

**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 EXPERIENCE
NOT A SCIENTIFIC PAPER**

**FRANCISCO
DIAZ**

FRANCISCODIAZ.CL

@FCO_DIAZ

AxiomZen

CHAPTER ZERO QUALITY



**PRODUCTIVITY
IS A BY-PRODUCT
OF QUALITY**

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

YESTERDAY

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

**“LOOK AT ALL
THESE SHITTY
LINES OF CODE I
JUST WROTE!”**

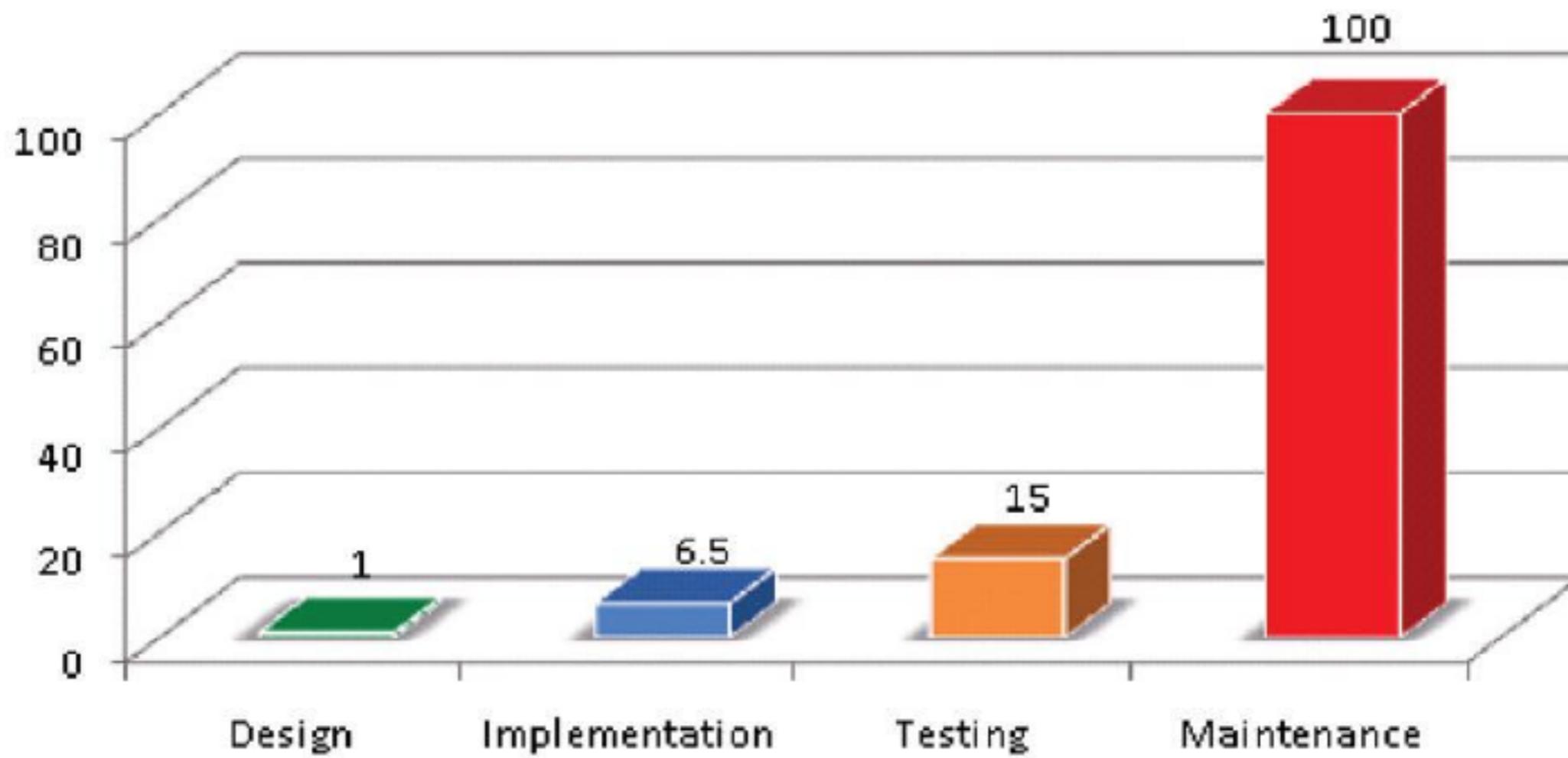
No one, ever.

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

**LESS QUALITY
MORE PRODUCTION BUGS**

**MORE BUGS
LESS PRODUCTIVITY**

Relative Cost of Fixing Defects



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¹ Integrating Software Assurance into the Software Development Life Cycle (SDLC)

1000X

SPAGHETTI CODE
MORE TIME PER NEW FEATURE

**MORE TIME PER FEATURE
LESS PRODUCTIVITY**

**QUALITY MEANS
FEWER BUGS**

**QUALITY MEANS
FASTER DEVELOPMENT
PER FEATURE**

WHO'S IN CHARGE?

**QUALITY IS NOT
QA'S RESPONSIBILITY**

**QUALITY IS A
COMPANYWIDE
EFFORT**

CHAPTER ONE

THE

COMPANY



2010

EARLY 20S

MUST HAVES:







NICE TO HAVE:



STARTUP!





THAT'S RIDICULOUS



**GREAT WORK ENVIRONMENTS²
DON'T NEED PERKS**

**AS
BRIEFS**

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**

VM30

WHAT DO I VALUE IN A COMPANY?

**PROMOTES
PERSONAL GROWTH**

**SPACE FOR
LEARNING**

**WORK-LIFE
BALANCE**

TYPICAL CAREER



DEVELOPER



SENIOR
DEVELOPER



MANAGER



**FOLLOW THE
MONEY**

**TRAVEL TO
CONFERENCES**

**SPEAK AT
CONFERENCES**

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

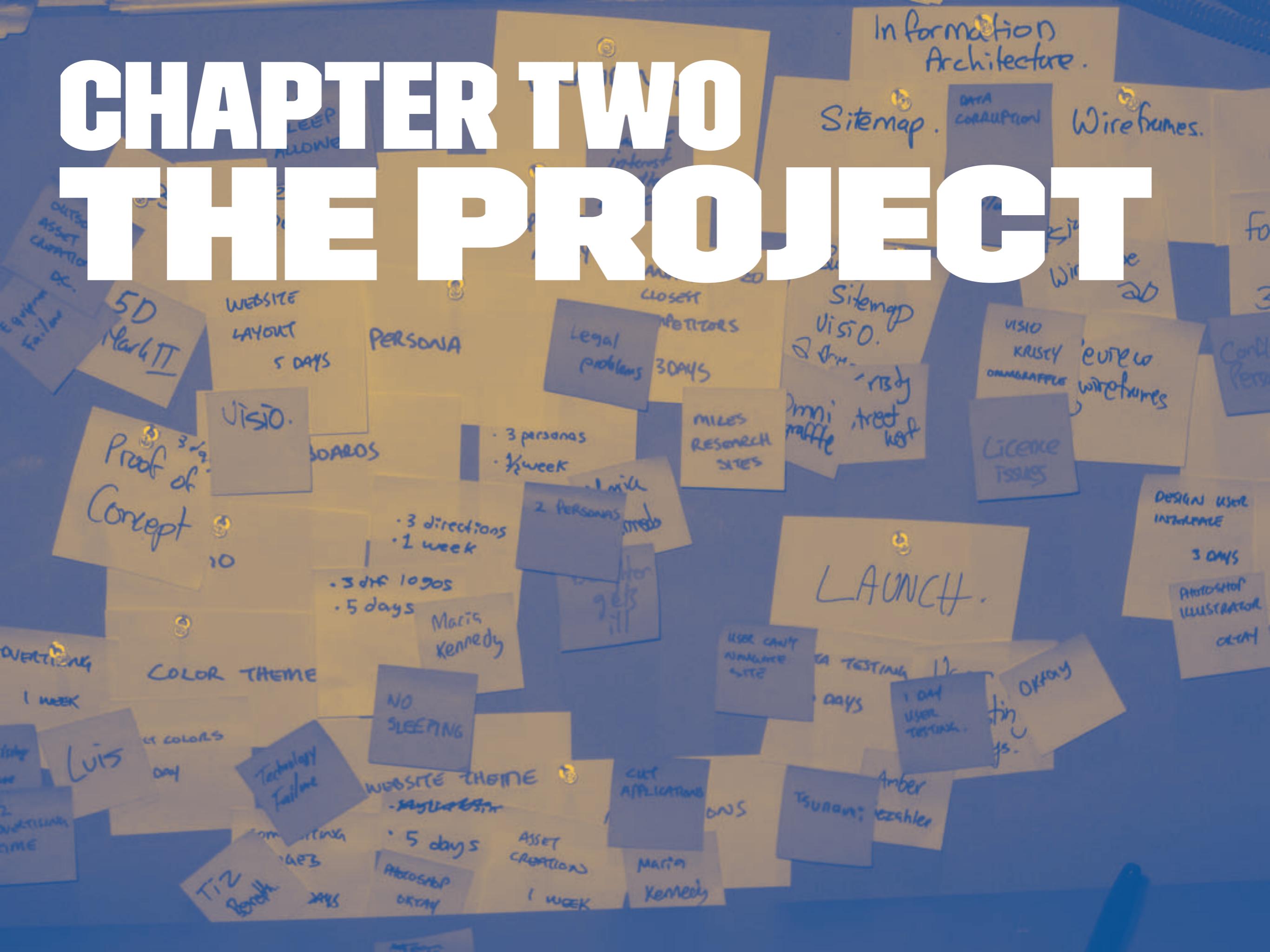
**ALLOCATE TIME TO
STUDY**

**DIRECT IMPACT
IN THE QUALITY
OF YOUR LIFE/WORK**

**WORK IN A COMPANY
THAT VALUES QUALITY**

CHAPTER TWO

THE PROJECT



FLAT HIERARCHY?

FLAT HIERARCHY

IS A LIFE

THIS IS INFORMAL LEADERSHIP³

³ Cut the bullshit: organizations with no hierarchy don't exist

MAKE IT EXPLICIT

**WHAT DOES A
MANAGER LOOK LIKE?**

**MORE STRUCTURE
DISTRIBUTED RESPONSIBILITIES**

WHAT IS QUALITY?

GOOD DEFINITION OF REQUIREMENTS⁴

⁴ Peopleware: Productive Projects and Teams by Tom DeMarco

**REQUIREMENTS ARE MET
GOOD QUALITY**

SHORT ITERATIONS

CONTEXT SWITCHING

**“WHEN INTERRUPTED, IT
TAKES AN AVERAGE OF 23
MINS TO GET BACK TO THE
TASK.⁵**

⁵ Worker, Interrupted: The Cost of Task Switching

**WORK LIKE
YOU'RE REMOTE**

**RELY ON
ASYNC TOOLS**

CHAPTER THREE

THE TEAM



IDEAS

**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**

CREATING GOOD TEAMS

K E P U E M

SMALL

SHARING KNOWLEDGE

STUDY GROUPS

STANDARDS

PULL REQUESTS AND CODE REVIEWS



fdiaz

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



- Ostensibly about VIPER
- About experimentation with architectures

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⁶ What comes after VIPER? by Steve Powell

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?



iOS Love



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CHAPTER FOUR

THE DEVELOPER



STORY TIME!

WISDOM TEETH REMOVAL

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

YESTERDAY

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OPTION D

SAY NO⁸

⁸ Robert C. Martin - The Clean Coder

BE PROFESSIONAL

**“BUT WE REALLY,
REALLY NEED THIS
BY FRIDAY”**

Someone, right now.

IN SUMMARY...

MOVE FASTER
BY  **YOUR PRODUCTIVITY**



**PRODUCTIVITY
BY INCREASING THE
QUALITY**

QUALITY

FIRST

THERE'S NO SILVER BULLET

COMPANY

PROJECT

TEAM

**BE A
PROFESSIONAL
DEVELOPER**

DANKE SCHÖN

@FCO_DIAZ

FRANCISCODIAZ.CL

bennygiang, yasminenadery, callmenick, mackflavelle, aznick, fkenji, kcfitz, pierrebeugnot, azenMatt, kimcope, FerRZ, WrenHandman, camovrbz, guilegaspar, s-powell, pazams, alecmorgana, hexiumz, chrisaxiom, jfmaggie, EricLin2004, turbulent, roham, annatangzhao, Cassidy-Robertson, ziacastillo, kinhdrella, acroca, dete, ni-kol, danidiazreyna, arthurcamara1, Mathieuu, creedarky