Code is Cheap, Thinking is Hard

- The hard-earned work is: my thinking and my data

- The "easy" stuff is my code

- I use automation and expect it to re-generate my code

- I use toolbox languages instead of calcifying my thoughts in strongly-typed languages

- The design might change as I go

- The type system design might change as I go

Brainstorming

- I learned many techniques for Brainstorming while learning about songwriting

- I have come to understand that I can explore unknown territory via brainstorming

- Brainstorming will result in *something,* but I don't know what yet (nor do I care)

- My favourite tool for brainstorming is Scapple®