

MOVE FAST  
AND KEEP YOUR CODE  
QUALITY



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**

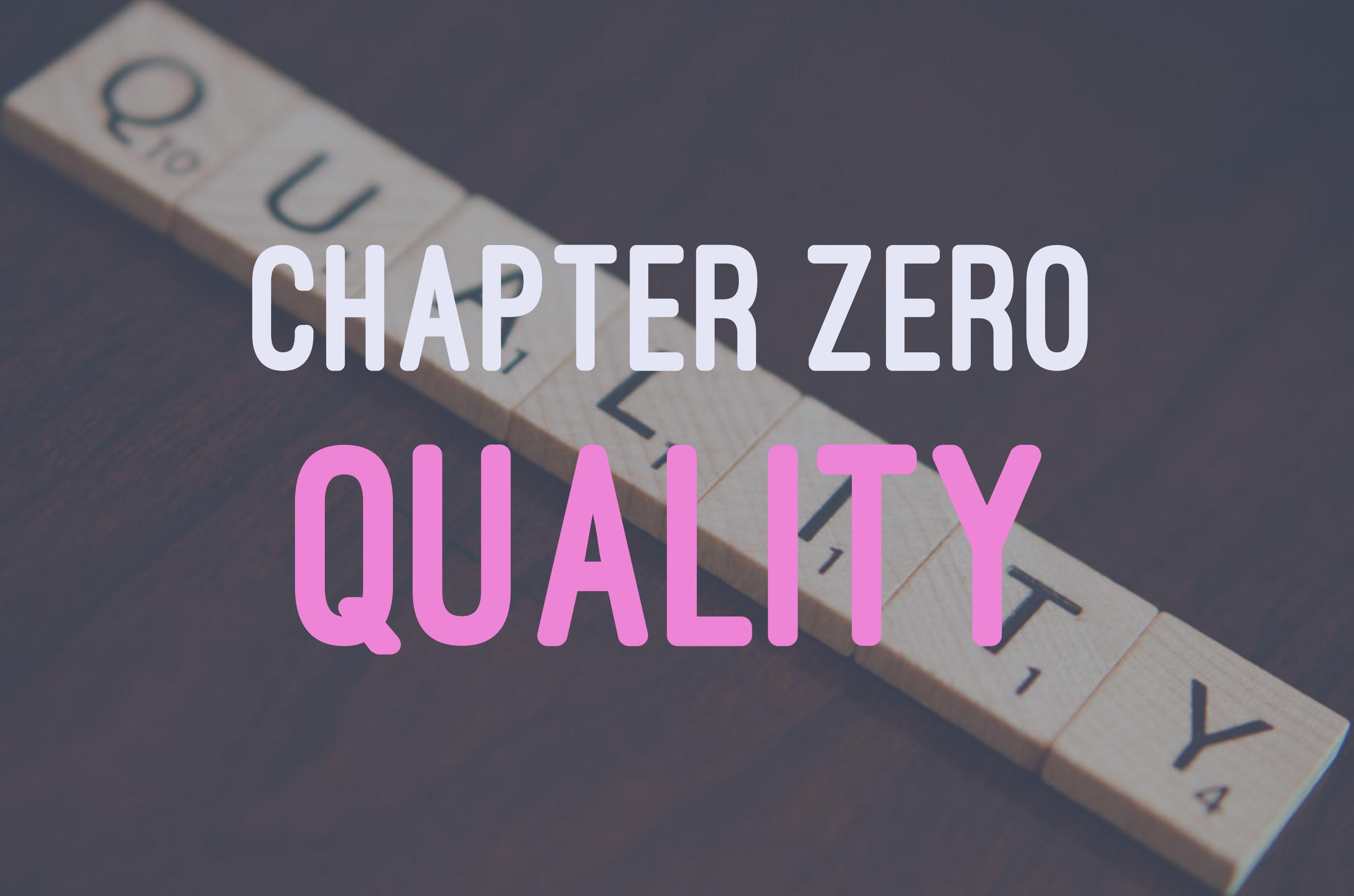
PARTS OF  
THIS TALK PROBABLY  
DON'T SCALE

AND I'M OK  
WITH THAT



# CHAPTER ZERO

# QUALITY



PRODUCTIVITY  
IS A BY-PRODUCT  
OF QUALITY

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

**YESTERDAY**

[memegenerator.net](http://memegenerator.net)

OPTION A

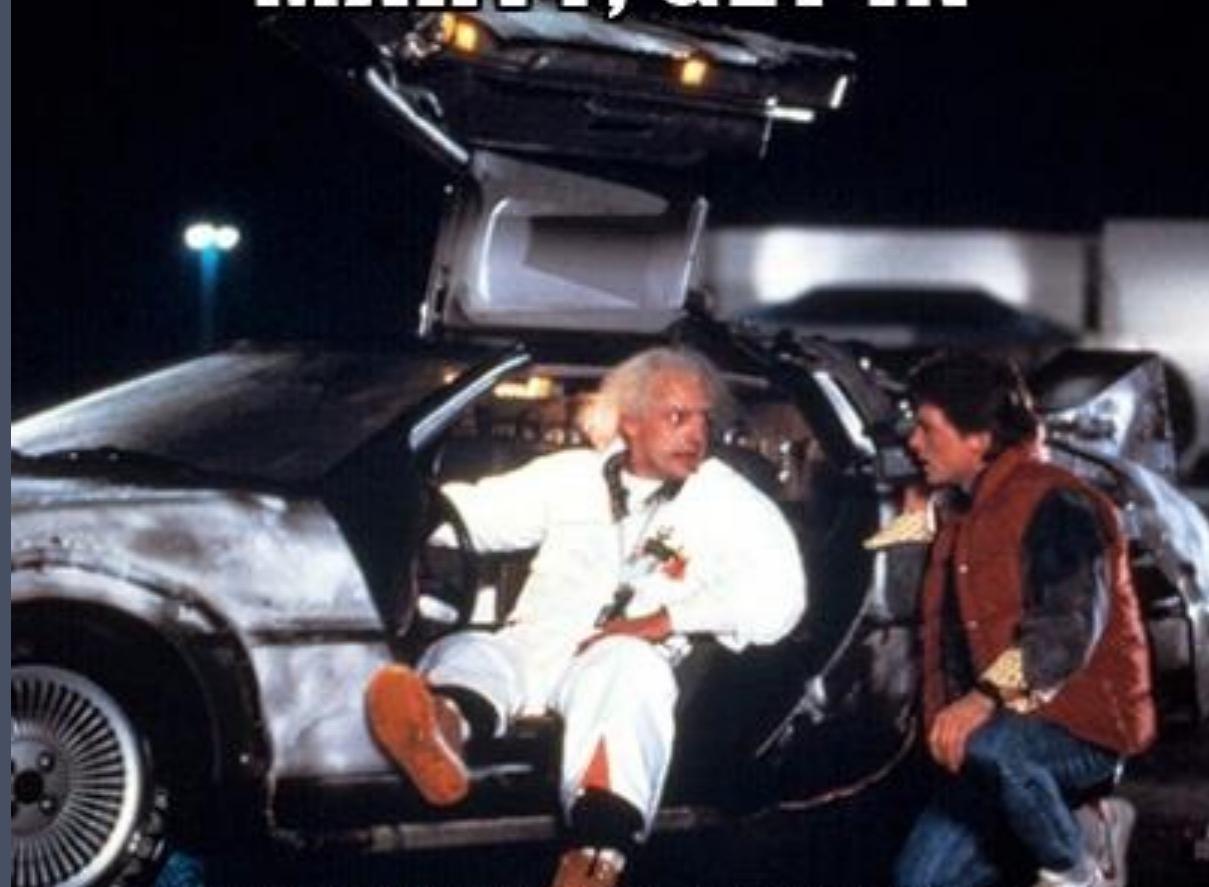
**WORK FASTER  
LOSE PRODUCT QUALITY**

OPTION B

**WORK LONGER  
LOSE QUALITY OF LIFE**

OPTION C

**"MARTY, GET IN"**



**THE CLIENT WANTS THE WORK DONE  
YESTERDAY**

[memegenerator.net](http://memegenerator.net)

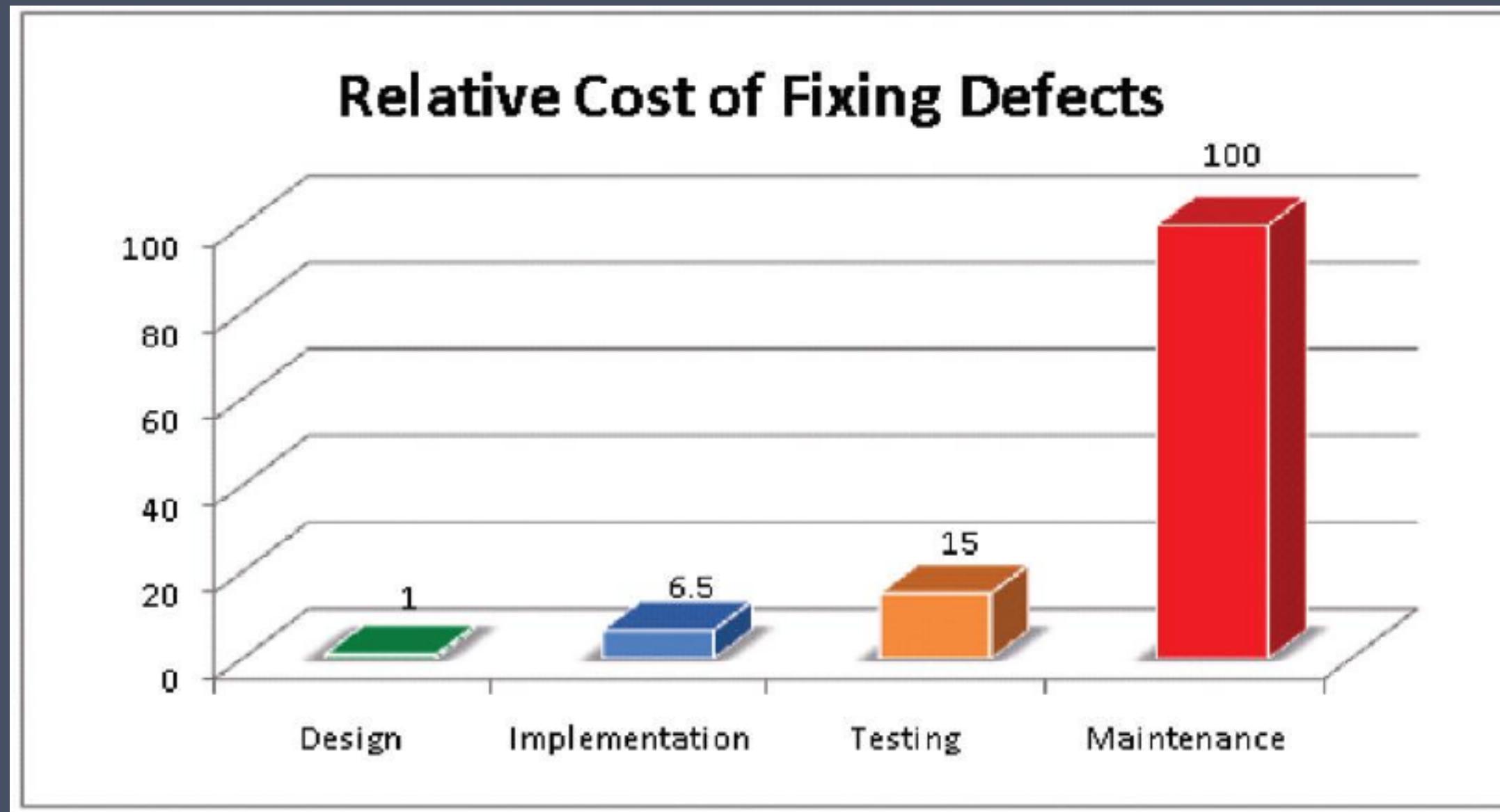
**LOOK AT ALL THESE SHITTY LINES OF  
CODE I WROTE TODAY!**

**- NO ONE, EVER.**

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

LESS QUALITY  
MORE PRODUCTION BUGS

MORE BUGS  
LESS PRODUCTIVITY



<sup>1</sup> 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  
RESPONSIBILITY**

QUALITY IS A  
COMPANY WIDE  
EFFORT



# CHAPTER ONE

# THE COMPANY

2010

EARLY 20S

# MUST HAVES







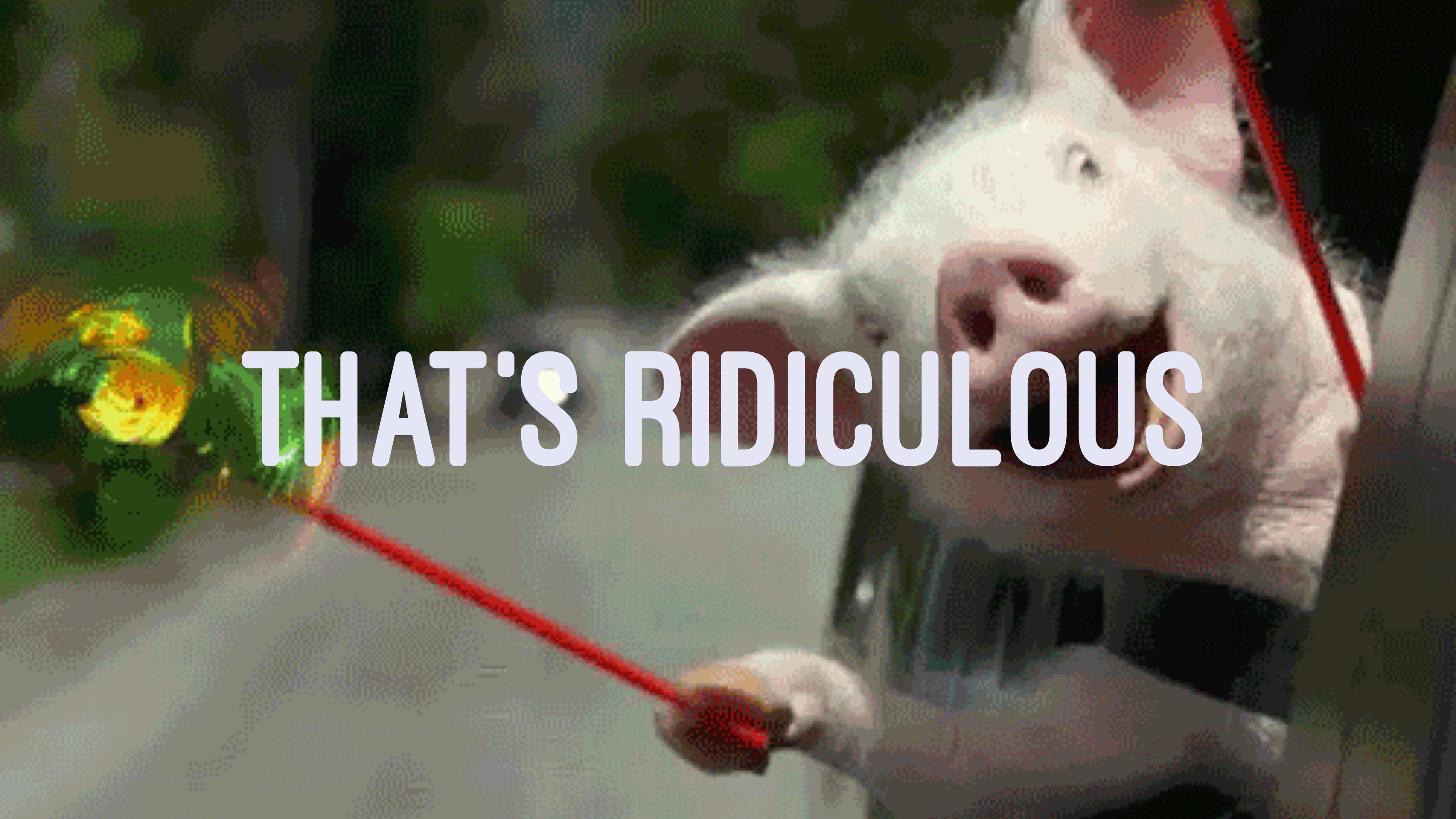
NICE TO HAVE



# STARTUP!







THAT'S RIDICULOUS

GREAT WORK ENVIRONMENTS  
DON'T NEED PERKS AS  
BRISES<sup>2</sup>

<sup>2</sup> 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

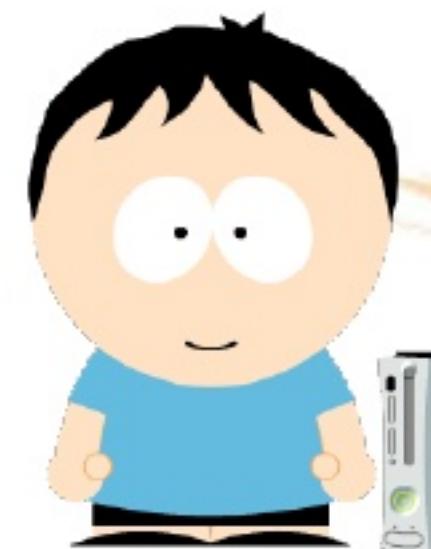
I'M 30  
WHAT DO I VALUE IN A  
COMPANY?

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 LEADERSHIP<sup>3</sup>

<sup>3</sup> 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.<sup>4</sup>

<sup>4</sup> 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**

[memegenerator.net](http://memegenerator.net)

OPTION D

SAY NO <sup>7</sup>

<sup>7</sup> ROBERT C. MARTIN - THE CLEAN CODER

**BE  
PROFESSIONAL**

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

**- SOMEONE, RIGHT NOW.**

IN SUMMARY...

**MOVE FASTER  
INCREASED PRODUCTIVITY**

**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

