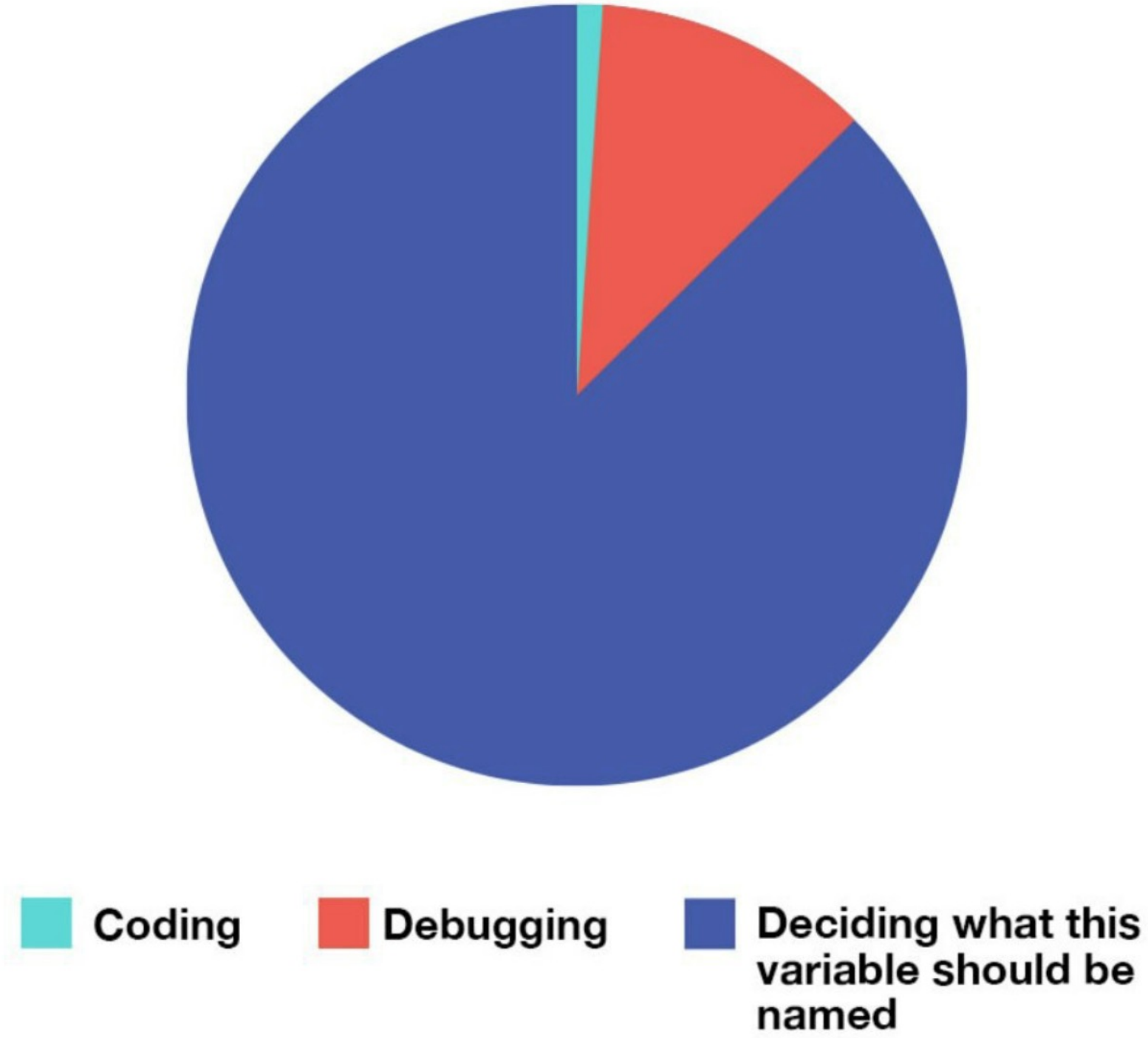


YAGNI

Maybe a ticket got merged in from the backlog

Principle Of Least Surprise

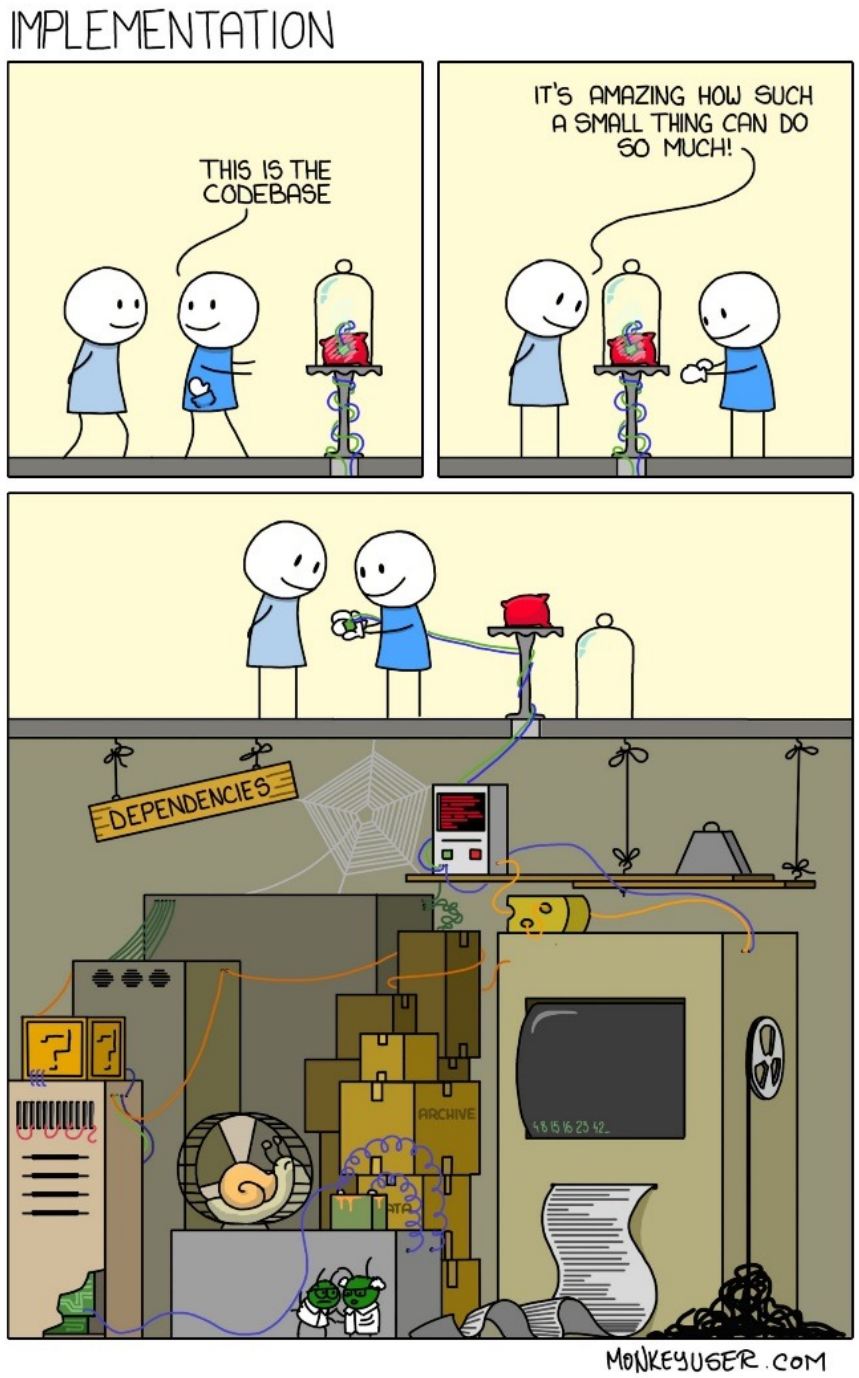
Clean Variable Names



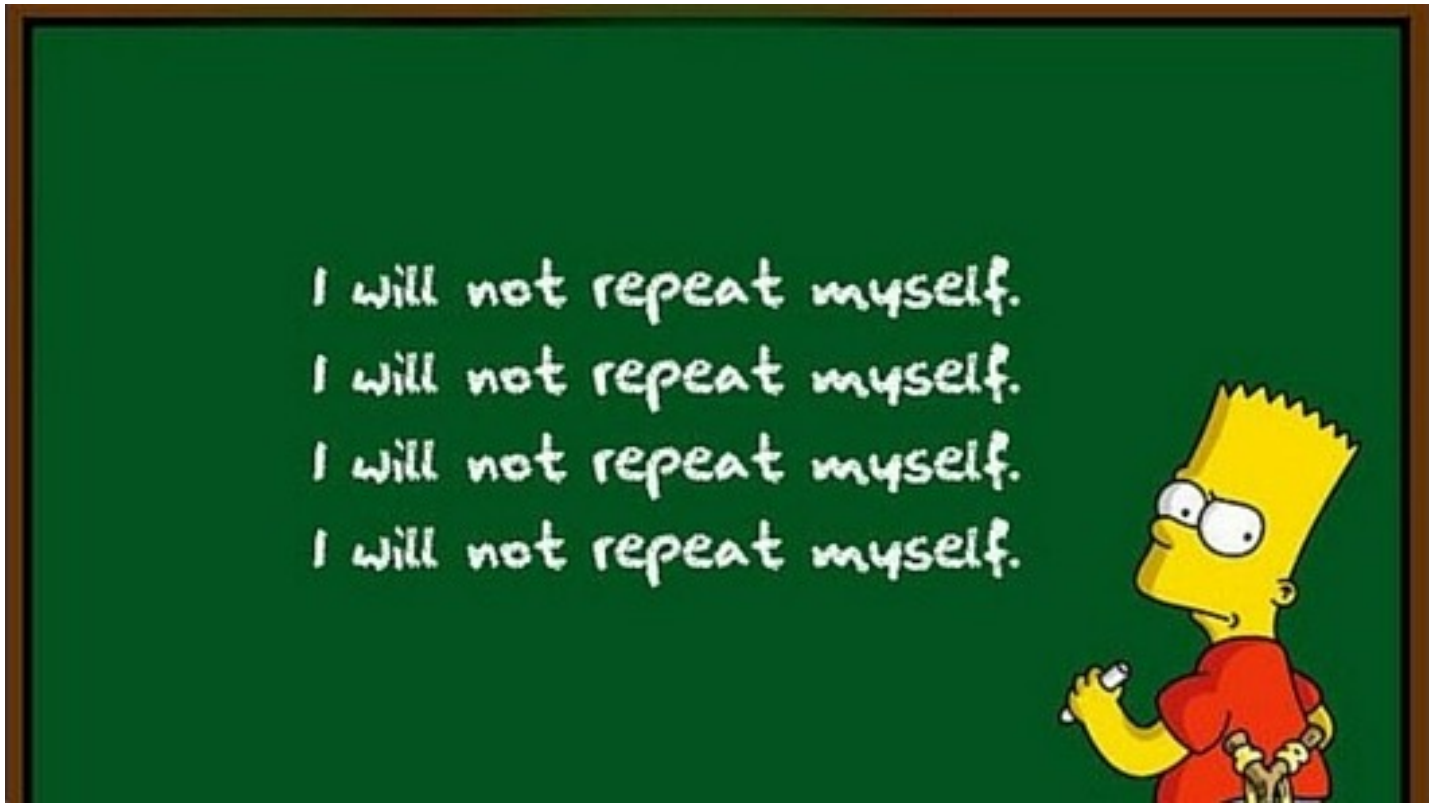
Master programmers think of systems as stories to be told rather than programs to be written

-Robert C. Martin

Keep It Simple

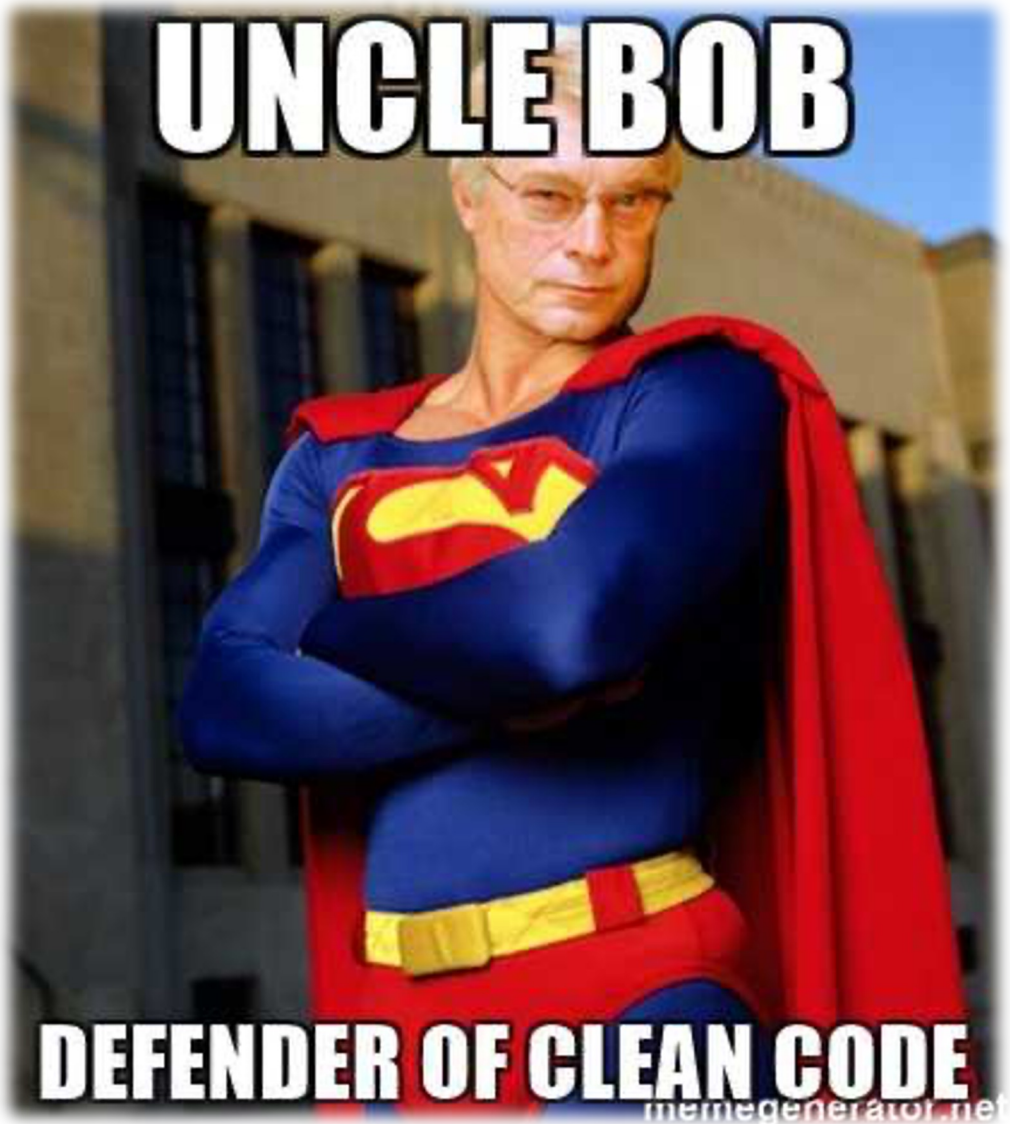


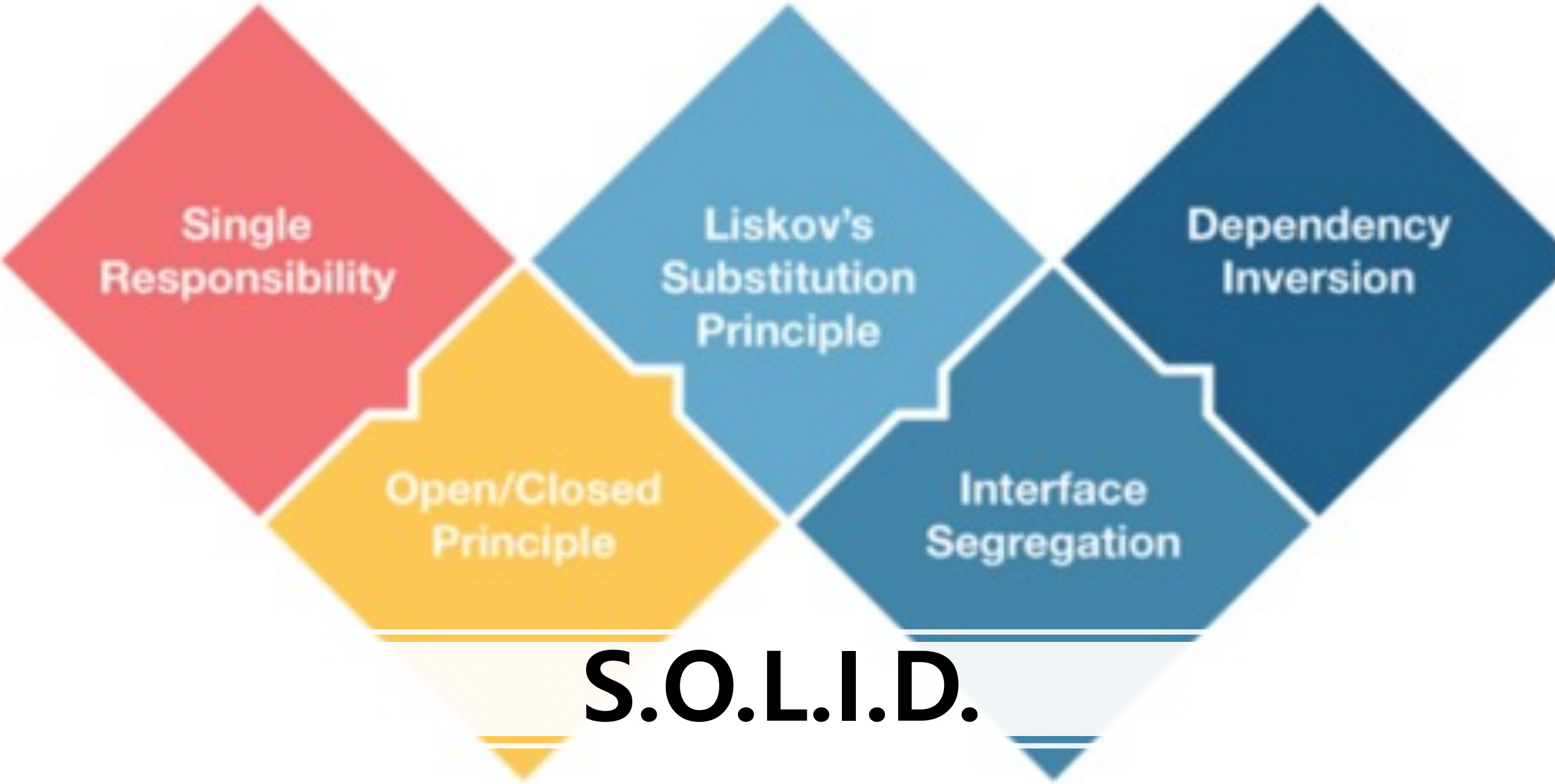
Do not Repeat Yourself



"Clean code is simple and direct. Clean code reads like well-written prose. Clean code never obscures the designer's intent but rather is full of crisp abstractions and straightforward lines of control."

Robert "Uncle Bob" Martin



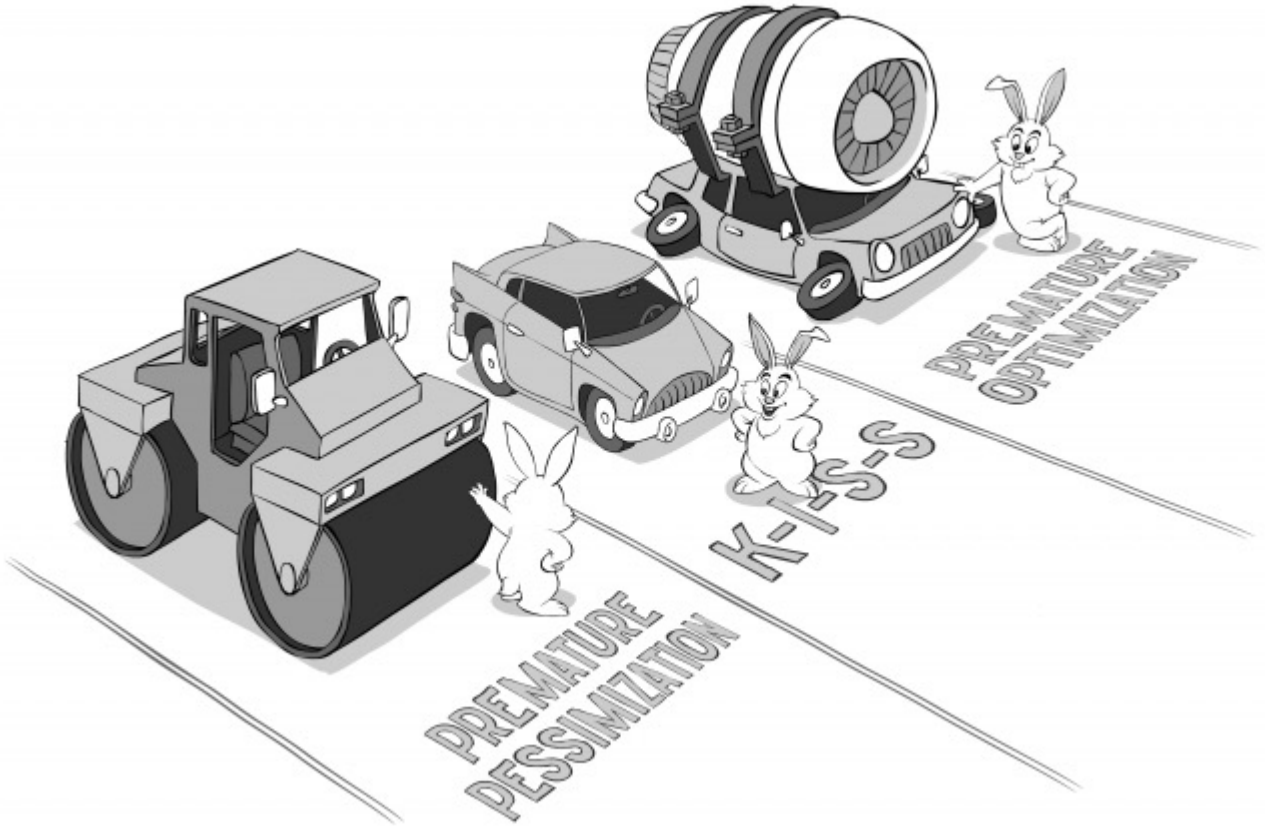

Single Responsibility
Liskov's Substitution Principle
Dependency Inversion
Open/Closed Principle
Interface Segregation

S.O.L.I.D.

Software Design Patterns

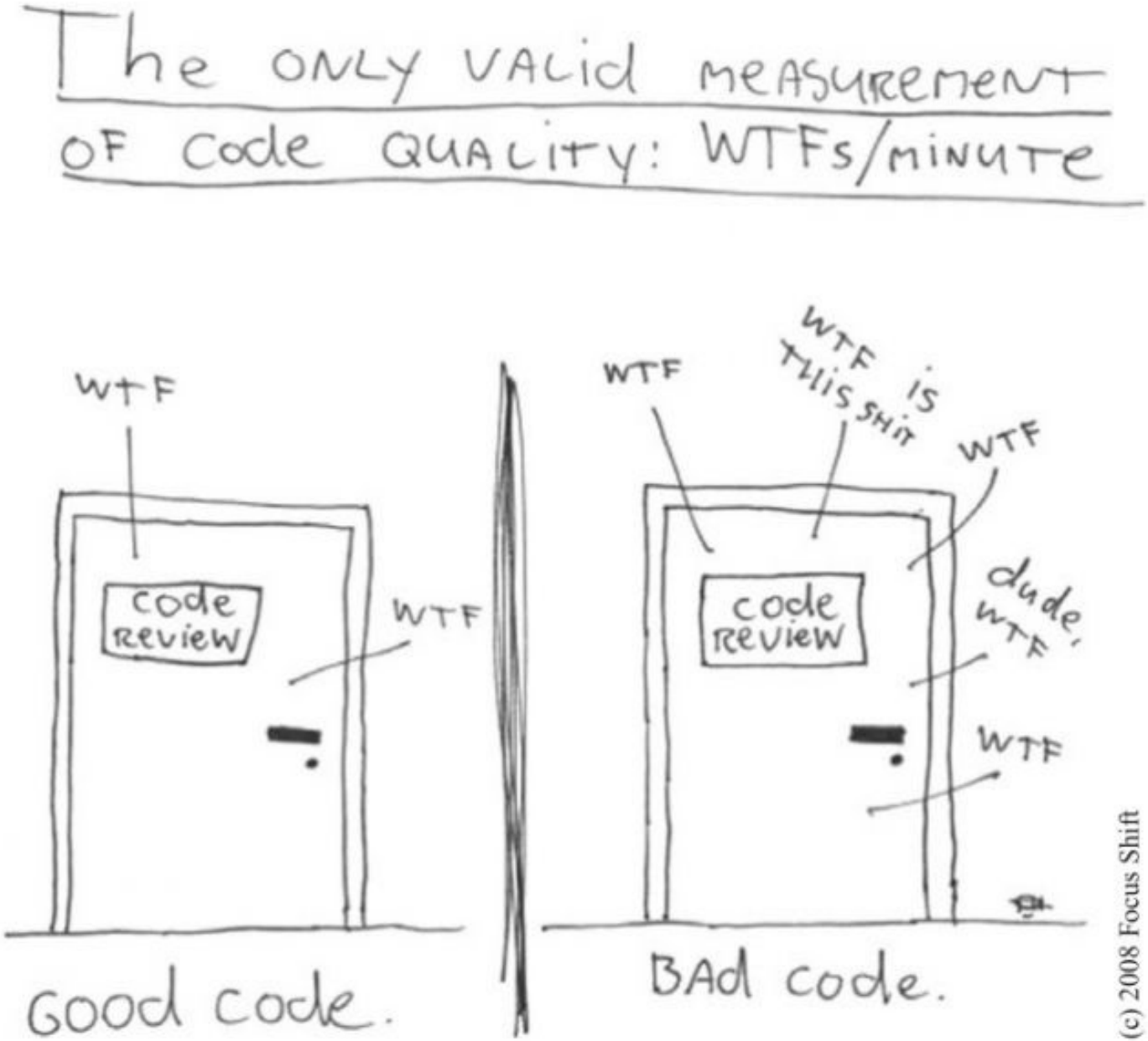
The Boy Scout Rule

Avoid Premature Optimization



Code review.

Quality measurement



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http://www.osnews.com/story/19266/WTFs_m

Self-documented code: What, Why and How

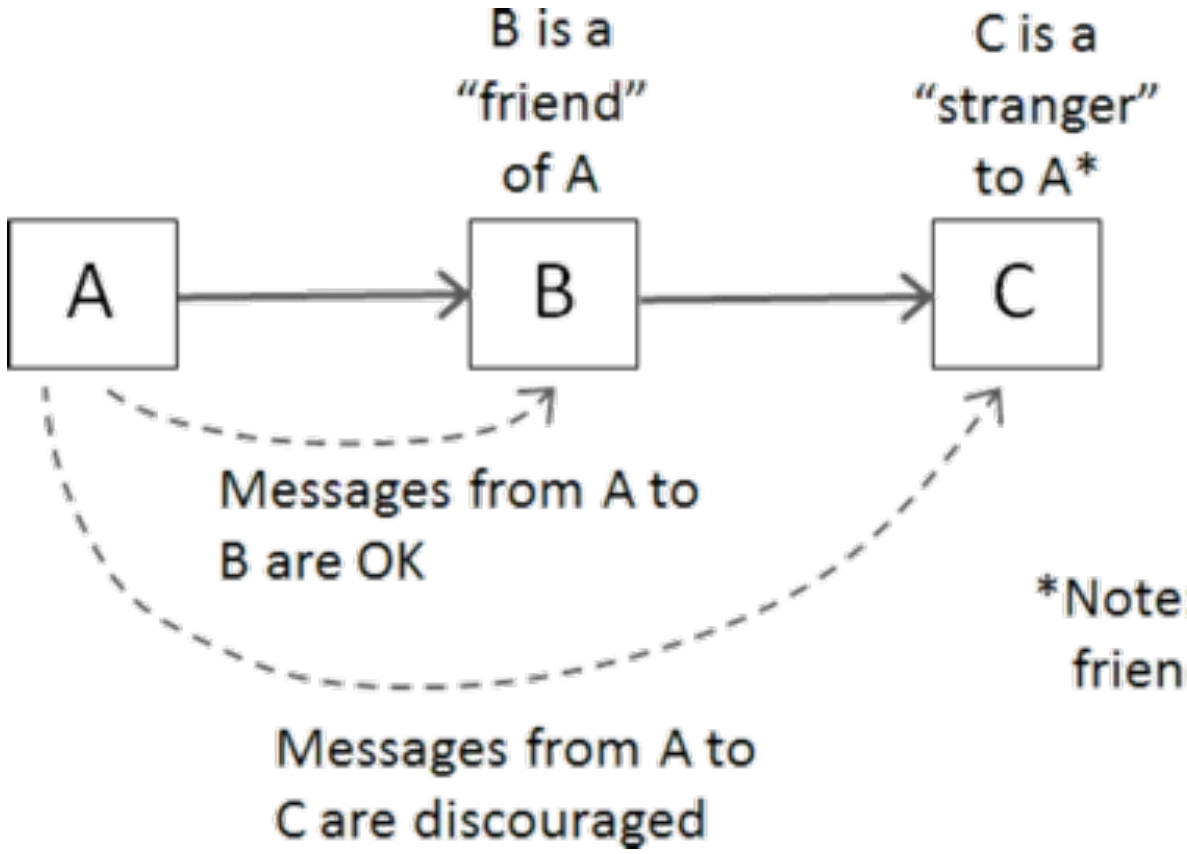
Write Tests


Software Testing Best Practices
Test Early, Test Often
Test Coverage and Code Coverage
Automate Testing
Testable Requirements
End to End Testing
Bug Prevention


```
try {
    something
} catch(e) {
    window.location.href =
        "http://stackoverflow.com/search?q=[js] + "
        + e.message;
}
```

Copy and Paste carefully

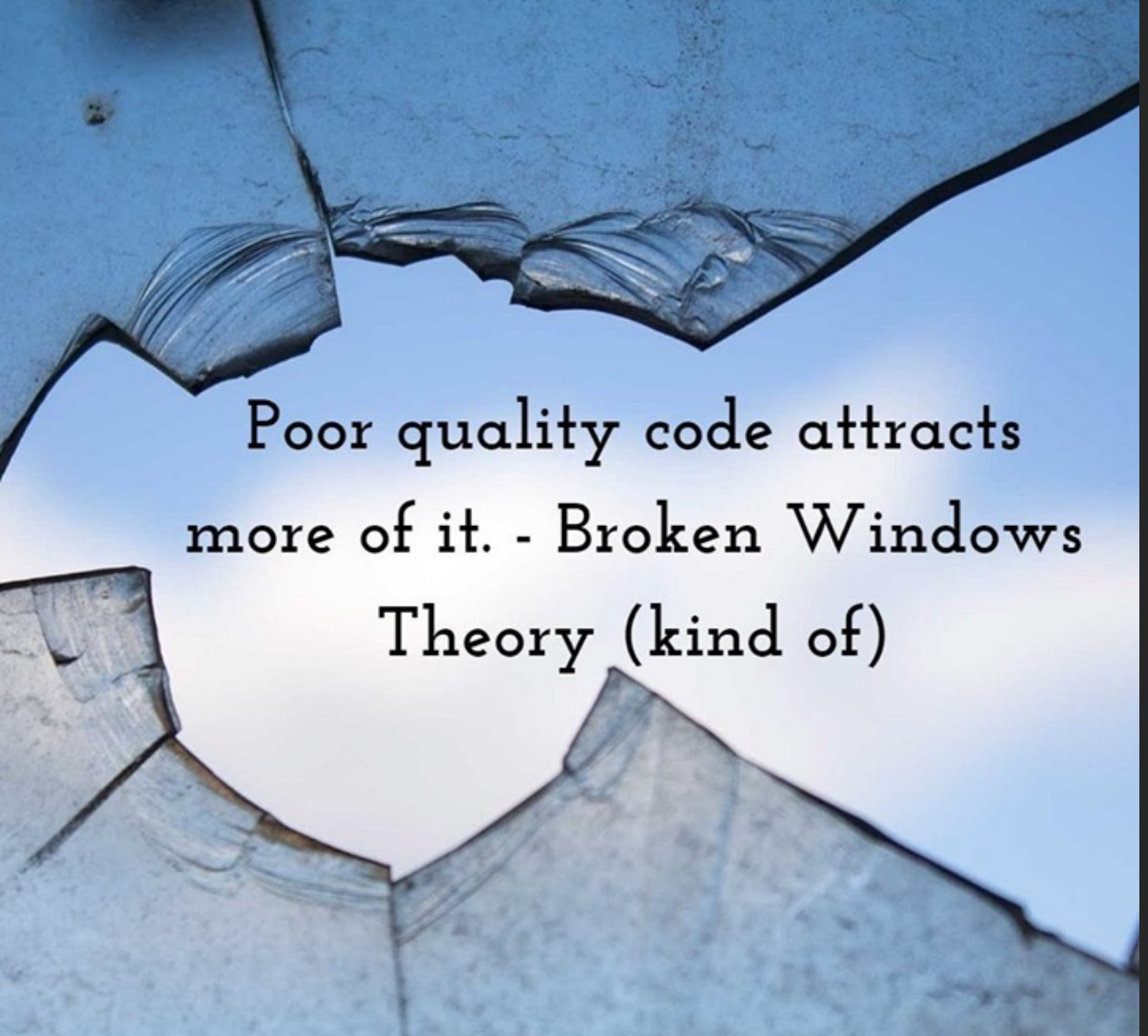
Law of Demeter



*Note: a friend of a friend is a stranger.

App logging

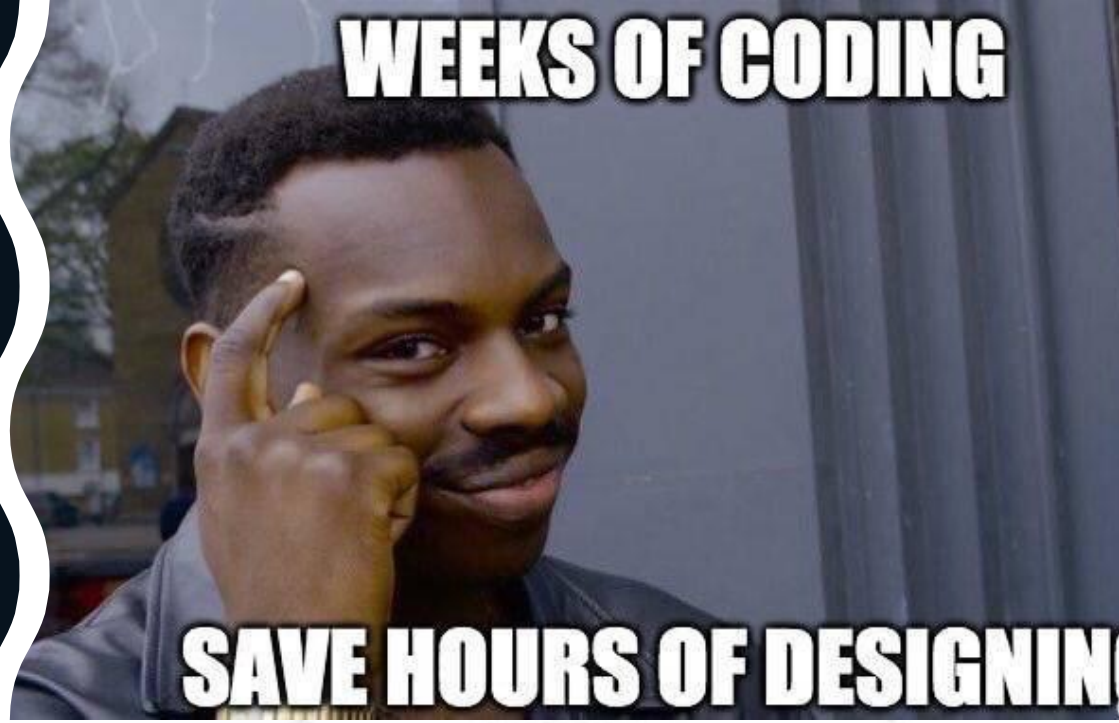
https://betterprogramming.pub/how-to-write-log-files-that-save-you-hours-of-time-1ff0cd9ae2ed

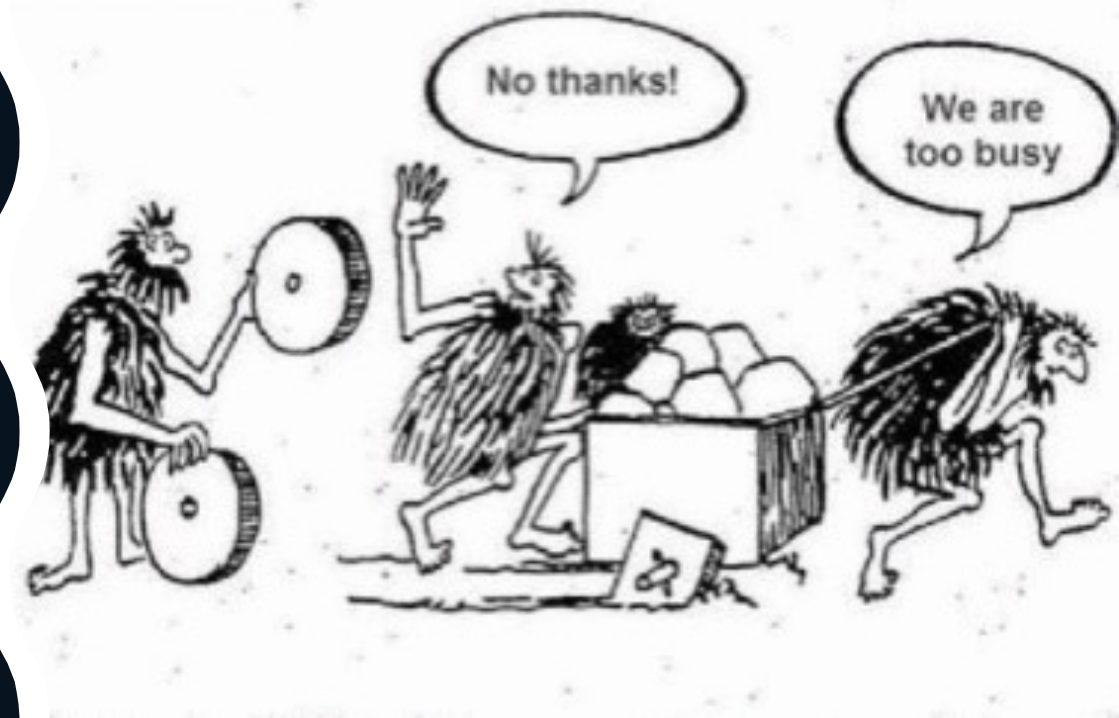


Broken windows theory

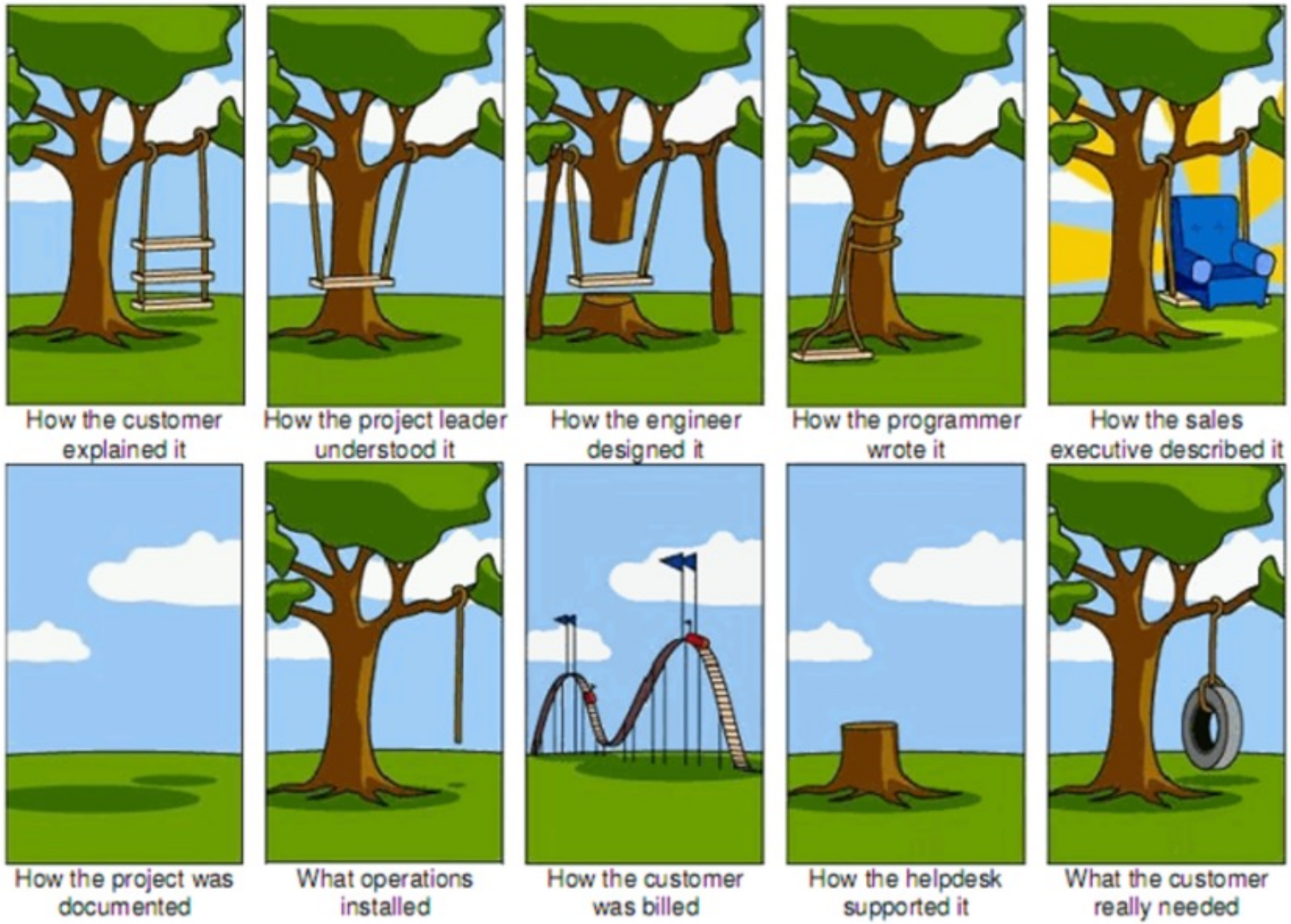
P2. Thinking

Think twice, do once

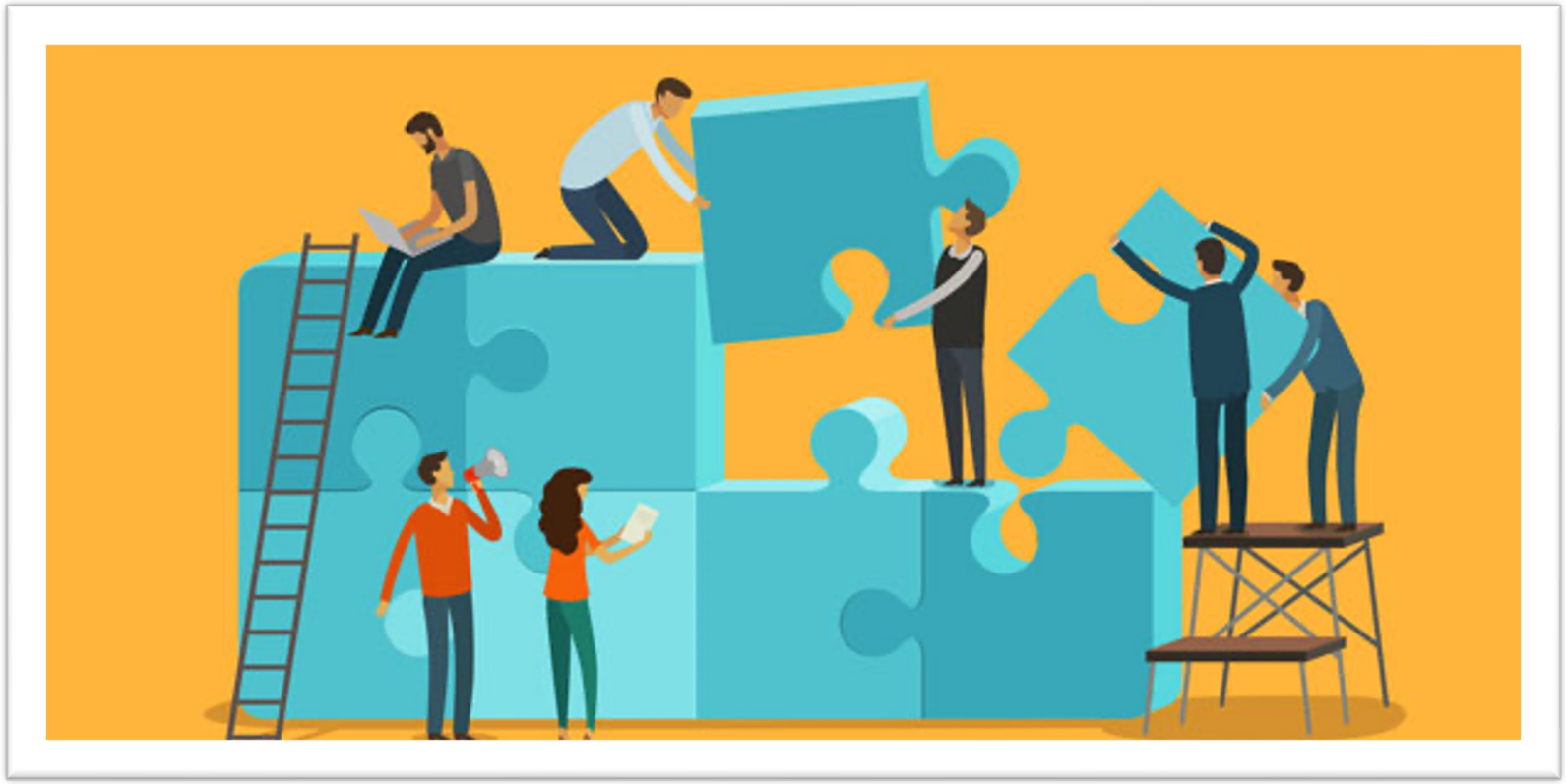




Stuck? Talk to your duck!

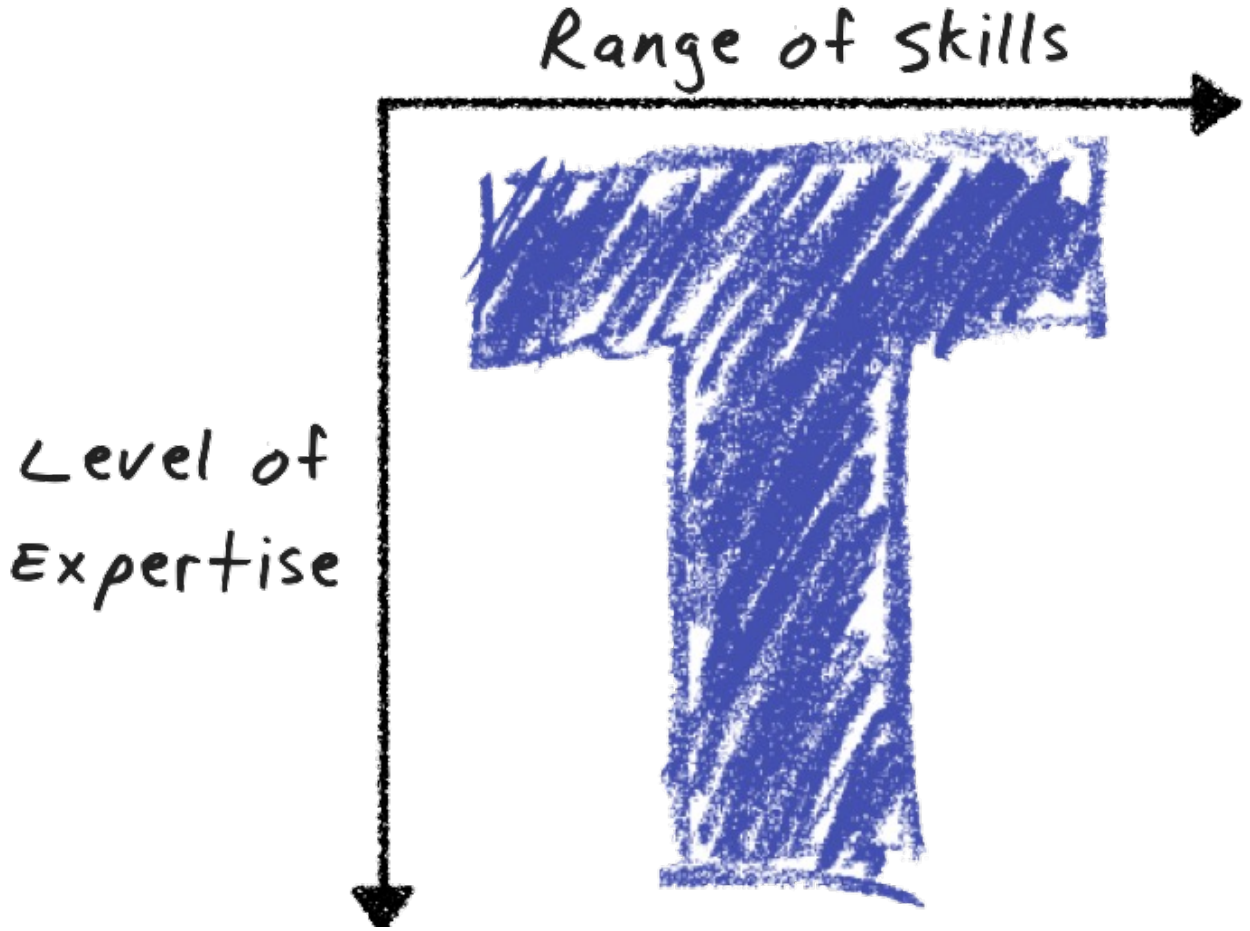


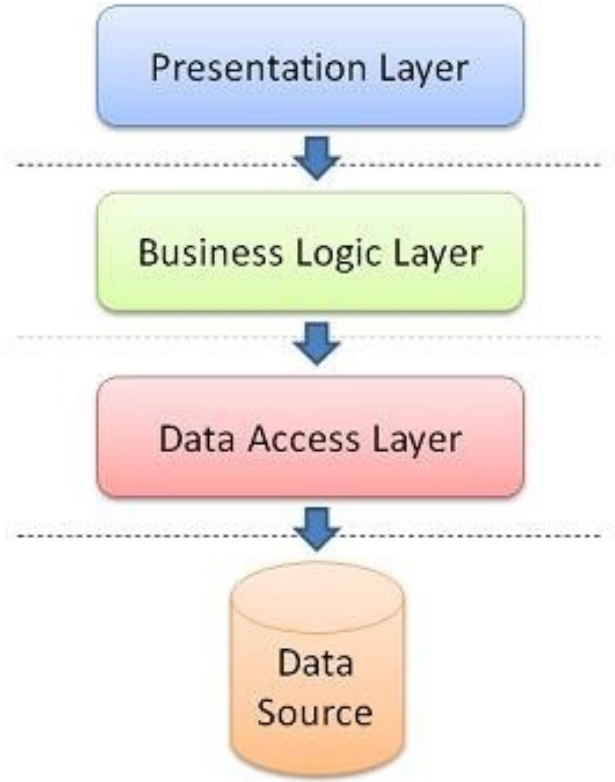
Communicate to the customer

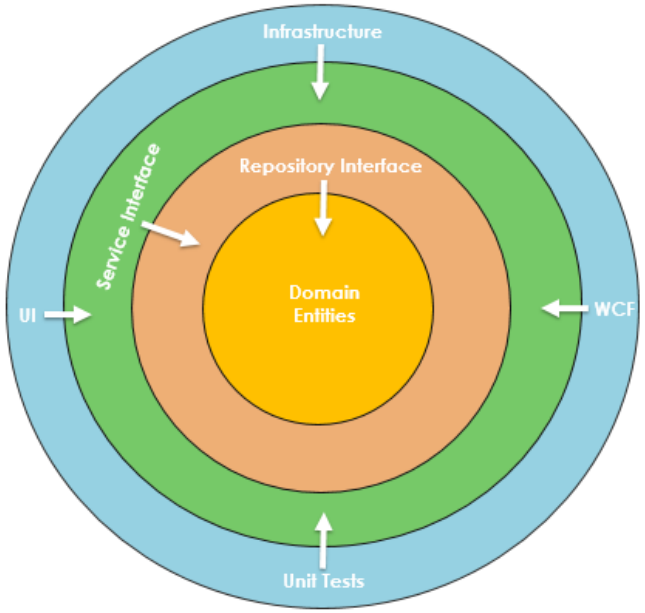


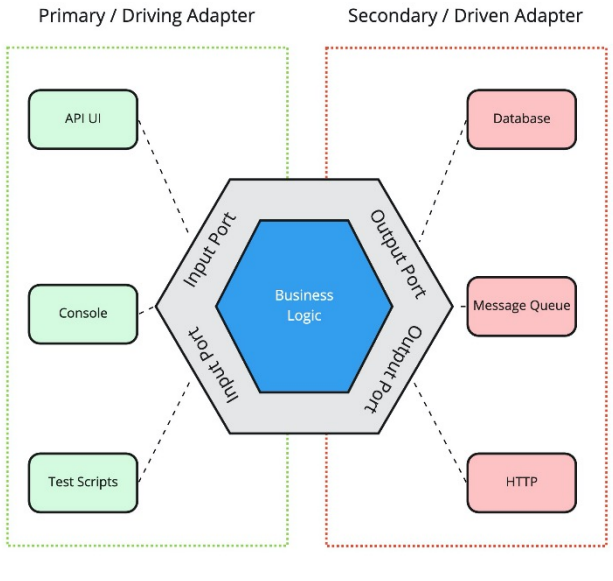
Team-work, conventions\standards

Diversify Your Knowledge: T-Shaped



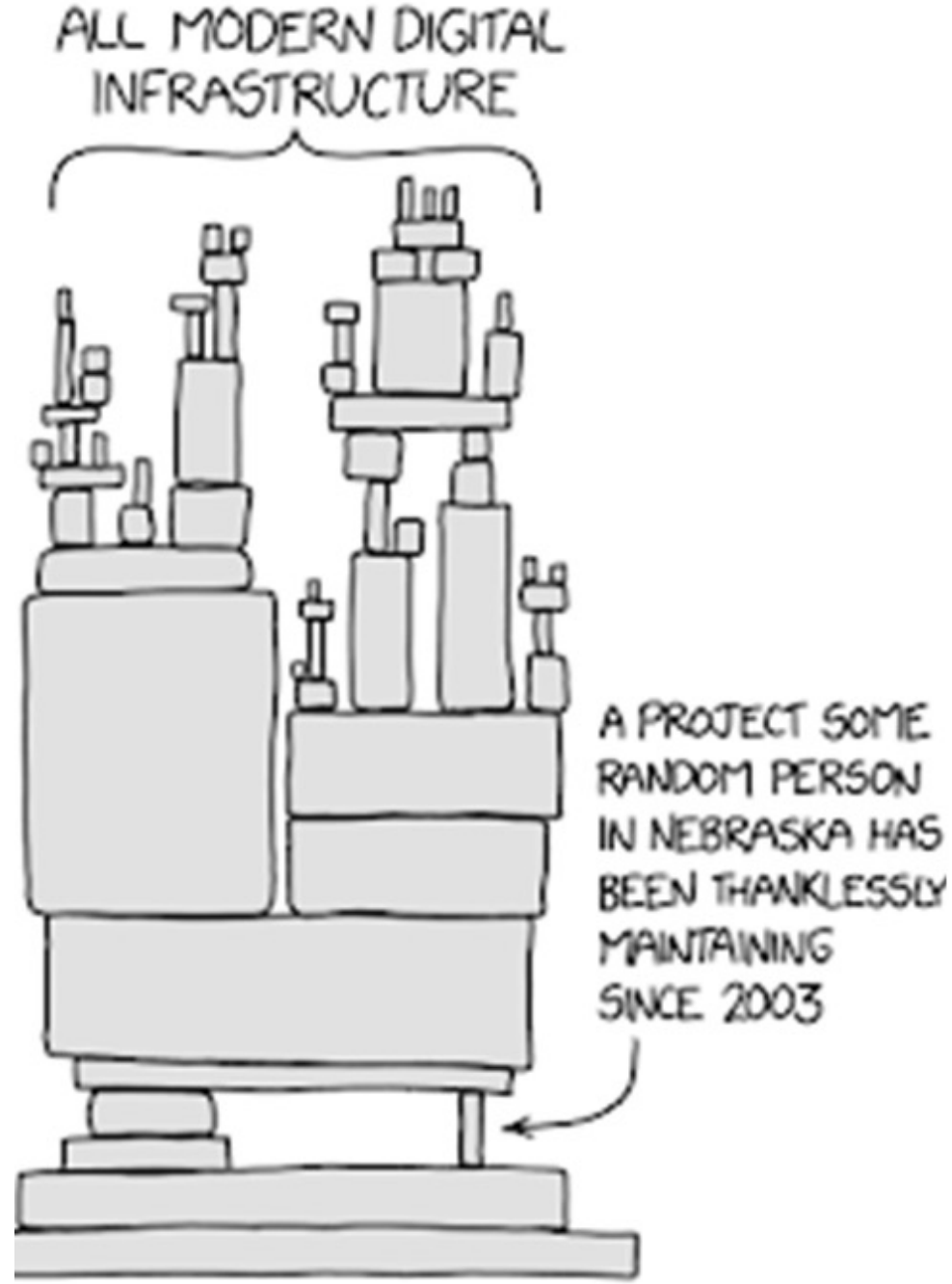


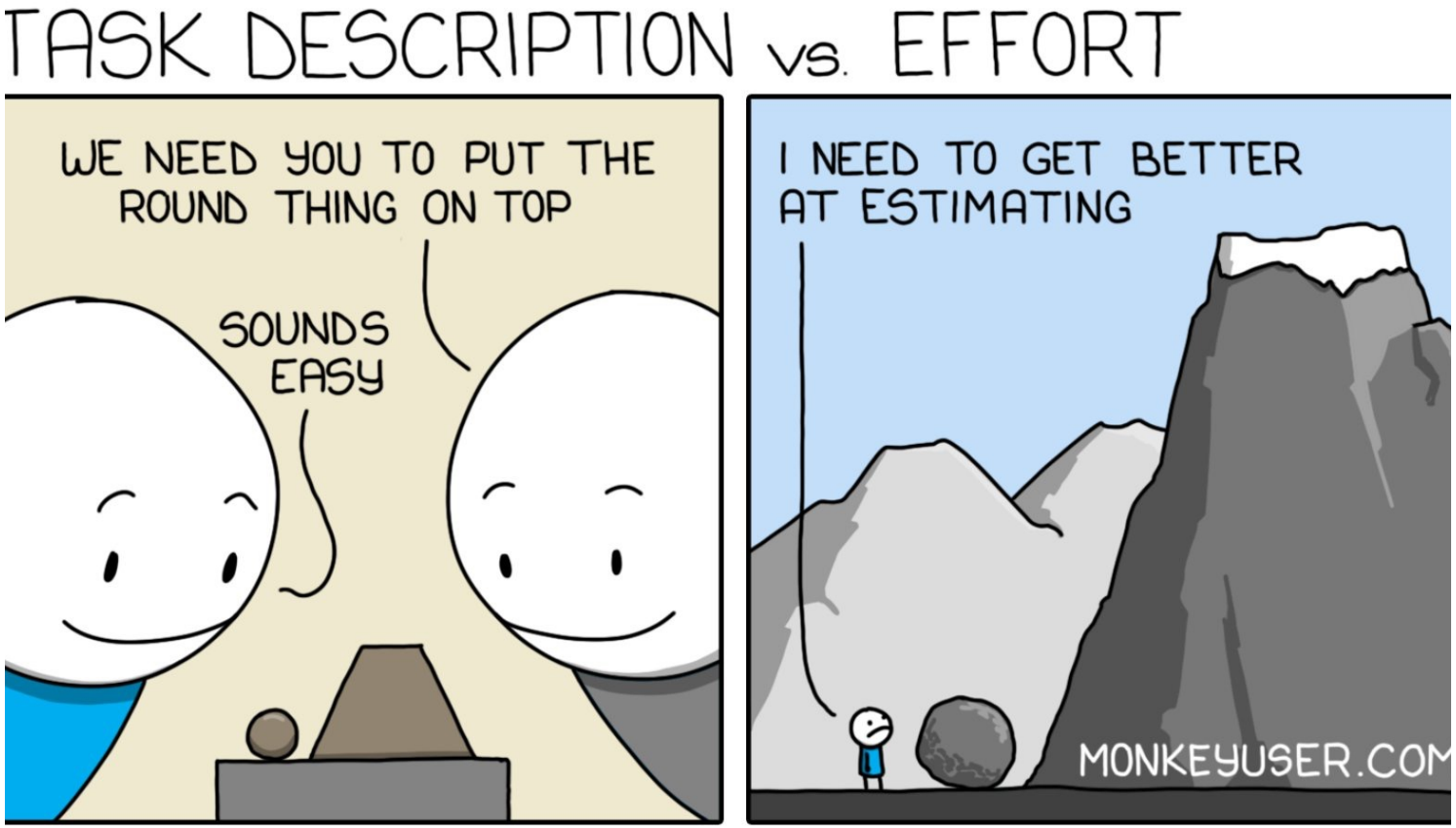




Architecture: N-Tier, Onion, Hexagonal,...

Technology is only how you get to the solution, it is not THE solution

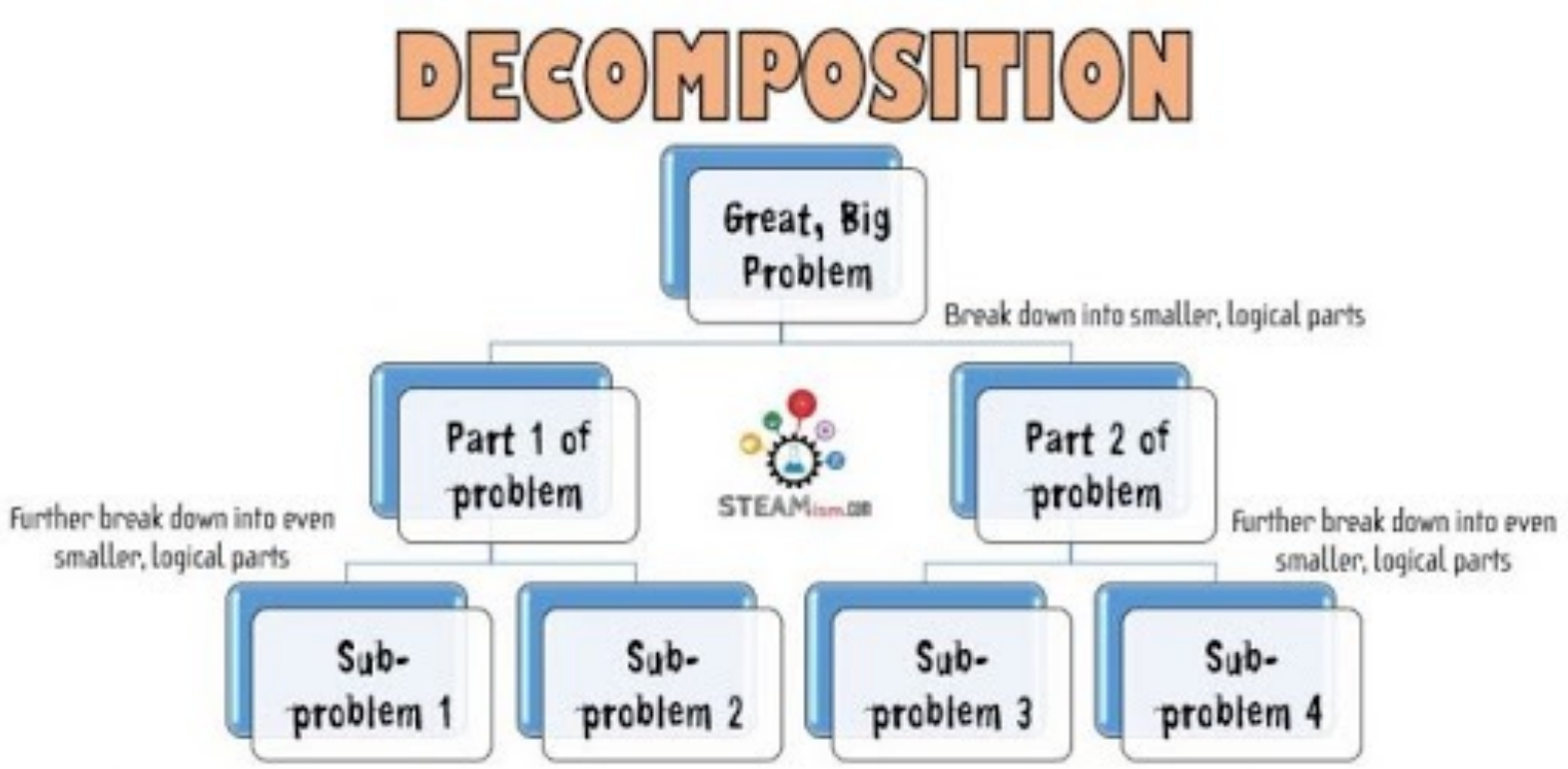




Set Deadlines

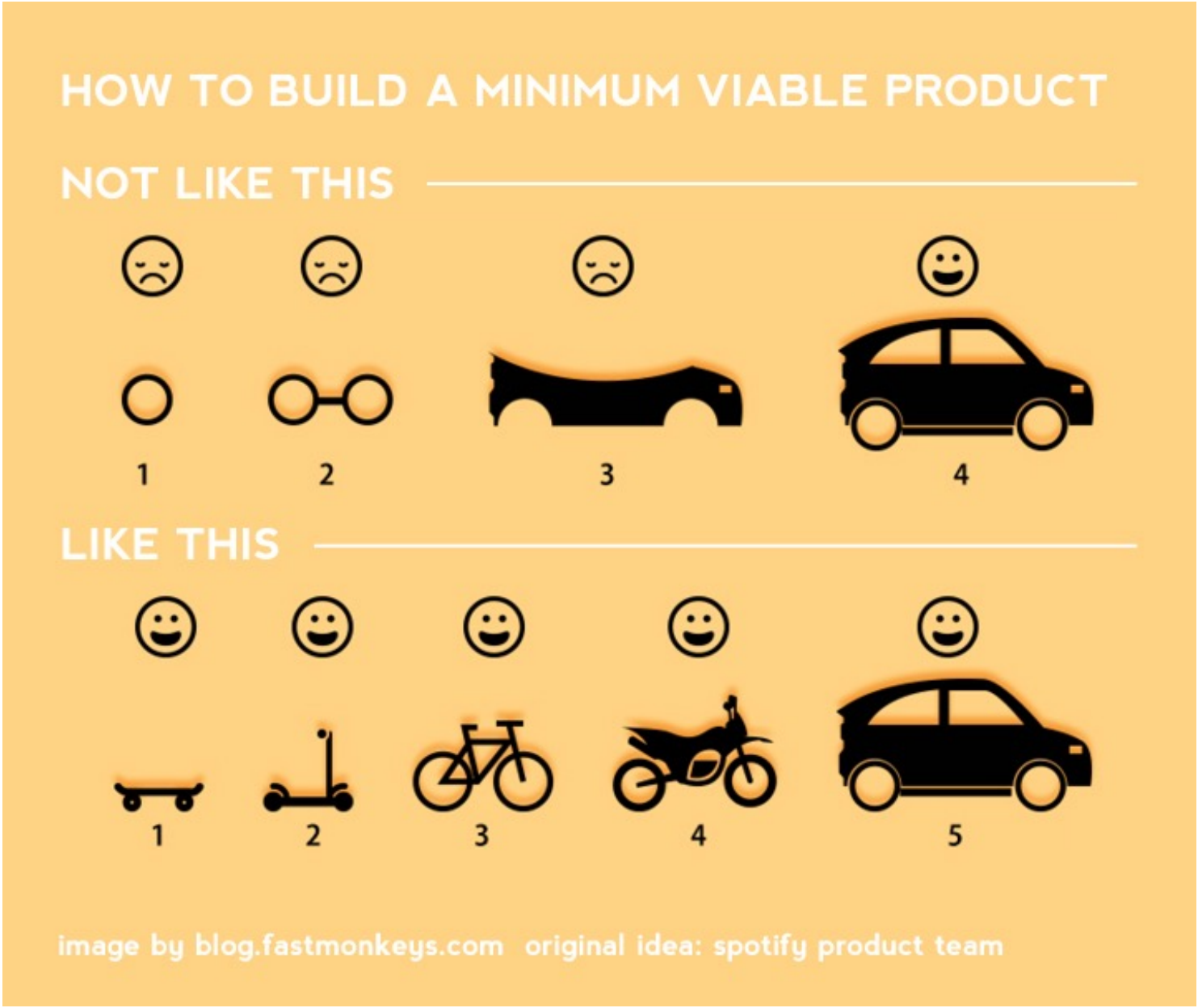
Estimate goals

"The man who moves a mountain begins by carrying away small stones."
—Confucius

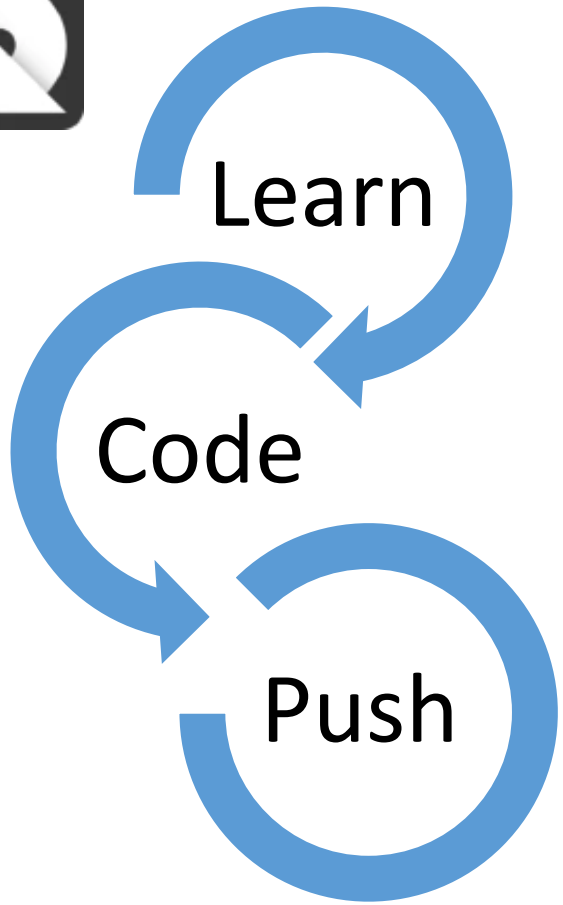


Setting goals

There are no ideal solutions



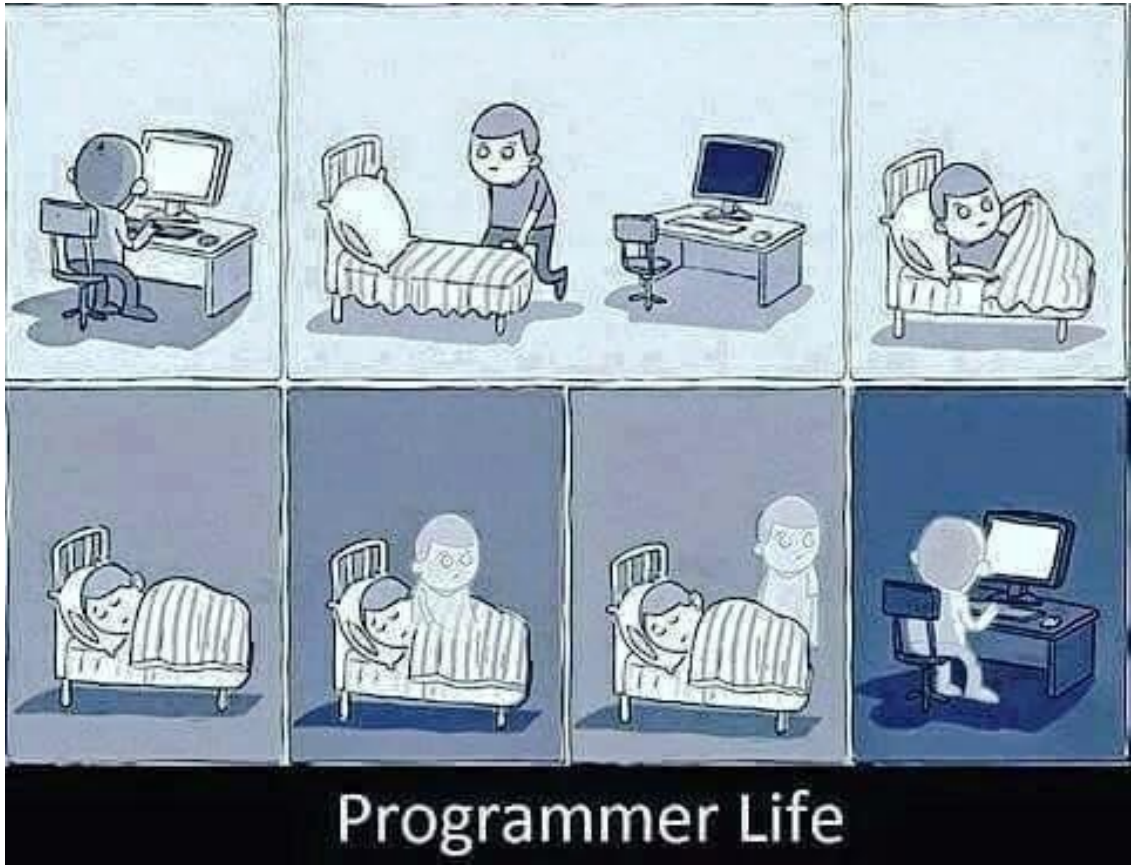
CLEAN CODERS

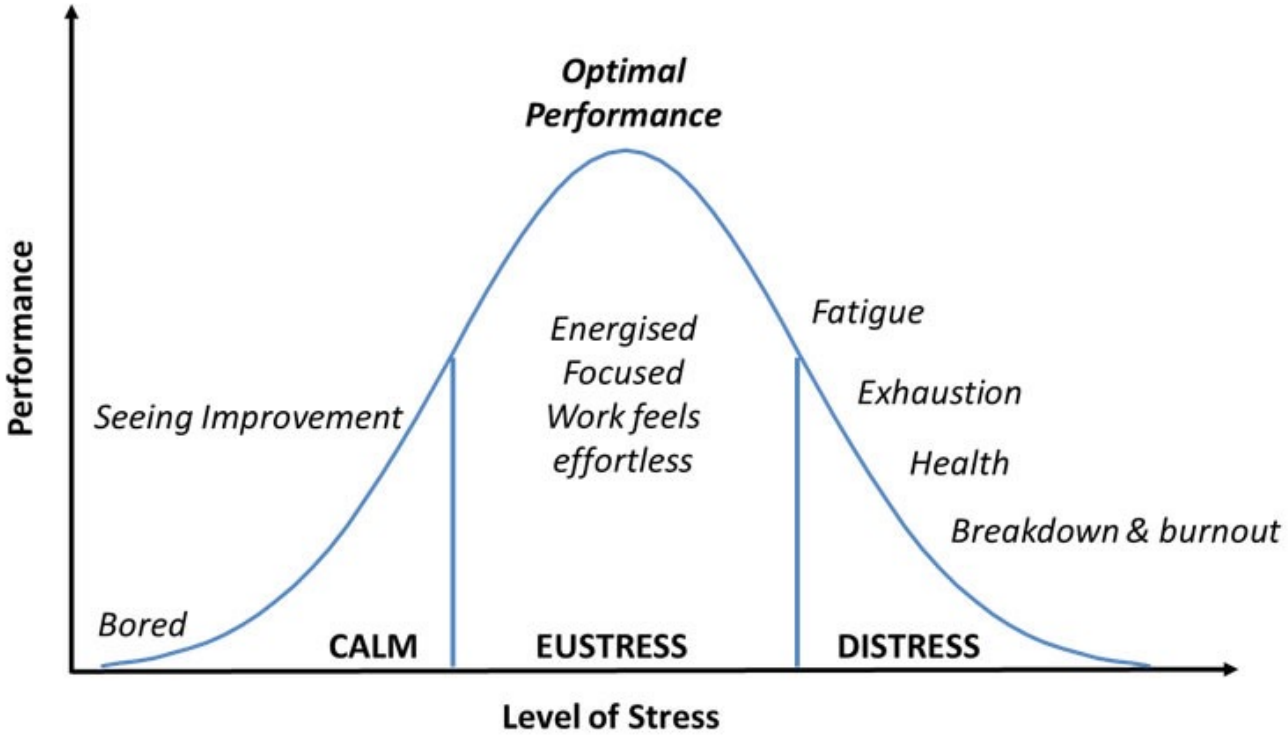


HackerRank

codecademy

Work-life balance

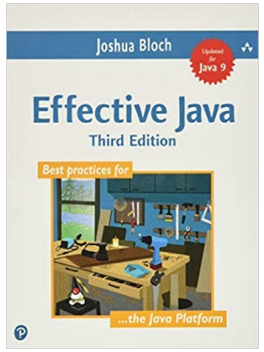


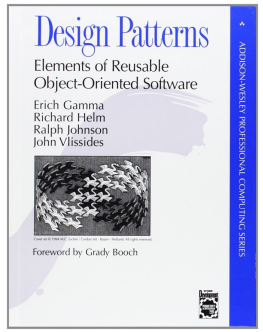


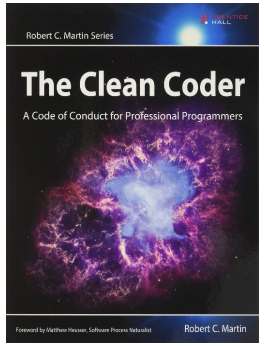
https://betterprogramming.pub/non-technical-skills-that-help-developers-1d56e10c27db

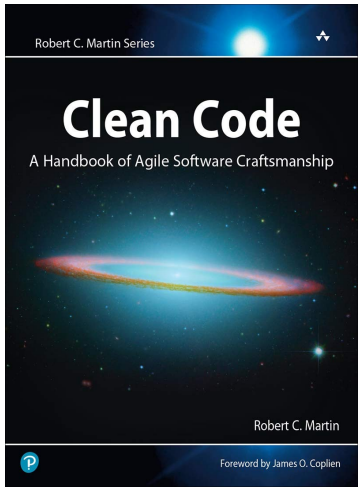
Best practices are context dependent

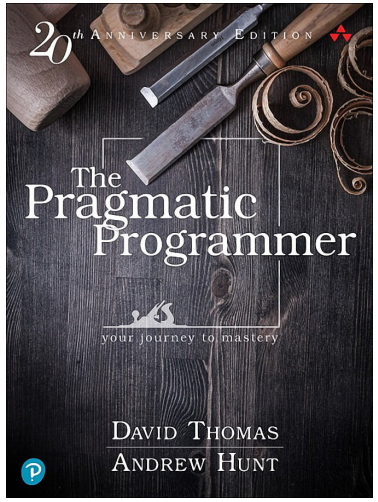
Read with pleasure

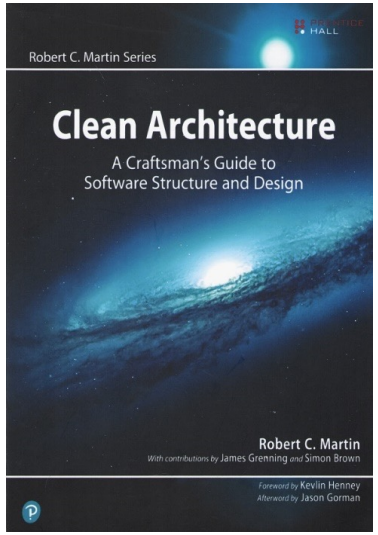


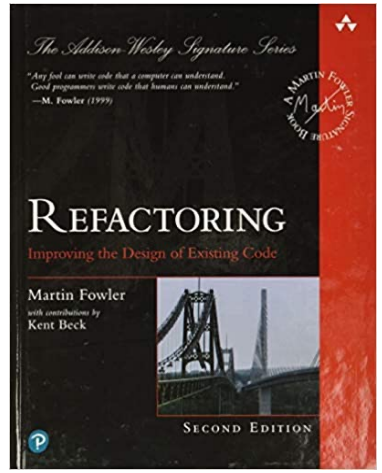


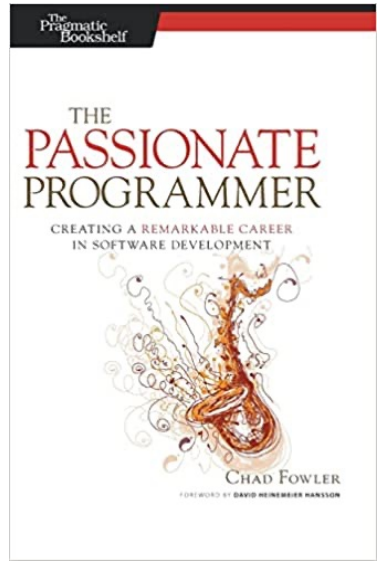












Thank you