

## Stop the Waste! Get Out of (Technical) Debt!

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Level: Intermediate



#### **About Me**

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- President of Accentient
- Microsoft Regional Director
- Microsoft MVP (Visual Studio ALM)
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### Session Backlog

- What is Technical Debt ... and what isn't
- Why is it Bad ... and why you might want it
- What Causes It
- How to Identify It
- How to Remove It



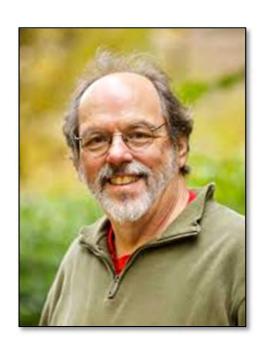
#### What Is It?



#### What Is Technical Debt?

"Shipping first time code is like going into debt. A little debt speeds development so long as it is paid back promptly ..."

- Ward Cunningham, OOPSLA 1992





## What's Uncle Bob Say?

"A mess is not a debt. Messy code, produced by people who are ignorant of good design practices, shouldn't be a debt."

"Technical Debt should be reserved for cases when people have made a considered decision to adopt a design strategy that isn't sustainable in the longer term, but yields a short term benefit, such as making a release."





#### And Martin Fowler?

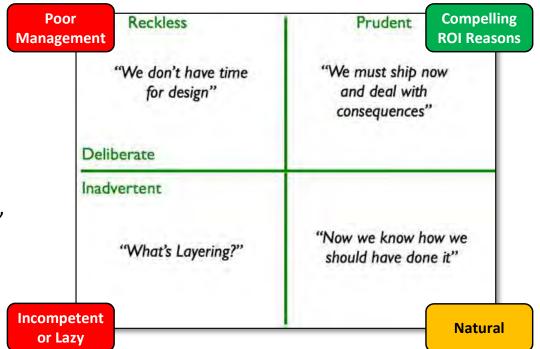
"There is a difference between prudent and reckless debt, as well a difference between deliberate and inadvertent debt."





#### The Technical Debt Quadrant

- Reckless + Deliberate
  - "Go faster. We have more projects"
- Prudent + Deliberate
  - First to market, regulatory, etc.
- Reckless + Inadvertent
  - "Oops, we changed the wrong code"
- Prudent + Inadvertent
  - Teams should naturally improve their code after gaining experience and knowledge





## What Do Others Say?

y code which a developer fears to change. That fear egitimate, and one of the best estimates of where the lies."

Arlo Belshee, XP Guru & Coach, Microsoft

"It is the cumulative total of less-than-perfect design and implementation in your project."

James Shore, Agile/XP Consultant and Coach

chnical debt is everything that makes your code rder to change."

— Tom Poppendieck, co-creator Lean Software Development



## Got It. So What Causes It?



#### Does This Sound Familiar?

- Manager: When will the new workflow be available?
- **Developer**: Uh, I *hope* tomorrow, probably by the end of the day.
- Manager: No, we need it today. Can't you find a creative way to do it?
- Developer: Let me think...
- Manager: We have five clients that really need this today and if they don't get it, then they will probably not sign the contract with us.
- **Developer**: But the ...
- Manager: Please understand the business value of this. Can't you just copy/paste a similar workflow, tweak it, and we'll "fix it" later?
- **Developer**: Sure.
- Manager: Great. So we should be able to deploy it this afternoon?
- Developer: Ack!



## What would you have told the manager?



## Remember: If Scope and Time are fixed.

Quality isn't



#### Which Is Technical Debt?

- A. A bug reported by a customer a few months after the product was released.
- B. A bug discovered by the team during regression but was determined to not be "release blocking".
- C. A bug that occurs on a new version of a browser that was released after the product was released



### Other Examples

- Deciding to forgo writing automated tests, as they normally would, for a tricky section of code
- Deciding to build on a soon-to-be-deprecated framework rather than investing in purchasing, upgrading, and learning a newer version
- Deciding to hard-code connection strings and IP addresses, rather than use a config file
- Having hundreds of customer-specific branches on the same code base



#### Bad Practices Yield Technical Debt

- Big Design Up Front (BDUF)
- Little/no refactoring
- Lack of automated tests
- Infrequent integration
- Lack of code review / pair programming



#### Broken Window Phenomena







Hacks, shortcuts, and workarounds can infect the team, and the codebase



## Remind me again, why is Technical Debt is so Bad?



#### As Technical Debit Increases ...

- The number of defects increases
- Development and support costs increase
- Product atrophy increases
- Fear and loathing increase



## And These Things Drop ...

- Product performance
- Team performance
- Stakeholder satisfaction



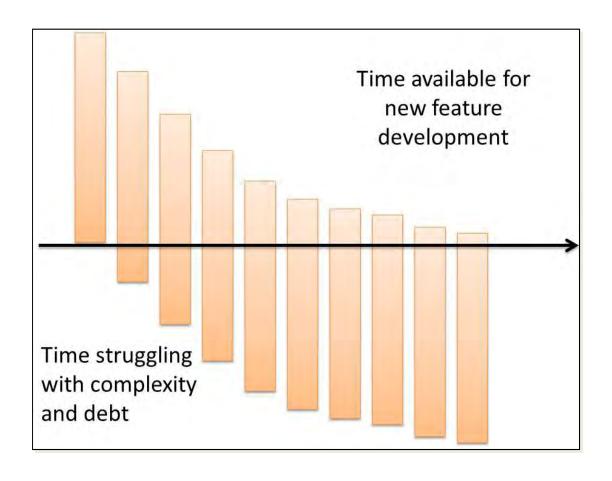
"Left unchecked, technical debt will ensure that the only work that gets done is unplanned work."

- Gene Kim, co-author The Phoenix Project





#### This Could Be Your Future





## That said, sometimes Technical Debt can be leveraged.



## Like Using a Credit Card

Sometimes a team makes decisions to ship a lessthan-optimal product in order to obtain earlier feedback or a market advantage



#### **But Be Cautious**

- Make sure you know ...
  - The interest rate
  - Your payment plan
  - The cost vs. value (Return on Debt ROD?)



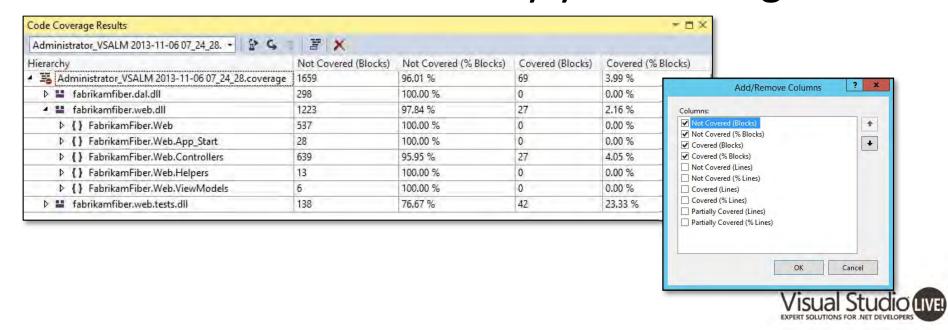
#### What about legacy code?

How do I find its Technical Debt?



## Code Coverage

 Code Coverage shows # and % of blocks covered and not covered by your testing



## Static Code Analysis

- Code Analysis provides information about "bad" coding practices, such as violations of Microsoft's .NET framework design guidelines
- Code analysis is available for .NET (managed) and C and C++ (unmanaged/native)
- You can run code analysis on your projects ...
  - Manually or Automatically from within Visual Studio
  - As part of Team Foundation Build

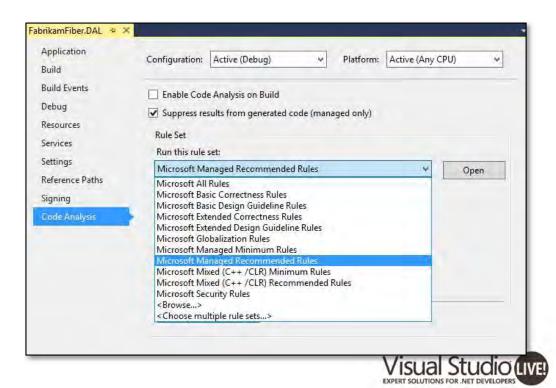


## Code Analysis Rule Sets

A rule set is a logical grouping of code analysis rules that

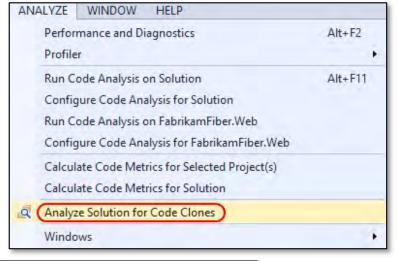
identifies targeted issues and specific conditions

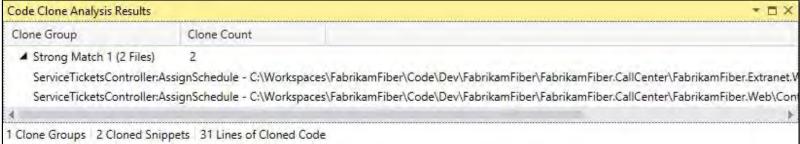
There are over 200 rules!



## Code Clone Analysis

- Will find all clones in a solution or clones of a specific fragment
  - Will find fragments that differ in the names of variables and parameters, and in which some statements have been rearranged



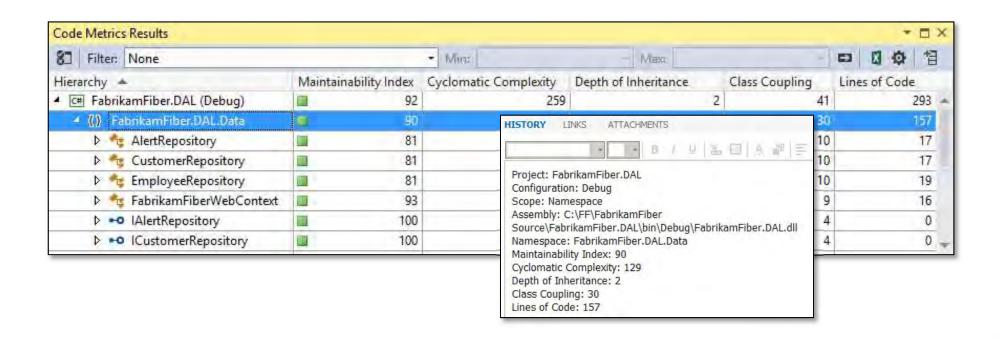


#### **Code Metrics**

- Code Metrics is a set of measures that provide insight into the complexity and maintainability of code
- Code Metrics calculates:
  - Maintainability index
  - Cyclomatic complexity
  - Depth of inheritance
  - Class coupling
  - Lines of code



#### **Code Metrics Results**





#### SonarQube

- A platform and tools to continuously analyze and measure code quality
  - Open source
  - Pay for support
  - Pay for some plugins
  - Active community: support, plugins, books





## Supports 20+ Languages

- ABAP\*
- Android
- C/C++\*
- C#
- COBOL\*
- CSS
- Erlang
- Flex / ActionScript
- Groovy
- Java

- JavaScript
- Objective-C\*
- PHP
- PL/I\*
- PL/SQL\*
- Python
- RPG\*
- VB.NET\*
- Visual Basic 6\*
- Web
- XML



## As You Find it, Make it Visual

In the backlog





On the story map



#### How Do I Get Out of Debt?

# A better question: How do you eat an elephant?



## Have a Definition of "Done"

- Closest thing to a "silver bullet"
- Write it down
- Review and discuss it regularly

#### Sample Definition of "Done"

- ✓ Code has been reviewed
- ✓ No static analysis errors
- ✓ No complexity analysis violations
- ✓ New code written using TDD
- ✓ All tests pass
- ✓ All acceptance criteria met
- ✓ Product Owner accepts the work



## There is no Done-Done

There is only "Done".

No partial credit (points) for partially-done work. Partial credit usually means

Technical Debt.



# Keep the Pressure Off

Work at a comfortable, sustainable pace.

Be positive. Manage debt informally.



### Have a Cross-Functional Team

Make sure the team has all of the skillsets required to deliver the "Done" work exist on the team.



# Collaborate on Design

Prefer in-person whiteboard sessions on design topics to leverage the collective experience of the team.



# Design For Testability

Testability == Maintainability

Practice Test-Driven Development



## Have an Agile Architecture

Simple and emergent, delivering in vertical (thin) slices, and refactoring to patterns as needed.

Mitigate technical risks early.



### **Automate Tests**

Lack of high-quality automated test leads to a breeding ground for technical debt.

Unit | Acceptance | Regression



## **Continuous Integration**

Check-in/commit/merge your code often, building, and running automated tests.

Prefer not to work in branches.



# Finish One Thing First

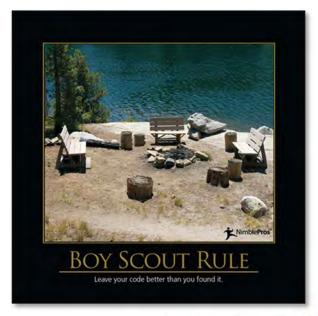
Design the work so that multiple people can "swarm". Complete the first thing and then move on to the next thing.

Working as a team means working as a team.



# The Boy Scout Rule

- Leave your code better than you found it.
  - Prior to every commit
  - Small refactorings in legacy code
  - Write additional tests
  - Update an outdated comment
  - Improve a variable name









# Done();

(thank you)

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