

# Reclaiming Software as a Craft

Darren Hale

#### Thank you to our Sponsors!









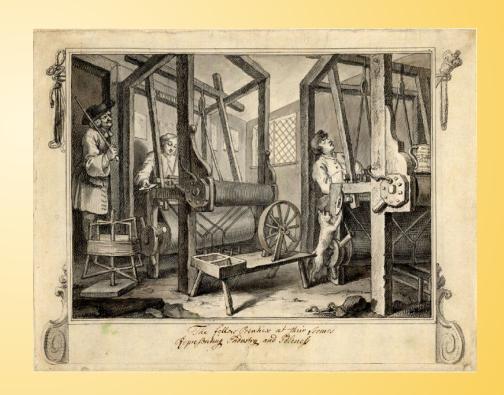






#### Areas of Focus

- Coding
- Operations
- Communication
- Learning





DRY (Don't Repeat Yourself)



```
namspace Samples
public class Merchant
  public int ID;
  public String Name;
  public String Address1;
  public String Address2;
  public String City;
  public String State;
  public String PostalCode;
  public decimal YearlyVolume;
  public int UserCount;
public class Address
  public String Address1;
  public String Address2;
  public String City;
  public String State;
  public String PostalCode;
```

# Orthogonality



```
namespace Orthogonality
public class Driver
  public Result Drive(ICar automobile)
    return automobile.Accelerate();
public class Ferrari : ICar
  public Result Accelerate()
    this. ValidateFuel();
    this.ValidateRPM();
    this.GoFast();
    this.BluetoothController.DisconnectAll();
```

Minimize Coupling (Law of Demeter)

var bumperPrice = currentOrder.MainLineItem.Part[2].Price;

Current Method dependent on another object's interface

Tracer Bullets



# Coding Skeletons



#### Abstractions in Code, Details in Config

```
namespace Zoo
public interface IAnimal
  public String AnimalType;
  public String CommonName;
  public Covering CoveringType;
  public Color CoveringColor;
  public bool HoovesOrFeet;
  public void Eat(INutrients food);
  public void Walk(CompassPoint direction, float distance);
```

ID	AnimalType	CommonName	CoveringType	CoveringColor	HoovesOrFeet
1001	Mammal	Zebra	Fur	Mixed	Hooves
1002	Reptile	Iguana	Scales	Green	Feet
1003	Mammal	Panda	Fur	Mixed	Feet
1004	Marsupial	Koala	Fur	Gray	Feet

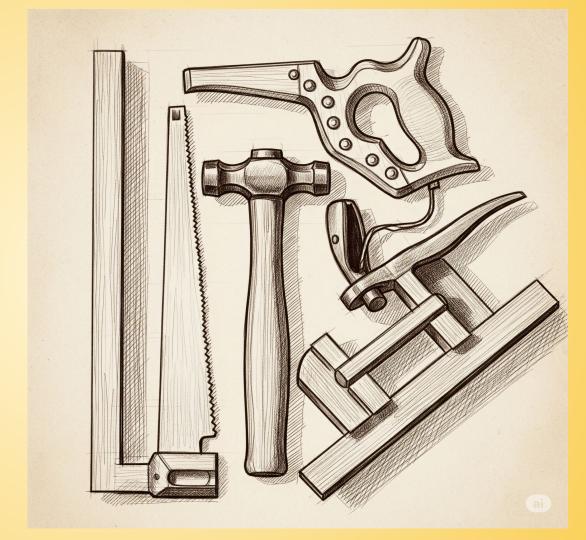
#### Code Deliberately

Don't deceive ourselves that something can't happen. (i.e. Y2K)

Oops!	TransactionID	Int
Оорз:	TransactionDate	DateTime
	Amount	Decimal(10,4)
	CardNum	Encrypted
	MerchantID	Int

# Coding Tooling

- Plain Text
- Editor
- CLI/Shell
- Source Control
- Al

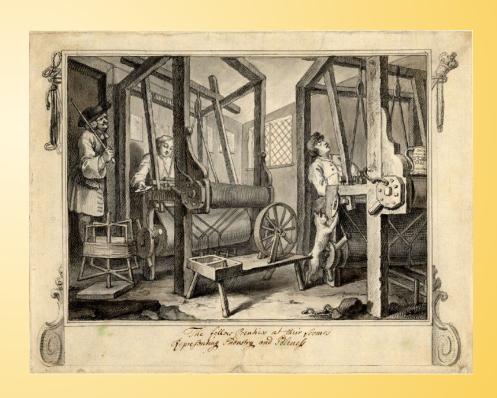


Good Enough Code



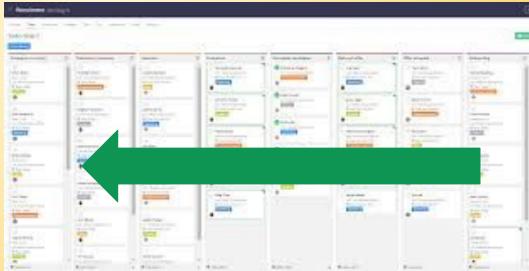
Unit Testing

Unit Tests Help Us Design Code!



DevOps movement attempts to push operational concerns further left (toward the developer). This is great! I want to

own everything!



Many operational aspects of our work get easier when they

become part of our daily work.

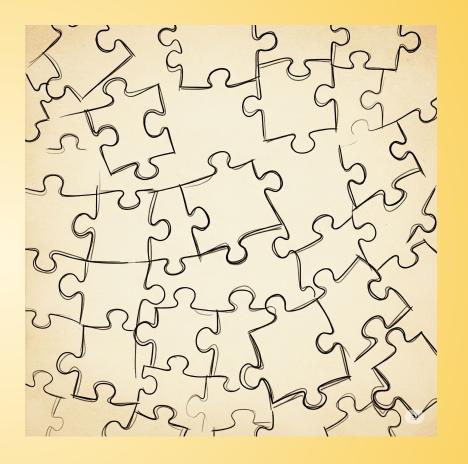
- ☐ Grab work ticket
- Pull Down Code
- ☐ Run Unit Tests
- Update code packages
- Address vulnerabilities
- ☐ Run Unit tests
- ☐ Implement code
- Run unit tests
- Commit and create PR
- Reap rewards!

#### Automate Everything!

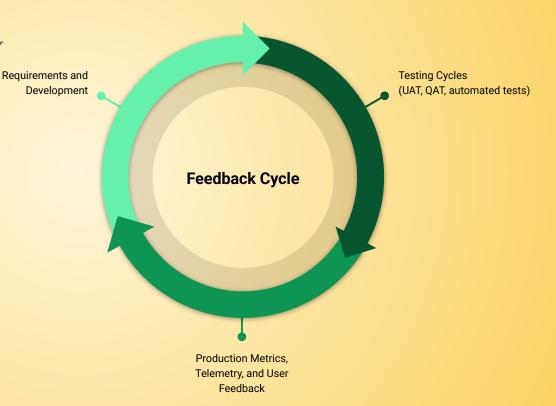
- Builds
- Tests
- Deployments
- Recovery
- etc.



Low-risk Releases



Feedback and Telemetry

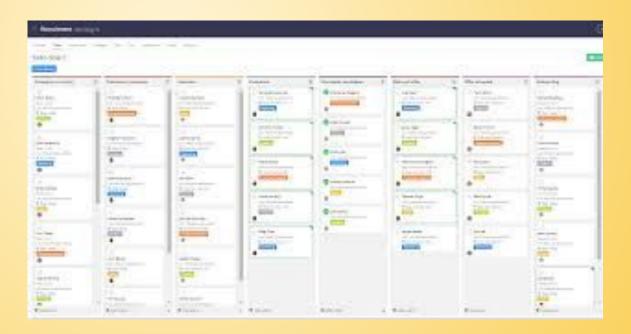


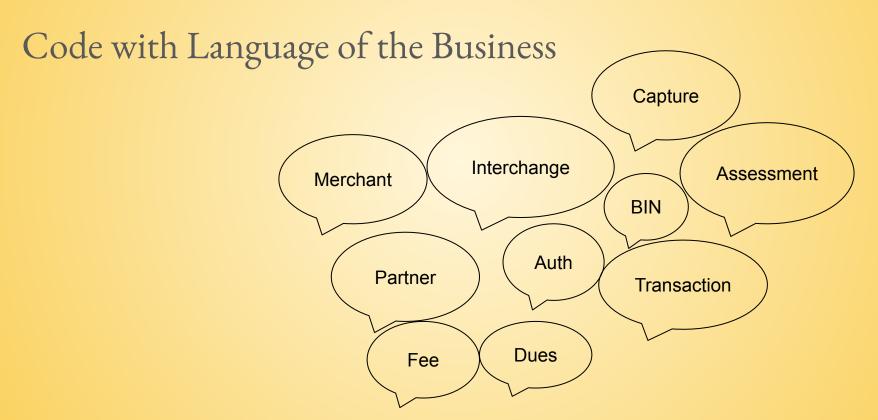
#### Optimize for:

- Fast Delivery (left to right)
- Fast Feedback
- High-Trust Culture for Experimentation (can better utilize Tracer Bullets)



#### Make Work Visible





Coding is a Social Activity



Post Mortems



Retrospectives





Continuously



Intellectual Curiosity (why?)



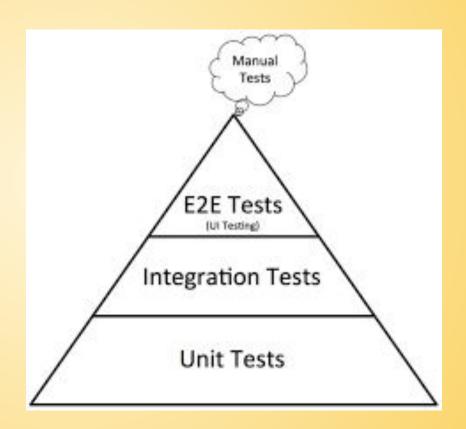
Feedback Loops

Unit Tests

Telemetry

Customers

**Automated Tests** 



Each Other

#### Have Fun!



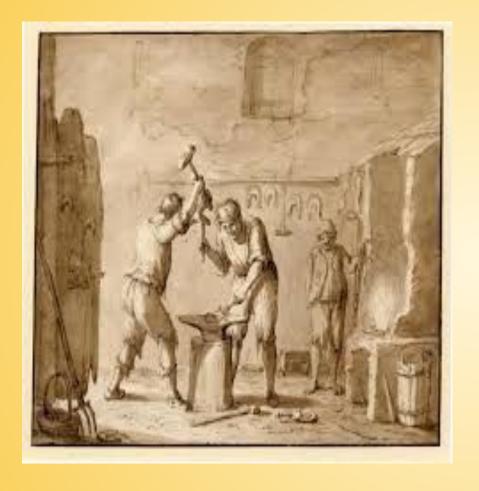
## Questions?

#### References

Pragmatic Programmer, Andrew Hunt and David Thomas

The DevOps Handbook, Gene Kim, Jez Humble, Patrick DeBois, and John Willis

Site Reliability Engineering, Edited By: Betsy Beyer, Chris Jones, Jennifer Petoff, and Niall Richard Murphy



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