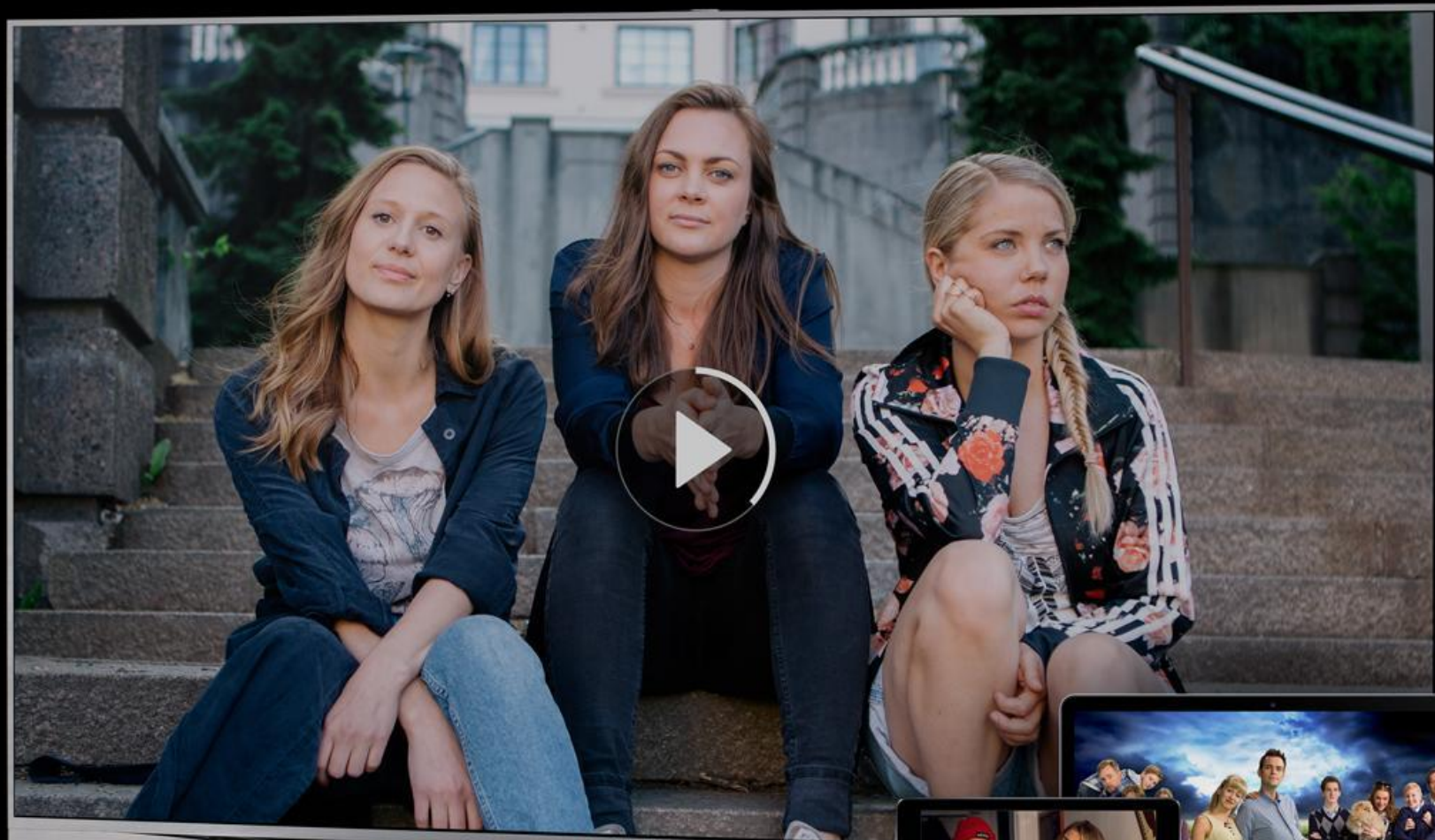


TECHNICAL DEBT ISN'T TECHNICAL

@EINARWH



WHAT IS TECHNICAL DEBT?

TECHNICAL DEBT AS A MEME

MEMETICS

SELF-REPLICATING UNIT OF THOUGHT

**COPIED FROM
BRAIN TO BRAIN**

VIRUS OF THE MIND

WHAT MAKES A MEME **SUCCESSFUL**?

SURVIVAL OF THE FITTEST?

GREATEST EXPLANATION POWER?

**MOST EFFECTIVE AT
REDUCING COGNITIVE
DISSONANCE?**

THE BEST IDEAS
VS
THE IDEAS THAT
MAKE US FEEL BEST

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 WITH A REWRITE... **THE**
DANGER OCCURS WHEN THE DEBT IS NOT REPAID.
EVERY MINUTE SPENT ON NOT-QUITE-RIGHT CODE
COUNTS AS **INTEREST ON THAT DEBT.** ENTIRE
ENGINEERING ORGANIZATIONS CAN BE BROUGHT TO A
STAND-STILL UNDER **THE DEBT LOAD** OF AN
UNCONSOLIDATED IMPLEMENTATION.

WHAT MAKES TECHNICAL DEBT A GOOD METAPHOR?

**GIVES US LANGUAGE
TO TALK ABOUT
SOMETHING IMPORTANT!**

**PUTS QUALITY ON THE
AGENDA!**

**MAKES THE INVISIBLE
VISIBLE!**

THANK YOU
WARD CUNNINGHAM!

WHAT MAKES TECHNICAL DEBT A **PROBLEMATIC** METAPHOR?

MONETARY DEBT IS QUANTIFIED

HOW **MEASURABLE** IS TECHNICAL DEBT?

HOW **BIG** IS OUR TECHNICAL DEBT?

**ARE WE
TECHNICALLY SOLVENT?**

**CAN WE GO
TECHNICALLY BANKRUPT???**

WHAT IS **TECHNICAL** **DEBT** REALLY?

HOW IT STARTED

HOW IT'S GOING

WHAT DOES TECHNICAL DEBT LOOK LIKE?

“UGLY CODE”?

WHAT **CAUSES** TECHNICAL DEBT?

WHAT MAKES THE CODE UGLY?

LACK OF TIME?

**MY PROJECT MANAGER
DOESN'T UNDERSTAND ME?**

**THE UX PEOPLE ARE
UNREALISTIC DREAMERS?**

**THE PREVIOUS DEVELOPER
WAS INCOMPETENT?**

WHAT DOES TECHNICAL DEBT LOOK LIKE?

HEAPS OF FLAGS, BRANCHES AND INDIRECTIONS

82506

LOOP THE LOOP

TRAP YOURSELVES

**I'LL JUST ADD
ANOTHER IF BRANCH**

DIFFICULT TO ISOLATE
CODE RELATED TO A
SINGLE FEATURE

DIFFICULT TO DETERMINE
WHERE ONE THING ENDS
AND ANOTHER BEGINS

DIFFICULT TO PREDICT THE EFFECT OF CHANGES

DIFFICULT TO REASON ABOUT THE CODE

**WHAT DOES THIS
INDICATE?**

**THAT THE PRODUCT OWNER
DOESN'T UNDERSTAND
TECHNOLOGY?**

THAT THE PREVIOUS
DEVELOPER USED **THE**
WRONG FRAMEWORK FOR
DEPENDENCY INJECTION?

THAT WE SHOULD
INTRODUCE MICRO
SERVICES?

**THAT WE NEED
A NOSQL DATABASE?**

THAT WE SHOULD GO
SERVERLESS?

**MOVE EVERYTHING TO
KUBERNETES?**

NO.

(THAT MUCH WAS OBVIOUS.)

**BUT IT'S ALSO OBVIOUS THAT
SOMETHING HAS GONE
FUNDAMENTALLY WRONG**

**SOMETHING HAS GONE
WRONG IN THE PROCESS OF
CAPTURING THE BUSINESS
DOMAIN IN SOFTWARE**

**SOMETHING HAS GONE
WRONG IN THE PROCESS OF
UNDERSTANDING THE
BUSINESS DOMAIN**

**SOMETHING HAS GONE
WRONG IN THE PROCESS OF
MAKING AND ENFORCING
DECISIONS**

**SOMETHING HAS GONE
WRONG IN THE PROCESS OF
FINDING A SUITABLE
REPRESENTATION OF THE
DOMAIN IN SOFTWARE**

**WE HAVE A WORD
FOR THIS PROCESS**

MODELLING

MODELLING HAS FAILED

WHAT IS THE NAME OF THE
TOOL WE USE TO **CONTAIN**
AND **CONQUER** COMPLEXITY?

ABSTRACTION

WHAT IS THE NAME OF THE
TOOL WE USE TO **CREATE** AND
COMPOUND COMPLEXITY?

ABSTRACTION

**MODELLING IS APPLYING
ABSTRACTION TO A
PROBLEM DOMAIN**

**MODELLING IS DEFINING
WHAT THE PROBLEM
DOMAIN IS**

**WORKING CONTINUOUSLY TO
UNDERSTAND AND ARTICULATE
THE PROBLEM TO SOLVE IS NOT
BIG DESIGN UP FRONT**

**“YOU'RE WISE TO MAKE THE SOFTWARE REFLECT YOUR
UNDERSTANDING AS BEST YOU CAN”**

HOW CAN WE **PAY OFF** TECHNICAL DEBT?

(EVERYBODY NOW)

REFACTORING!

WHICH REFACTORING
FIXES **A TANGLED MESS** OF
WEAK ABSTRACTIONS?





Using the Catalog ►

Tags

- ☐ associations
- ☐ encapsulation
- ☐ generic types
- ☐ interfaces
- ☐ class extraction
- ☐ GOF Patterns
- ☐ local variables
- ☐ vendor libraries
- ☐ errors
- ☐ type codes
- ☐ method calls
- ☐ organizing data
- ☐ inheritance
- ☐ conditionals
- ☐ moving features
- ☐ composing methods
- ☐ defining methods

Books

- ☐ Refactoring
- ☐ Ruby Edition
- ☒ appear ☐ only [explain](#)

#

- [Add Parameter](#)
- [Change Bidirectional Association to Unidirectional](#)
- [Change Reference to Value](#)
- [Change Unidirectional Association to Bidirectional](#)
- [Change Value to Reference](#)
- [Collapse Hierarchy](#)
- [Consolidate Conditional Expression](#)
- [Consolidate Duplicate Conditional Fragments](#)
- [Decompose Conditional](#)
- [Duplicate Observed Data](#)
- [Dynamic Method Definition](#)
- [Eagerly Initialized Attribute](#)
- [Encapsulate Collection](#)
- [Encapsulate Downcast](#)
- [Encapsulate Field](#)
- [Extract Class](#)
- [Extract Interface](#)
- [Extract Method](#)
- [Pull Up Constructor Body](#)
- [Pull Up Field](#)
- [Pull Up Method](#)
- [Push Down Field](#)
- [Push Down Method](#)
- [Recompose Conditional](#)
- [Remove Assignments to Parameters](#)
- [Remove Control Flag](#)
- [Remove Middle Man](#)
- [Remove Named Parameter](#)
- [Remove Parameter](#)
- [Remove Setting Method](#)
- [Remove Unused Default Parameter](#)
- [Rename Method](#)
- [Replace Abstract Superclass with Module](#)
- [Replace Array with Object](#)
- [Replace Conditional with Polymorphism](#)
- [Replace Constructor with Factory](#)

A REWRITE WILL END UP WITH **THE SAME PROBLEMS** AS THE ORIGINAL UNLESS YOU CLOSE **THE UNDERSTANDING GAP.**

— @SARAHMEI

**NO REFACTORING
WITHOUT REMODELLING**

**ANYTHING ELSE IS
DEVELOPER HUBRIS**

SOFTWARE CRAFTSMAN TO THE RESCUE





**SO-CALLED BEST PRACTICES
ARE NOT ENOUGH!**

**CLEAN CODE CAN NOT
AND WILL NOT SAVE A
ROTTEN MODEL!**

**YOU WILL WASTE
TIME AND MONEY!**

FIX THE MODEL FIRST
THEN THE CODE

ARE WE DONE NOW?

HOW DO WE FIX THE MODEL?

WHAT CAUSES MODELLING DEBT?

(**OMG** HERE WE GO AGAIN!)

THE STORY OF EQUEST

A HORSE



A NEW HORSE



A **SHORT, STRONG** AND **STUBBORN** HORSE

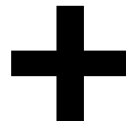


A HORSE?

A HORSE?



A HORSE?



A REGULAR HORSE



A TYPICAL HORSE



A TRUE HORSE



AN OLD-FASHIONED HORSE



A HORSE-HORSE



```
if (horse.IsShort &&  
horse.IsStubborn) {  
    // Logic for the new horse case.  
}  
else  
{  
    // Regular horse code here.  
}
```

BUGS!

```
if (horse.IsShort &&  
    horse.IsStubborn &&  
    horse.Sound == Sound.HeeHaw)  
{  
    // Logic for the new horse case.  
}  
else  
{  
    // Regular horse code here.  
}
```

A NEW NEW HORSE



**THE KIND OF HORSE THAT
IS THE OFFSPRING OF A
REGULAR HORSE-HORSE**



**AND A SHORT AND STUBBORN
HORSE THAT GOES HEE-HAW**

```

if (horse.IsShort &&
    horse.IsStubborn &&
    horse.Sound == Sound.HeeHaw) ||
    (horse.Sire.IsShort &&
     horse.Sire.IsStubborn &&
     horse.Sire.Sound == Sound.HeeHaw)
||
    (horse.Dam.IsShort &&
     horse.Dam.IsStubborn &&
     horse.Dam.Sound == Sound.HeeHaw))
{
    // Logic for both the new horse
    // and the new-new horse!
} else
{
    // Really regular horse code here.
}

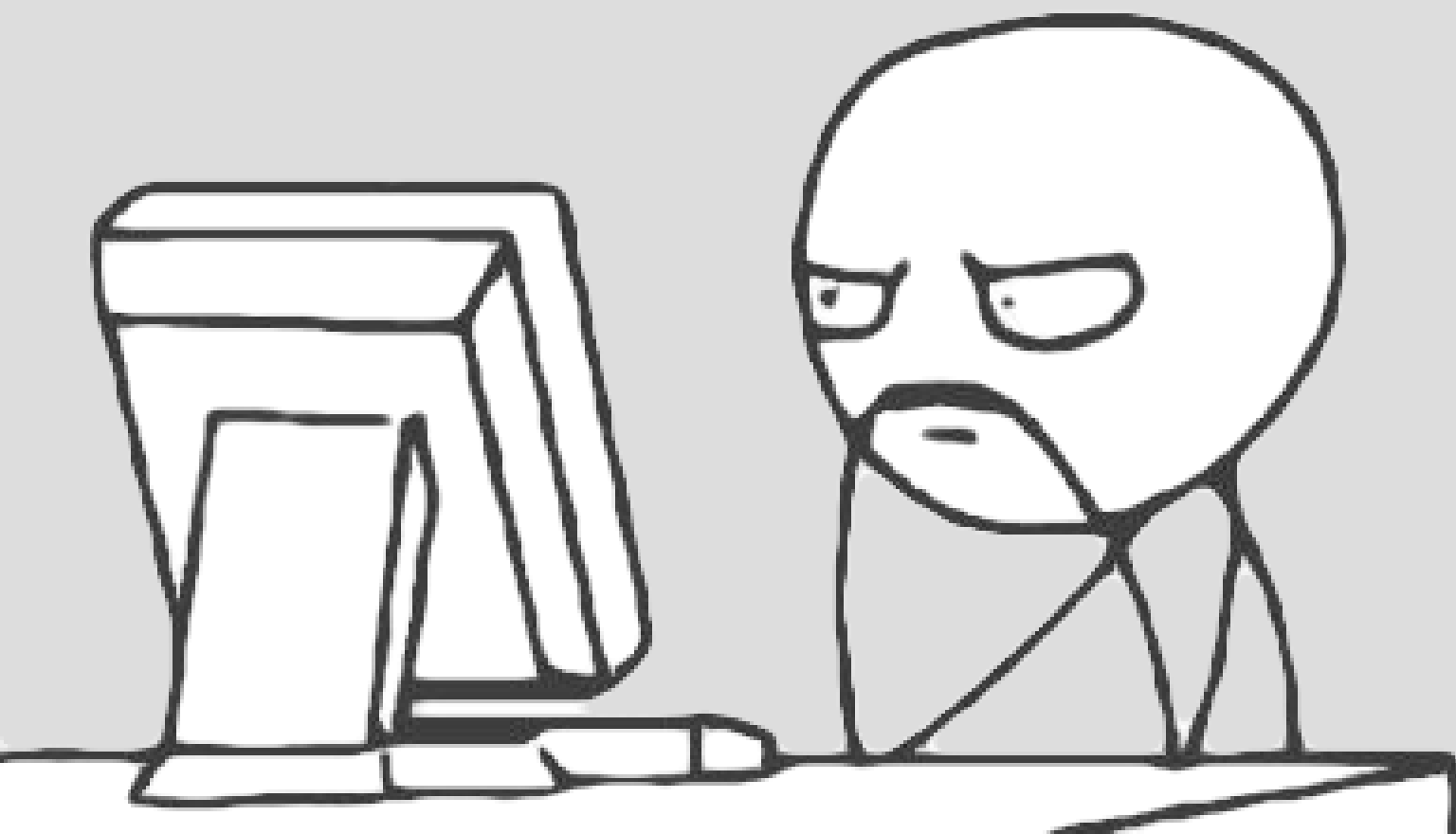
```

BUGS!

**IS IT THE MOTHER
OR THE FATHER**

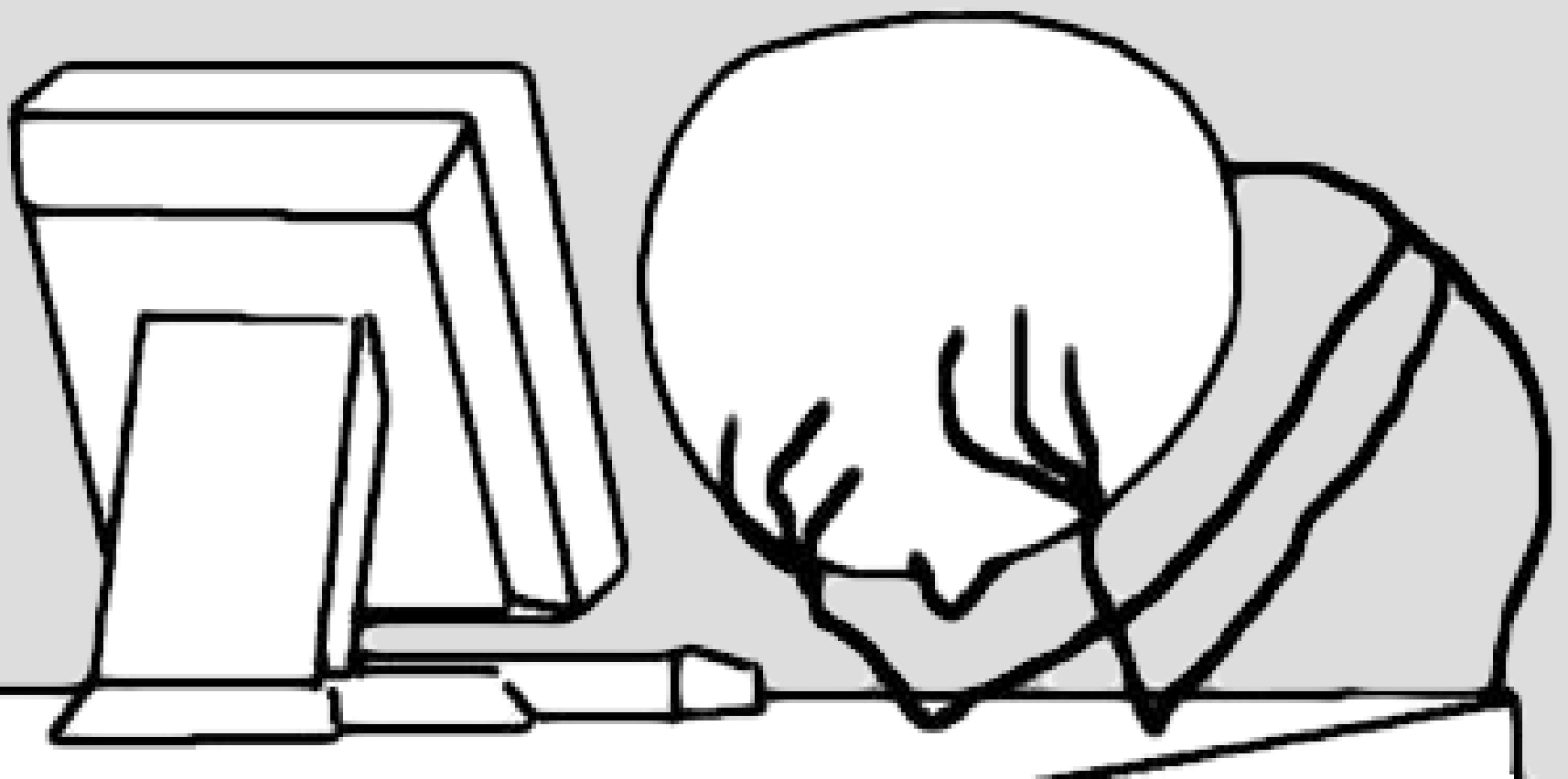


**THAT IS STUBBORN AND
STRONG AND GOES HEE-HAW?**



A NEW NEW NEW HORSE





RECOMMENDED READING
WHAT, IF ANYTHING,
IS A ZEBRA?
SJ GOULD

WHAT, IF ANYTHING, IS A RABBIT?



WHAT, IF ANYTHING, IS A ZEBRA?



STRIPES DO NOT A ZEBRA MAKE



THERE IS NO **TRUTH**
TO BE UNCOVERED

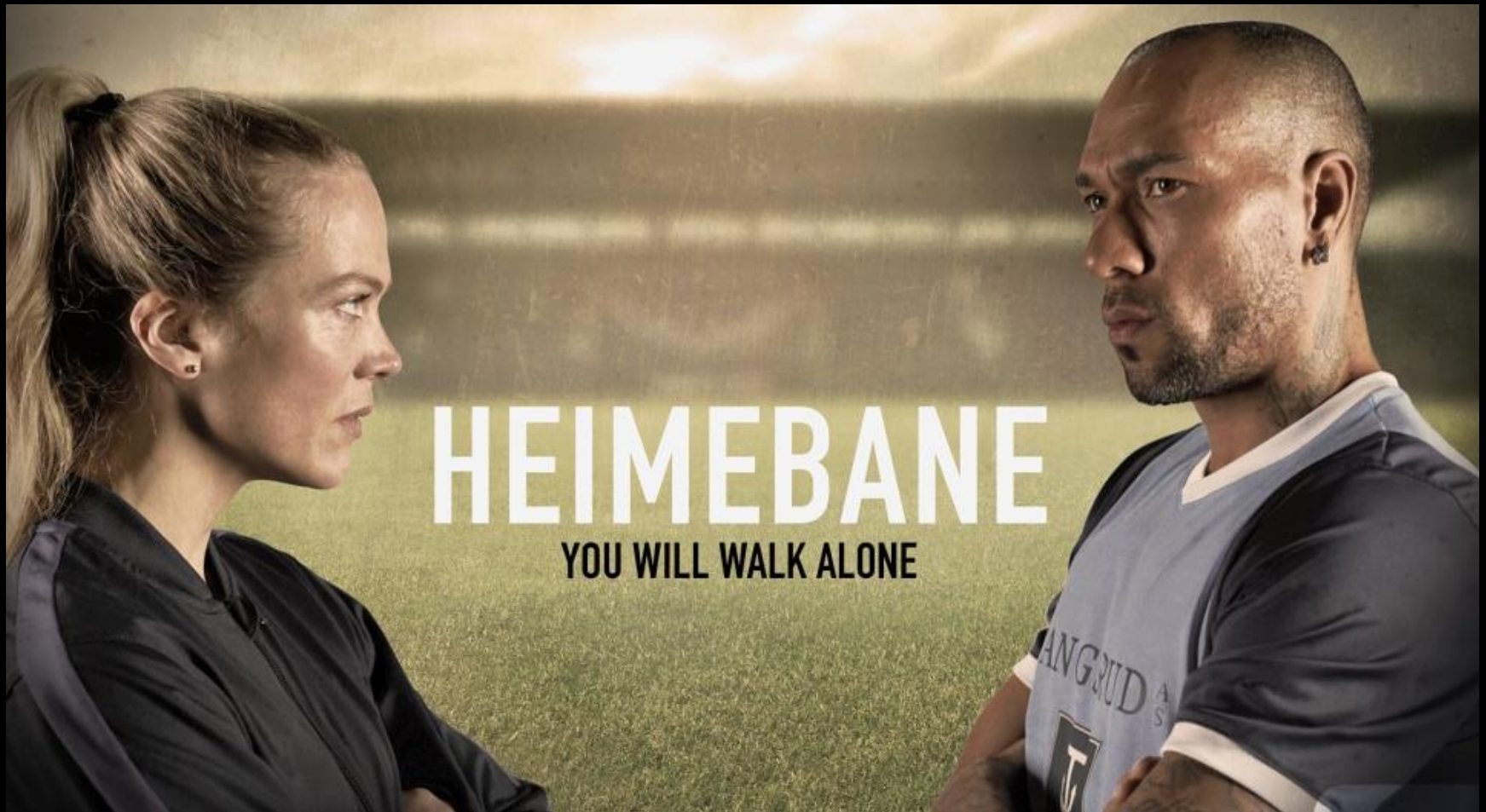
**THERE ARE MORE OR LESS
USEFUL MODELS**

**MODELLING IS AS MUCH ABOUT
DEFINING AS DISCOVERING**

THE STORY OF NRK TV

WHAT, IF ANYTHING,
IS A **TV SHOW**?

A TV SHOW



ANOTHER TV SHOW



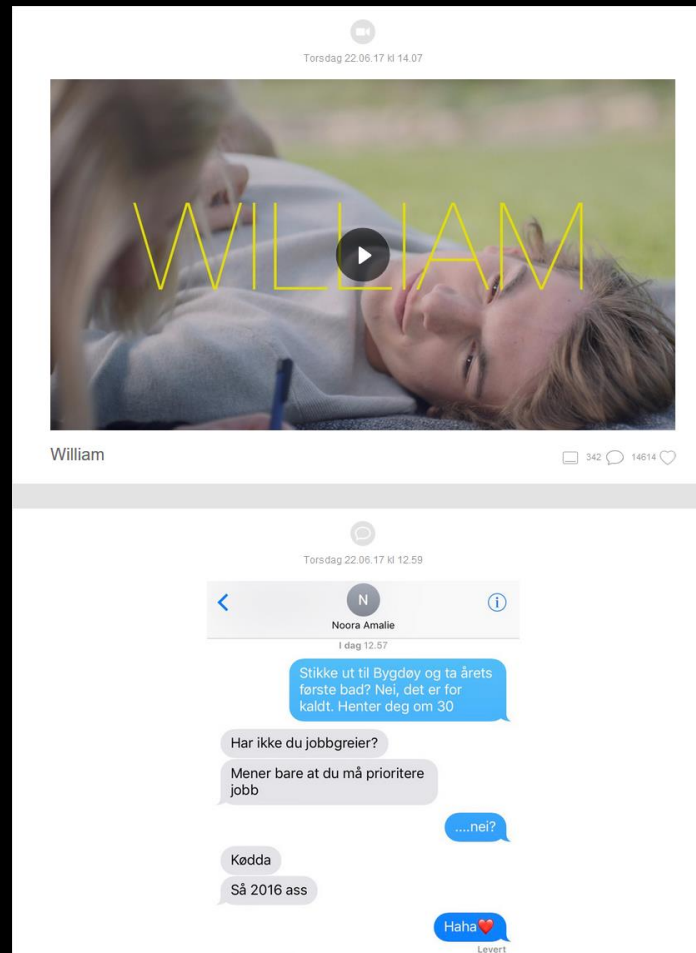
YET ANOTHER TV SHOW



AND YET ANOTHER TV SHOW



A TV SHOW?





HOW MANY KINDS OF TV SHOWS ARE THERE?

**WHICH CONCEPTS
SHOULD WE USE?**

HOW CAN WE ENABLE OURSELVES TO TALK PRECISELY?

**WHAT DO WE WANT
TO EXPRESS?**

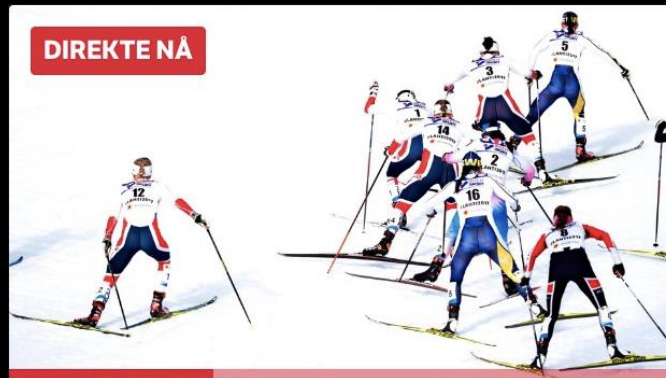
LIVE EVENTS

14:45



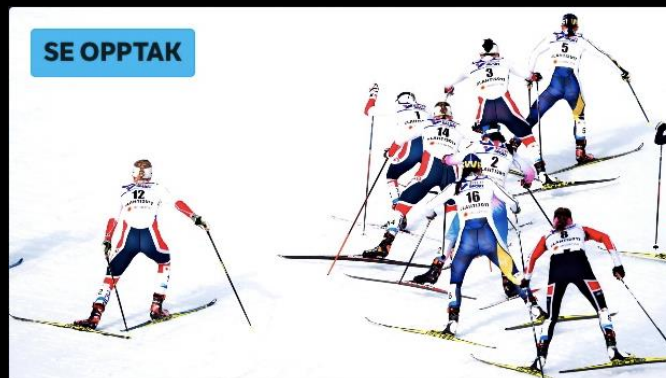
PLANNED

15:30



LIVE

17:00



AFTER

LIVE BROADCAST

NRK 1

20.25 Norge nå

20.55 Distriktsnyheter

21.00 Dagsrevyen 21

21.25 Debatten ...

22.05 Innafor: Dommedag

22.55 Distriktsnyheter

NRK 1

18:52:57

20:24:59

21:52:18



hjelp



DIREKTE

SO TO SUMMARIZE...

**YOU CAN WATCH
LIVE ON DEMAND**

**YOU CAN WATCH
ON DEMAND LIVE**

YOU CAN WATCH
LIVE LIVE

LANGUAGE IS TERRIBLE!

MODELLING IS HARD!

MODELLING IS HARD FOR TWO REASONS

#1

THE STUFF THAT IS MODELLED

#2

THOSE DOING THE MODELLING

WHY MODELLING IS HARD

#1

THE STUFF THAT IS
MODELLED

REALITY HAS NO
INTEREST IN BEING
MODELLED

**REALITY IS NOT TIDY
AND ORGANIZED**

**REALITY IS NOT EVEN
CONSISTENT**

REALITY IS MESSY AND
ORGANIC, SLIPS AWAY
AND EVOLVES

**WE ARE TRYING TO IMPOSE
STRUCTURE ON SOMETHING
UNSTRUCTURED**

INNOVATION MEANS BREAKING MODELS

RECOMMENDED READING

DATA AND REALITY

WILLIAM KENT

IDENTITY

[WHAT IS ONE THING?]

EQUALITY

[WHEN ARE TWO THINGS EQUAL?]

[WHEN ARE THEY THE SAME THING?]

ONE THING?



OR TWO?

CHANGE

[WHEN DO TWO THINGS BECOME DISTINCT?]

[WHEN HAS ONE THING BECOME ANOTHER?]

CATEGORY

[WHICH CATEGORY DOES A THING BELONG TO?]

[CAN A THING CHANGE CATEGORY?]

[IS IT THE SAME THING IF IT CHANGES CATEGORY?]

RECOMMENDED READING
WOMEN, FIRE AND
DANGEROUS THINGS
GEORGE LAKOFF

**THE CLASSICAL THEORY
OF CATEGORIZATION IS
BASED ON PROPERTIES**

CLASSES IN PROGRAMMING LANGUAGES LIKE **SIMULA** AND **C#**

**NECESSARY AND
SUFFICIENT PROPERTIES
DETERMINE CATEGORY
MEMBERSHIP**

WHAT DOES A BIRD LOOK LIKE?







SOME MEMBERS OF A
CATEGORY ARE **MORE**
TYPICAL THAN OTHERS

A SPARROW IS MORE
BIRDY THAN A PENGUIN

A SPARROW IS MORE
BIRDY THAN A SHOEBILL

**A SPARROW IS PROBABLY
THE BIRDIEST BIRD THERE IS**

PROPERTY-BASED CLASSIFICATION IS LIMITED

STRIPES DO NOT A ZEBRA MAKE

ELEANOR ROSCH

PROTOTYPE THEORY

HOW UNTYPICAL IS TOO UNTYPICAL?

HOW UNEQUAL IS TOO UNEQUAL?

**WHEN DOES A DONKEY
BECOME A DONKEY?**

IT DEPENDS!

WHO'S ASKING?

WHO'S ANSWERING?

THE DONKEY DOESN'T CARE!

**A DONKEY BY ANY OTHER
NAME WOULD SMELL
THE SAME**

WE PUT THINGS IN
CATEGORIES TO **MAKE**
SENSE OF REALITY

**GENERALIZATION IS
A HYPOTHESIS
ABOUT THE FUTURE**

**BEWARE ARTIFICIAL
AD-HOC
GENERALIZATIONS!**

I DO NOT BELIEVE THAT **NATURE FRUSTRATES US
BY DESIGN**, BUT I REJOICE IN HER INTRANSIGENCE
NONETHELESS.

— **SJ GOULD**

WHY MODELLING IS HARD

#2

THOSE DOING
THE MODELLING

WHO MAKES SOFTWARE?

WHO OWNS TECHNICAL DEBT?

**THE REST OF THE
ORGANIZATION WOULD
LOVE FOR TECHNICAL DEBT
TO BE THE PROBLEM OF
THE IT DEPARTMENT**

THE IT DEPARTMENT
WOULD ALSO
LOVE FOR TECHNICAL DEBT
TO BE THE PROBLEM OF
THE IT DEPARTMENT

TECHNICAL DEBT IS SOCIO-TECHNICAL

IF YOU REMAKE AWFUL SOFTWARE FROM SCRATCH
WITHOUT **CHANGING THE CULTURE** THAT CREATED
IT **YOU'LL REMAKE AWFUL SOFTWARE.**

— **@MALK_ZAMETH**

RECOMMENDED READING
HOW DO COMMITTEES INVENT?
MEL CONWAY

CONWAY'S HOMOMORPHISM

AN ORGANIZATION
TENDS TO PRODUCE
SELF-PORTRAITS IN THE
SYSTEMS IT CREATES

COROLLARY TO CONWAY'S LAW:

**IF YOU DESIGN A SYSTEM, BUT YOU DIDN'T DESIGN
THE ORGANIZATION STRUCTURE, YOU'RE NOT THE
SYSTEM'S DESIGNER.**

— @MATHIASVERRAES

INVERSE CONWAY MANEUVER

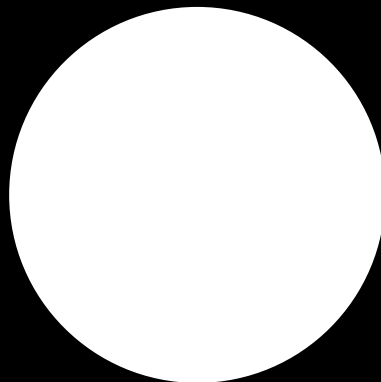
REORGANIZE TO ENABLE ARCHITECTURAL CHANGE

**SYSTEMS ARE
ORGANIZATIONAL
CONCRETE**

JOINT OPTIMIZATION

CONWAY'S LAW IS ABOUT COMMUNICATION

RELUCTANCE TO TALK



AMBIGUITY

THE DESK FORCE

THE LAND OF UNKNOWN TRUST

**OUR MUTUAL TRUST
DETERMINES
THE INFORMATION CONTENT**

**THEY TOO MIGHT BE
RELUCTANT TO TALK**

ARTICULATE YOUR PROBLEM

JUSTIFICATION OF OPINIONS

DISCUSSIONS & NEGOTIATIONS

POSSIBILITY OF CONFLICT

WHY IS THERE AN AMBIGUITY?

**MAYBE SOMEONE'S BAD AT
EXPRESSING THEMSELVES**

**MAYBE THERE'S
INDECISION AND CONFLICT
HIDDEN THERE**

**DO I WANT TO
TRIGGER THAT?**

SELF-DEFENSE MECHANISMS

**THEY'RE PROBABLY
VERY BUSY**

**I CAN'T BOTHER THEM
WITH THIS**

**NO-ONE ELSE ASKS
THESE QUESTIONS**

WHAT ABOUT THE ESTIMATES?

**WON'T SOMEONE PLEASE
THINK OF THE ESTIMATES?!**

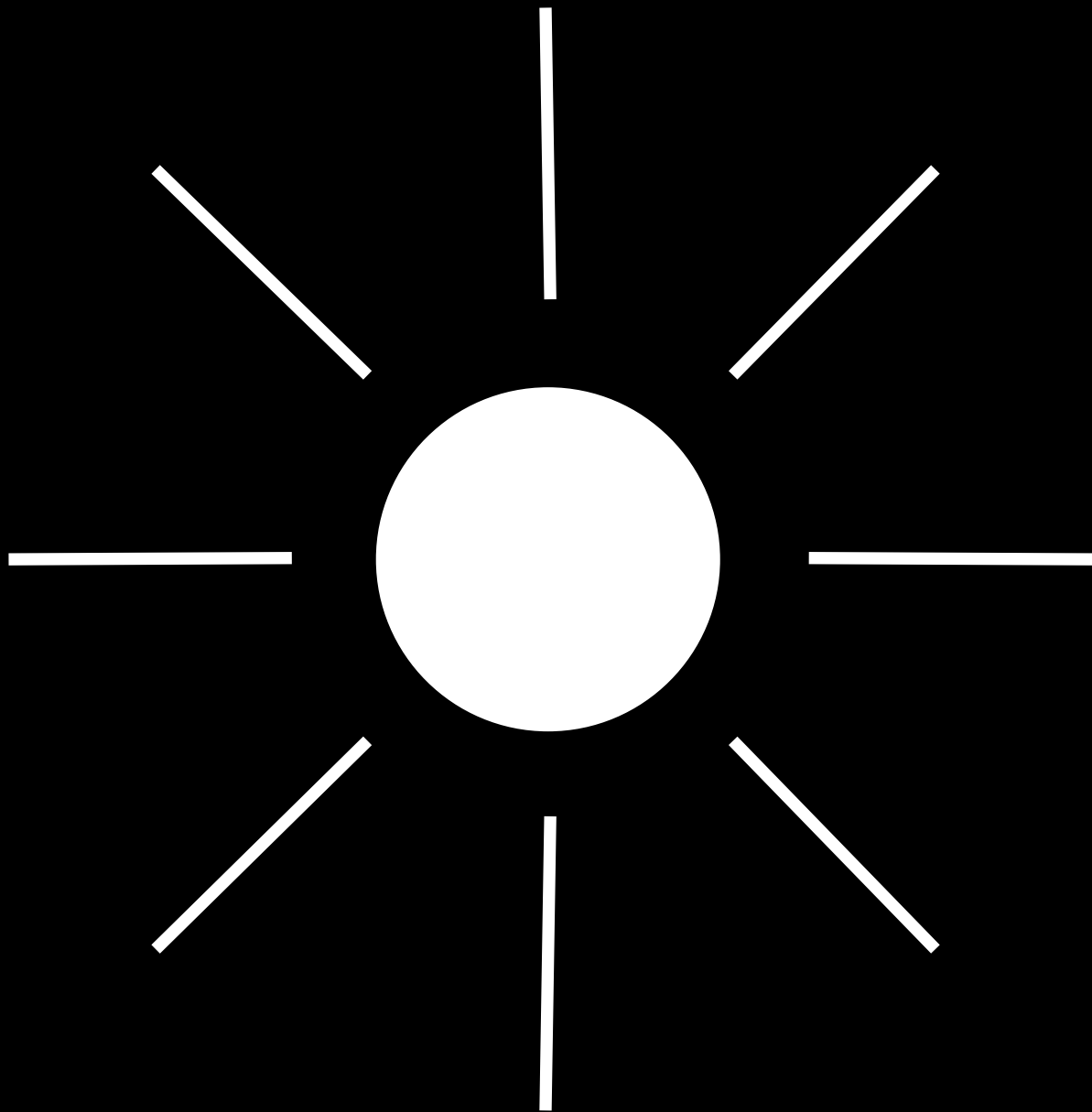
**CAN I SOLVE IT BY
MAKING AN ASSUMPTION?**

ASSUMPTION

GUESS

MAKING STUFF UP

PROXY PERSON



**ASSUMPTIONS ARE
BETS AGAINST THE FUTURE**

ENSEMBLE PROGRAMMING

ENSEMBLES ARE A COUNTERFORCE TO THE DESK FORCE

ENSEMBLES ARE
HARDER TO FOOL
THAN YOURSELF

ENSEMBLES ARE
BETTER AT FIGURING OUT
WHO TO TALK TO

ENSEMBLES OVERCOME THE SOCIAL AWKWARDNESS

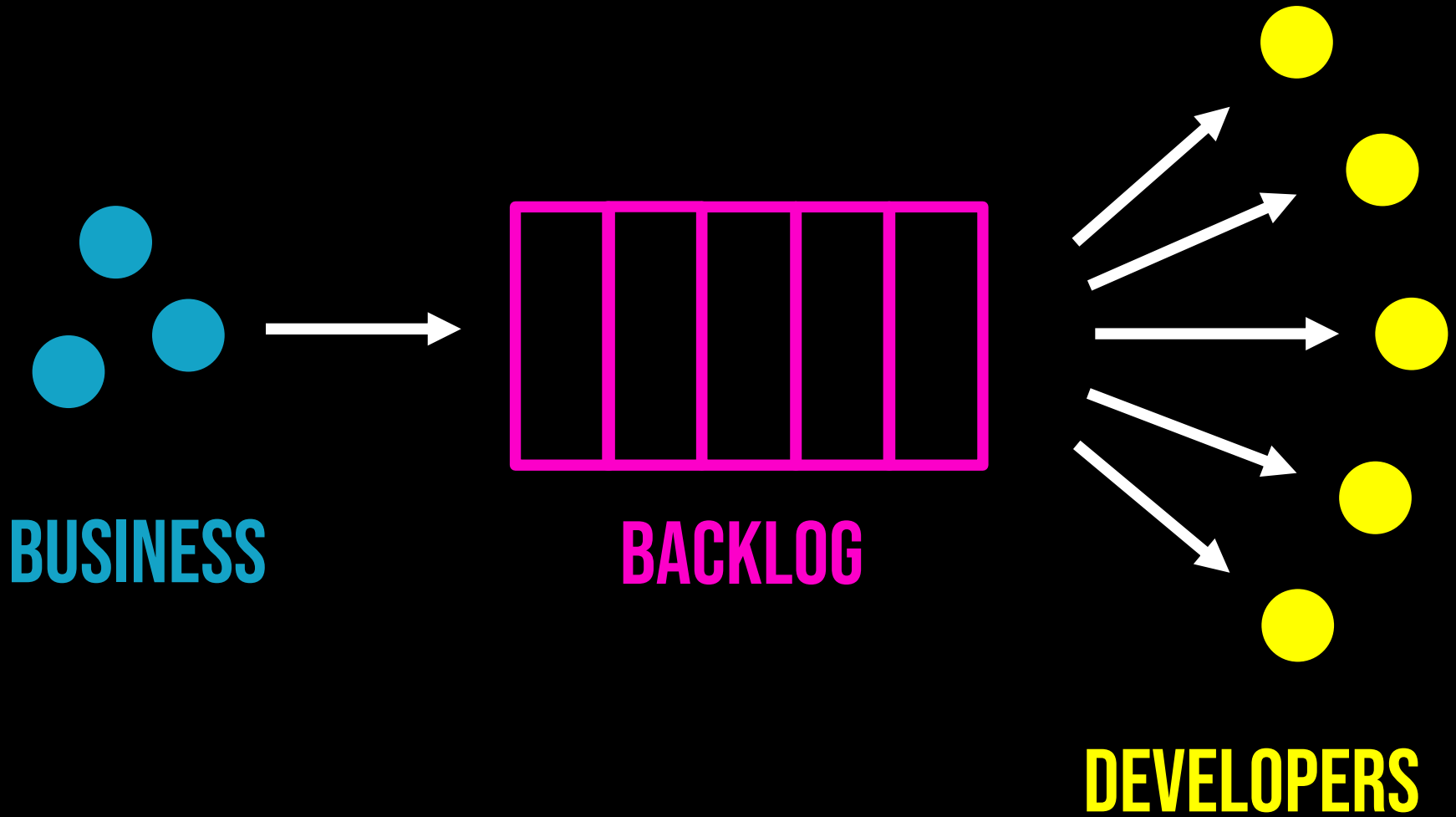
**ENSEMBLES ARE
ALREADY A CONVERSATION**

WHAT ABOUT THE NON-DEVELOPERS?

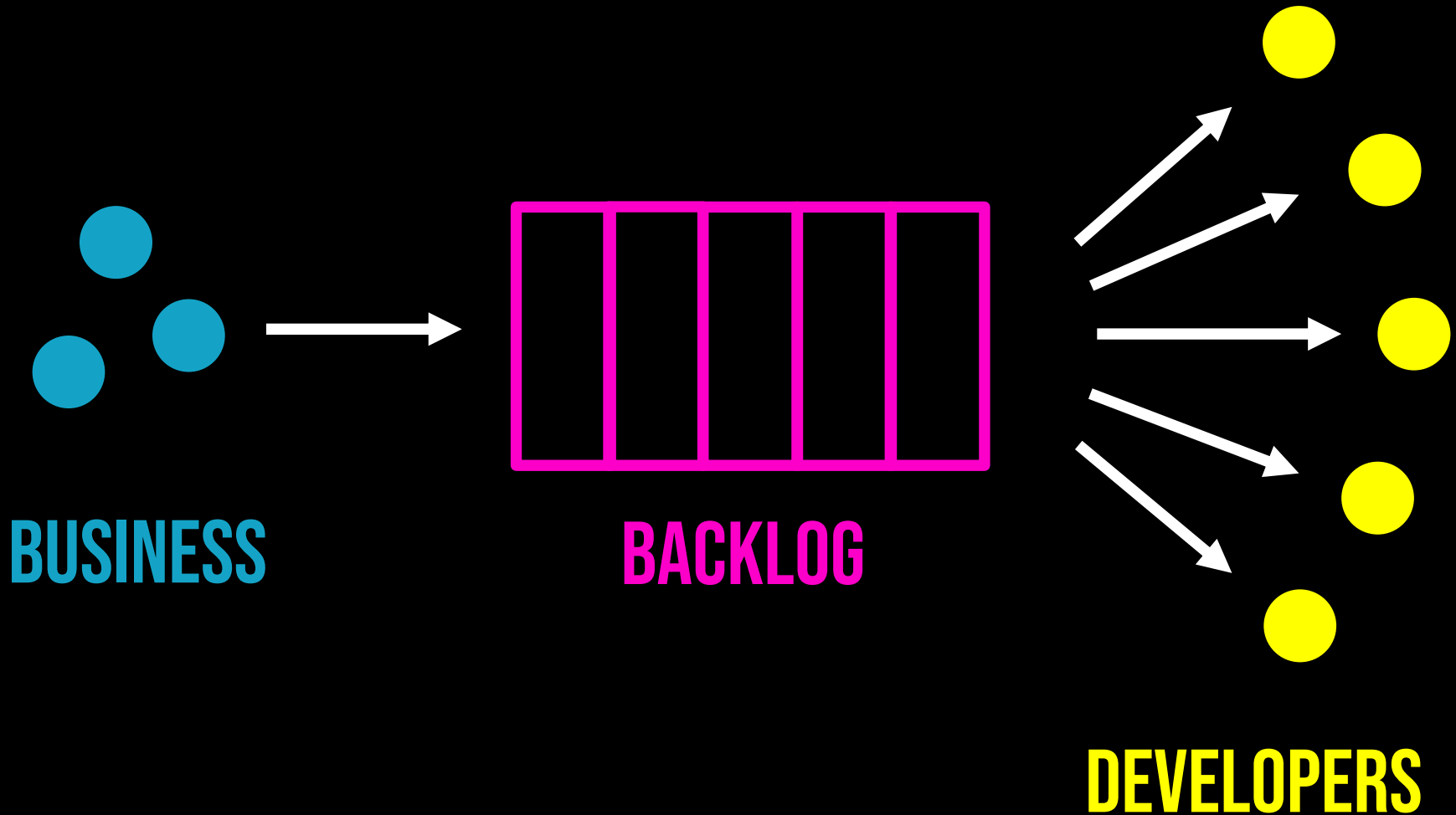
THE BACKLOG AS **DECOUPLING MECHANISM** BETWEEN BUSINESS AND IT

ANTIPATTERN

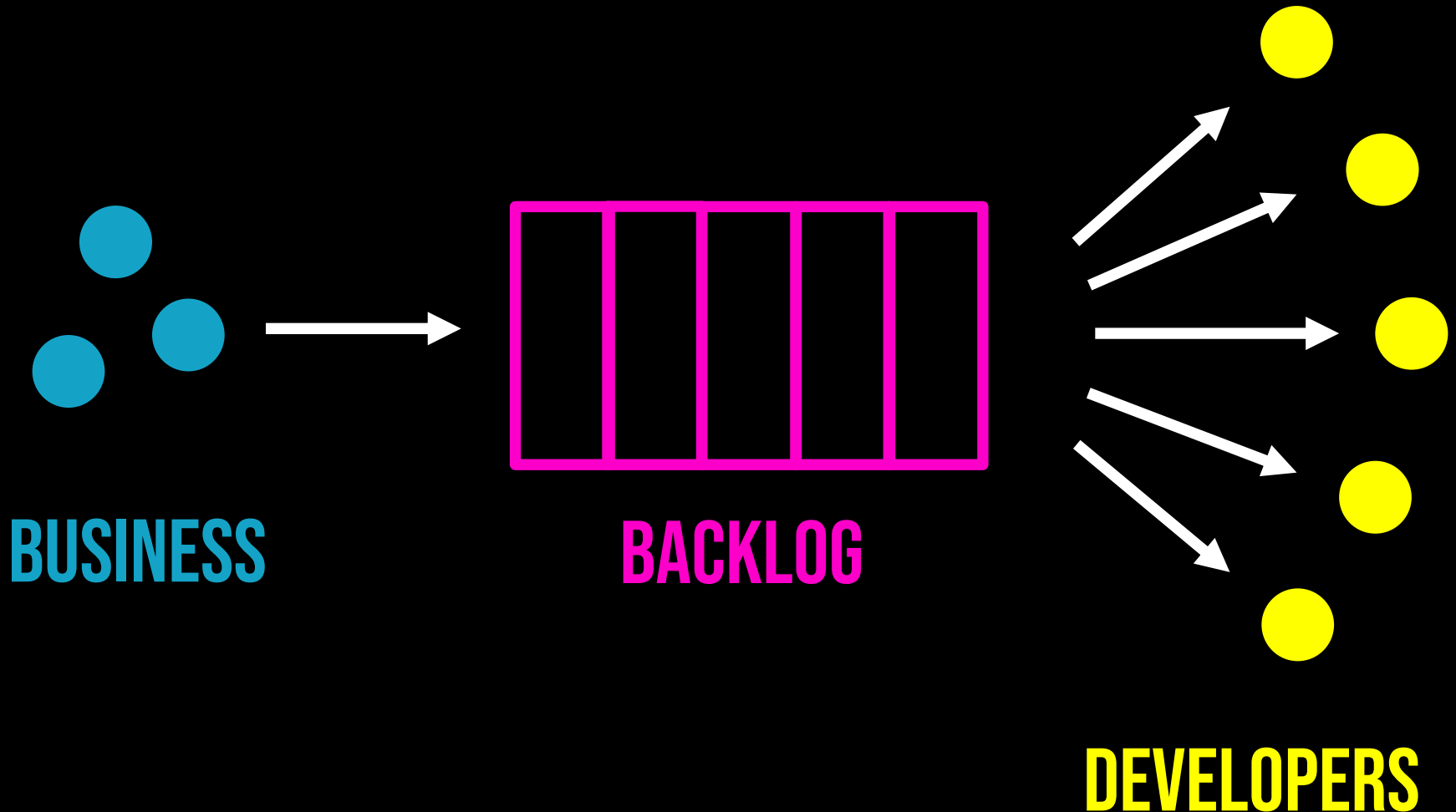
THE BACKLOG AS
DECOUPLING MECHANISM
BETWEEN BUSINESS AND IT



NO FEEDBACK



NO CONVERSATION



**THE BY-PRODUCT OF
THE FEATURE FACTORY IS
SOCIO-TECHNICAL DEBT**

**WE HAVE COME A LONG
WAY FROM UGLY CODE!**

WHY DO WE STILL TALK ABOUT **TECHNICAL DEBT**?

THE CONSEQUENCES ARE
MADE **MANIFEST** AND **VISIBLE**
AT THE TECHNICAL LEVEL

DEVELOPERS LOOK FOR TECHNICAL SOLUTIONS TO SOFT PROBLEMS

**THE SOFT PROBLEMS ARE
THE HARD PROBLEMS**

**TECHNICAL TASKS
ARE TEMPTING!**

**THEY FIT OUR TRAINING
AND EXPERTISE**

THEY INVOLVE LITTLE IN
TERMS OF **PSYCHOLOGY**
AND **POLITICS**

**THEY RARELY LEAD
TO CONFLICT**

TECHNICAL WORK IS PUZZLE SOLVING

MODELLING WORK REVEALS TENSIONS

YOU MAY HAVE TO
REORGANIZE IN ORDER TO
BE ABLE TO **REFACTOR**

WHAT MAKES A MEME SUCCESSFUL?

GREATEST EXPLANATION POWER?

**MOST EFFECTIVE AT
REDUCING COGNITIVE
DISSONANCE?**

**THERE ARE
NO TECHNICAL SOLUTIONS
TO TECHNICAL DEBT**

TECHNICAL DEBT ISN'T TECHNICAL