

MOVE FAST
AND KEEP YOUR CODE
QUALITY

WARNING
SPOILER
ALERT

THIS TALK
IS NOT ABOUT
FASTER DEVELOPMENT

THIS TALK
IS ABOUT
QUALITY

PRODUCTIVITY
IS A BY-PRODUCT
OF QUALITY



FAIR WARNING



NOT FOR LONE
WOLFS



MY JOURNEY
THIS IS NOT A SCIENTIFIC
TALK

PARTS OF
THIS TALK PROBABLY
DON'T SCALE

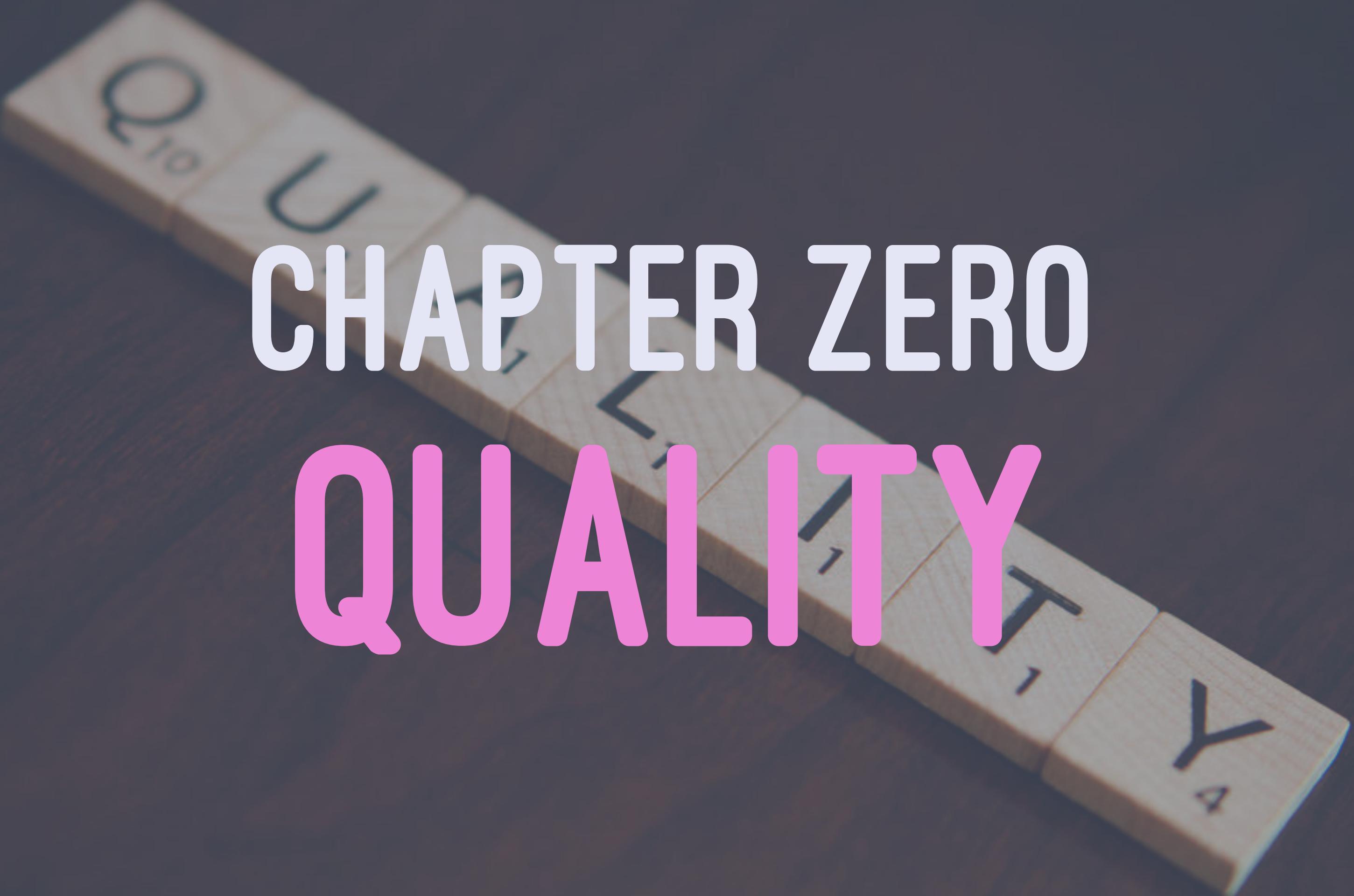
AND I'M OK
WITH THAT



THESE ARE
NOT RULES

CHAPTER ZERO

QUALITY



PRODUCTIVITY
IS A BY-PRODUCT
OF QUALITY

**YEAH IM GOING TO NEED TO HAVE
THAT DONE**

YESTERDAY

OPTION A

**WORK FASTER
LOSE PRODUCT QUALITY**

OPTION B

WORK LONGER
LOSE LIFE QUALITY

OPTION C

"MARTY, GET IN"



**THE CLIENT WANTS THE WORK DONE
YESTERDAY**

nemegenerator.net

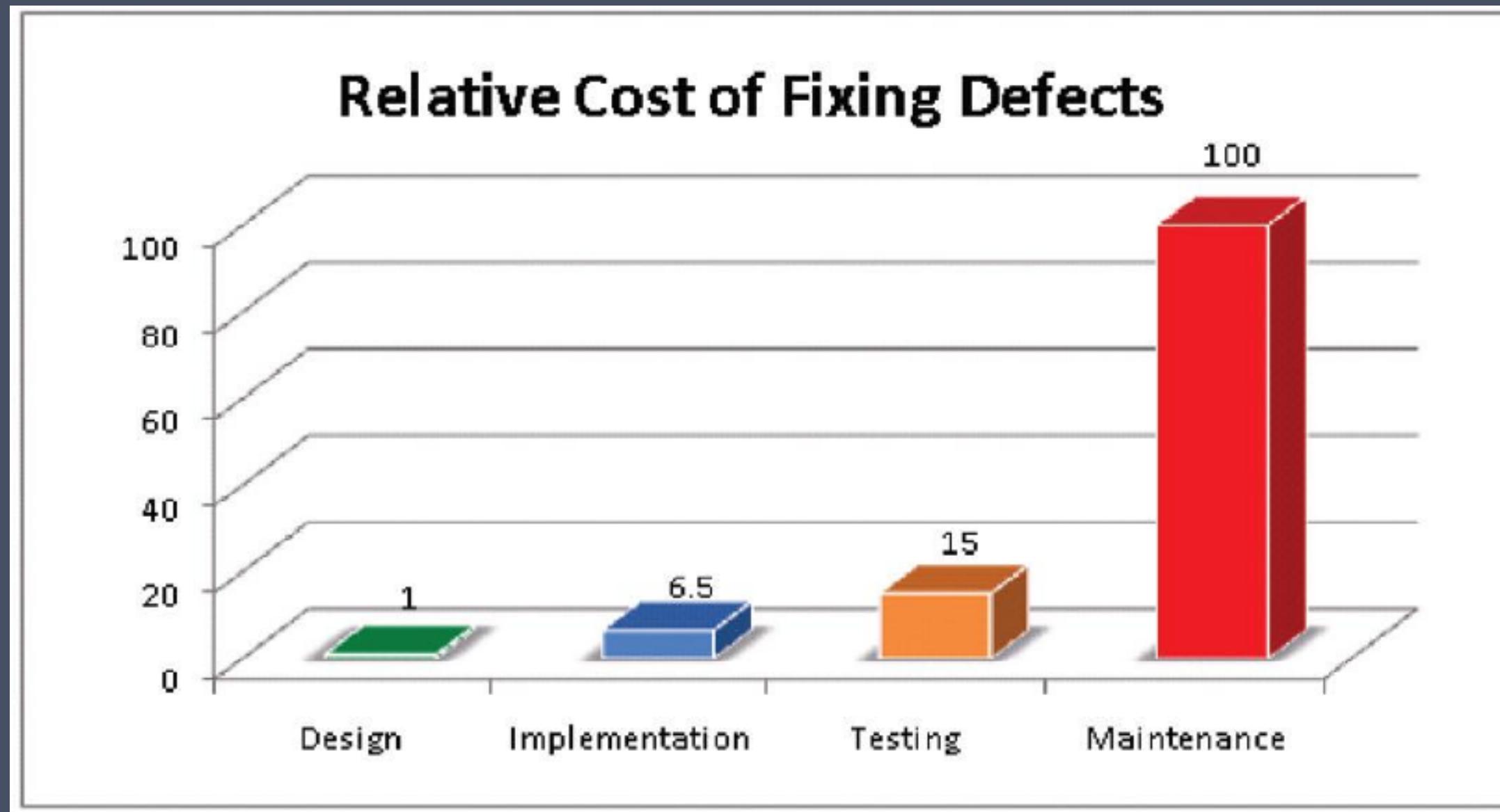
**LOOK AT ALL THESE SHITTY LINES OF
CODE I WROTE TODAY!**

- NO ONE, EVER.

WE'RE PROUD ABOUT THE
QUALITY OF OUR WORK
NOT THE QUANTITY

LESS QUALITY
MORE PRODUCTION BUGS

MORE BUGS
LESS PRODUCTIVITY



¹ INTEGRATING SOFTWARE ASSURANCE INTO THE SOFTWARE DEVELOPMENT LIFE CYCLE (SDLC)

100X

SPAGHETTI CODE

MORE TIME PER NEW
FEATURE

MORE TIME PER
FEATURE
LESS PRODUCTIVITY

QUALITY MEANS
FEWER BUGS

**QUALITY MEANS
FASTER FEATURE CYCLES**

WHO'S IN CHARGE?

**QUALITY IS NOT QA
RESPONSABILITY**

QUALITY IS A
COMPANY WIDE
EFFORT



CHAPTER ONE

THE COMPANY

2010

EARLY 20S

MUST HAVES







NICE TO HAVE



STARTUP!







THAT'S RIDICULOUS

GREAT WORK ENVIRONMENTS
DON'T NEED PERKS AS
BRISES²

² 5 RIDICULOUS EMPLOYEE PERKS THAT COULD BACKFIRE

NO INCREASE
IN THE QUALITY
OF THE PRODUCT.

IT JUST MAKES PEOPLE
STAY AT WORK
LONGER

HOW MANY HOURS
YOU WORKED IN
SOMETHING

HOW MUCH OF SOMETHING
YOU DID IN AN
HOUR

I'M 30
WHAT DO I VALUE IN A
COMPANY?

PROMOTES
PERSONAL
GROWTH

SPACE FOR
LEARNING

**WORK-LIFE
BALANCE**

TYPICAL CAREER



DEVELOPER



SENIOR
DEVELOPER



MANAGER

DIRECT IMPACT
IN THE QUALITY OF THE
PRODUCT

AxiomZen

**FOLLOW THE
MONEY**

TRAVEL TO
CONFERENCES

**SPEAK AT
CONFERENCES**

**ACCESS TO
BOOKS. COURSES.
LEARNING MATERIAL**

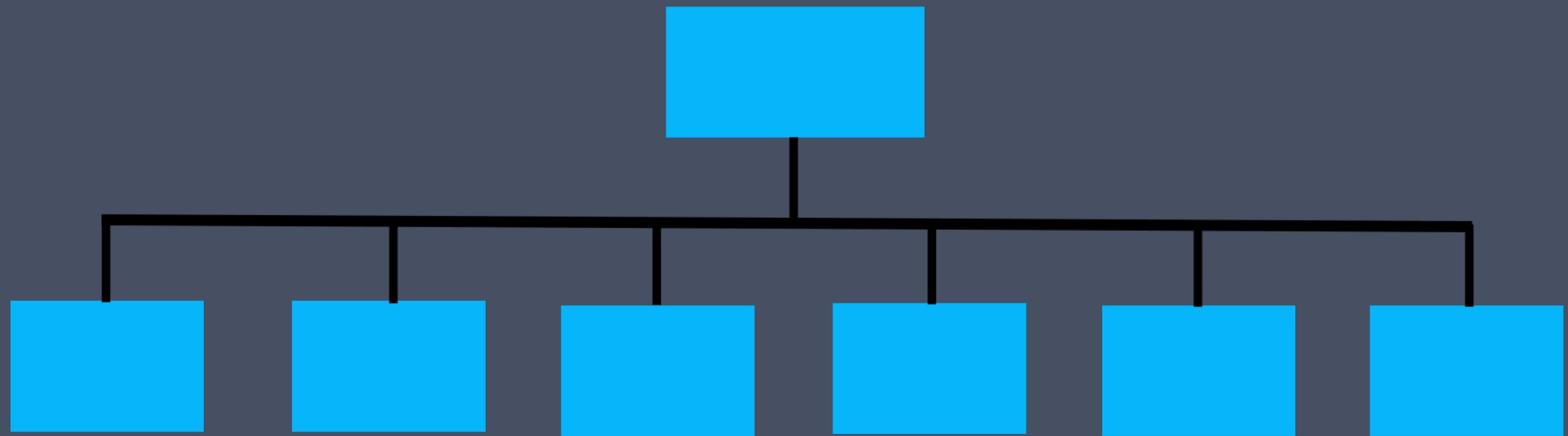
ALLOCATE TIME TO
STUDY

WORK IN A COMPANY
THAT VALUES
QUALITY

CHAPTER TWO

THE PROJECT

**FLAT
HIERARCHY?**



FLAT
HIERARCHY

IS A LIE

THIS IS INFORMAL LEADERSHIP³

³ CUT THE BULLSHIT: ORGANIZATIONS WITH NO HIERARCHY DON'T EXIST

**MAKE IT
EXPLICIT**

WE DON'T HAVE MANAGERS

WE HAVE
KEEPERS

**MORE
STRUCTURE
DISTRIBUTED
RESPONSIBILITIES**

**WHAT IS
QUALITY?**

GOOD DEFINITION OF
REQUIREMENTS

**REQUIREMENTS ARE MET
GOOD QUALITY**

**SPEND TIME THINKING
WHAT DO TO**

AND THEN
PRIORITIZE
(ALL OF THE TIME)

**SHORT
ITERATIONS**

CONTEXT SWITCHING

WHEN INTERRUPTED, IT TAKES AN
AVERAGE OF 23 MINUTES AND 15
SECONDS TO GET BACK TO THE TASK.⁴

⁴ WORKER, INTERRUPTED: THE COST OF TASK SWITCHING

**WORK LIKE
YOU'RE REMOTE.**

**RELY ON ASYNC
TOOLS**

A black and white photograph of a group of young men, likely basketball players, standing in a row on an indoor court. They are wearing various jerseys with names and numbers like 'WEBB 11', 'WALDRON 7', 'R-ROD 8', and 'JORDAN'.

CHAPTER THREE

THE TEAM

TEAMS ARE MORE
IMPORTANT
THAN PROJECTS

**IT'S HARD TO FORM
A GOOD TEAM.
IF IT WORKS. KEEP DOING IT!**

FORM PROJECTS
AROUND TEAMS

NOT THE OTHER WAY
AROUND

A GOOD TEAM WILL
CONTINUE BEING A GOOD
TEAM
REGARDLESS OF THE PROJECT

**CREATING GOOD
TEAMS**

KEEP'EM

SMALL

**SHARING
KNOWLEDGE**

STUDY GROUPS

PULL REQUESTS AND CODE REVIEWS



f diaz

This is wrong.

```
12 + func parse(_ input: ([String: Any], AudioSnippet)) -> AudioSnippet? {
```



camovrbz 13 days ago

I would add some tags in here like:

```
func parse(_ input: (json: [String: Any], audioSnippet: AudioSnippet)) ->  
AudioSnippet?
```

iOS Template Project

These templates are to help us set up new projects quickly with the most effective tools we've used. This repository is meant to be active, for it to grow and change as we discover and use new paradigms, patterns, and frameworks in our other projects.

If you have suggestions, please see our [contribution guidelines](#), then open a pull request.

ARCHITECTURE



iOS Love



- Ostensibly about VIPER
- About experimentation with architectures

5

XCODE TEMPLATES

- **Custom Templates Folder**

- ~/Library/Developer/Xcode/Templates

- **Default Templates**

- /Applications/Xcode.app/Contents/Developer/Platforms/
iPhoneOS.platform/Developer/Library/Xcode/Templates
- /Applications/Xcode.app/Contents/Developer/Library/Xcode/
Templates



HOW DO WE START?



6

CHAPTER FOUR

THE DEVELOPER



STORY TIME!
WISDOM TEETH REMOVAL

**YEAH IM GOING TO NEED TO HAVE
THAT DONE**

YESTERDAY

OPTION D

SAY NO ⁷

⁷ ROBERT C. MARTIN - THE CLEAN CODER

**BE
PROFESSIONAL**

**"BUT WE REALLY, REALLY NEED THIS BY
FRIDAY"**

- SOMEONE, RIGHT NOW.

BE ETHICAL

CONCLUSION

**INCREASED PRODUCTIVITY
MOVE FASTER**

**INCREASED
QUALITY**

INCREASED PRODUCTIVITY

**FOCUS ON
QUALITY FIRST**

**THERE'S NO
SILVER BULLET**

COMPANY
QUALITY

**PROJECT
QUALITY**

TEAM QUALITY

**BE A
PROFESSIONAL
DEVELOPER**

TLDR



MOVE
FAST AND
BLINK
THINGS



THE END

@FCO_DIAZ

