

StoryTime and Fast Programming

Programming Fast

For how many times have you heard that "a good programmer can code double/tripple/ten times faster than an average one"? Well, this does not seem to be a valid principle because the word "good" or "average" are very unsettling, not to mention the more unsettling multiple number, unlike the well-known Moore's law. However there is a definite point here stressing that there is a distinct gap between "good" and "average" in terms of productivity.

Quantification has been very difficult due to the diversity of programming tasks. Some developer are good at constructing from scratch, some excel at solving tough issues, and some others are expert in debugging code written by other people. I have seen some guy who delivers his work really fast, but with significant number of bugs which later cost him triple effort to fix. We probably quantify from certain technical aspect and score it, then move to next index. Even during quantification over single index, we cannot rely on only a few samples to draw the conclusion. For example: Two senior developers are solving a tough issue without communication, instead, they are endeavouring to take their individual best practical approaches. The result of single instance is unpredictable, some time a lucky hunch takes the lead. But if I'm the team lead who has been working with both for many years and witnessed numerous similar situations, a ballpark judgement can be easily made.

Now that we know the individual productivity is indeed measurable, we must face the fact how we can do better with it so that our bosses will be happy.

- Attitude? necessary but not enough
- Not about the tool,
- Agile helps, but you need more

Ugly truth about Agile

- Why do we hate document
- Do we really not need document? Not true.
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Comment-Driven Development (CDD) and pseudo-code driven development (PDD)

StoryTime - Let the source code tell the stories

- StoryTeller: tell your stories to your source code
- Let the source code record your stories so that it can tell more people

StoryTime and CDD

- Does agile

SOME and PDD

Final word: StoryTime is Agile