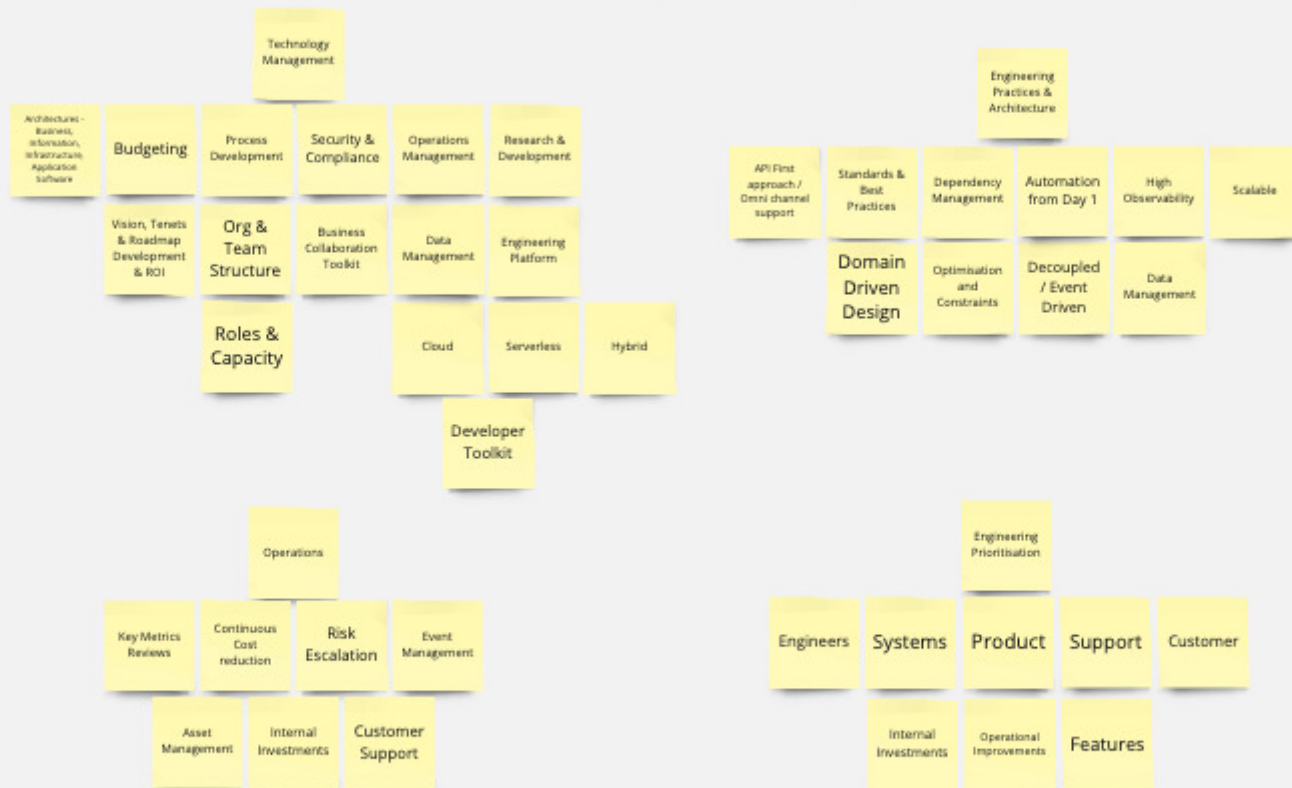


# Chaiwala Engineered

1. Technology Management
2. People Management
3. Product Planning & Delivery
4. Engineering Quality
5. Application Software Architecture
6. Systems Design Approach
7. Software Design Artefacts
8. API Design
9. Design for scale
10. Deployment Safety

# Technology Management



# People Management

People  
Management

Roles &  
Personas

Org / Team  
Structures

Culture

Environment

Recruitment  
& Hiring for  
the Long  
Term

Levels of  
focus &  
responsibility

Autonomy

Coaching /  
Mentoring

Values,  
Tenets &  
Principals

Goal setting

Performance  
Management

Profiles

Promotions

Coaching  
plans

Training

1:1 Feedback  
- Weekly,  
Quarterly, Bi-  
Annually

Reporting -  
Upstream,  
HR

History

Outlook

Peer  
Feedback

High Impact  
Areas

Growth Areas

Strengths

## Drive Continuous Improvement

Actively Share  
the Bigger  
Picture and  
individual role  
in it

Regular  
discussions -  
weekly/monthly/q  
uarterly goals,  
suggest goals /  
opportunities

Remove  
barriers - red  
tape,  
meetings,  
time-boxing

Drive learning  
activities - stretch  
goals, xTeam  
consults, SPOC,  
POCs, Mentorships,  
Brown  
bags, Hackdays

Invest in self-service  
& automation -  
mundane ops work,  
customer  
training/user guides

Solicit  
feedback for  
improving job  
& customer  
experience

Actively solicit  
customer  
feedback and  
share with team -  
empower team to  
build relationship

xTeam pollination  
- retros, standup,  
roadmap reviews,  
tech talks,  
secondments

Support small  
ideas - generate  
ideas stream to  
improve CeX, Ops,  
SDLC, Meetings,  
Paper cuts

# Product Planning

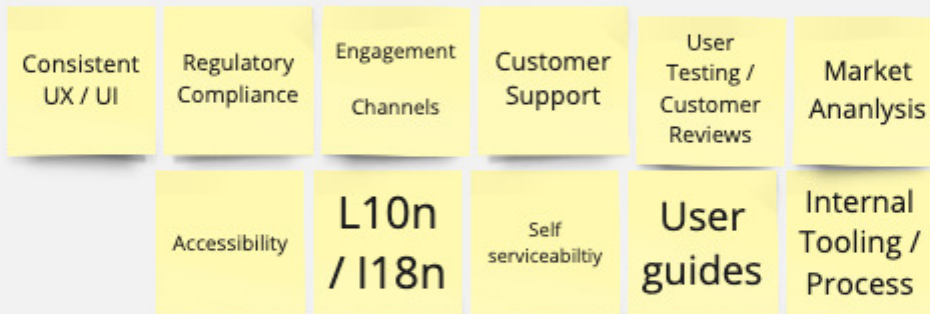


# Product Delivery

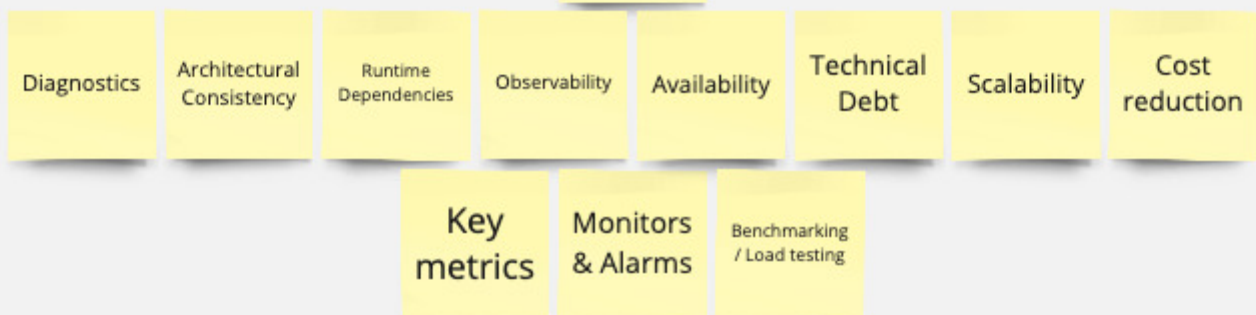


# Engineering Quality

## Product Quality



## Systems Quality



## Code Quality





# Application Architecture



# Infrastructure Architecture



# Systems Design Approach

## Understand

Remove ambiguity, clarify, constrain, project

Unpack Complexity

Declare assumptions

Performance & Scaling requirements

Feasibility / Cost Effectiveness

## Design

Define use cases

Define domain & services

Define Class Hierarchy

Define Data model

Define Constraints

Define Operational Impact

## Test

Test cases & Sample data

Bottlenecks / Optimisations

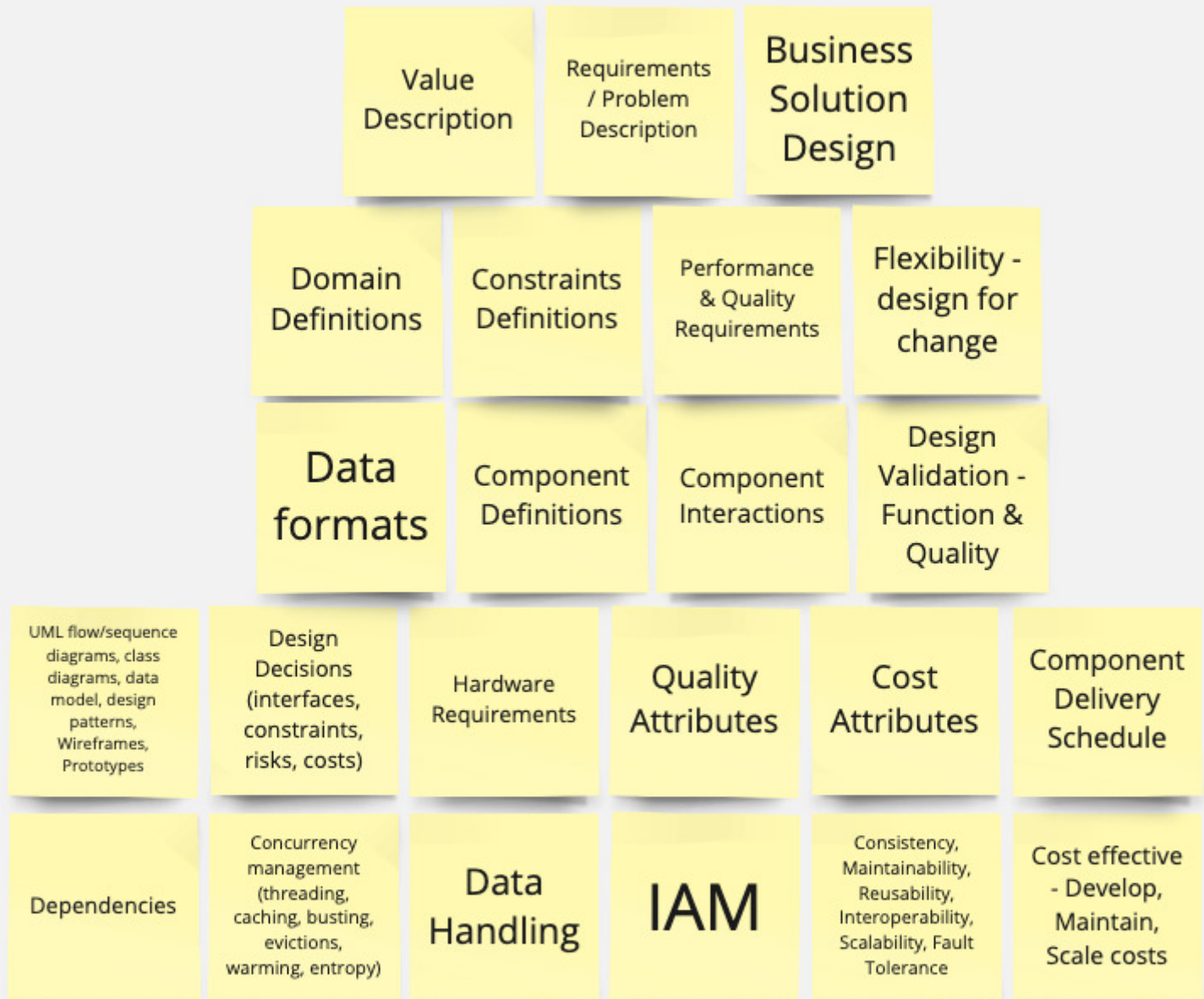
## Build

Build Schedule

Tech stack

Team ownership

# Software Design Artefacts





# API Design

Channels

Browser

Mobile

Embedded

IoT

GraphQL

REST

SOAP

Rate limiting,  
Load  
shedding

User / System  
Access  
Management  
- AuthN/AuthZ

Performance,  
Caching &  
Scalability

Monitoring  
&  
Diagnostics

Developer  
Experience

R/W  
Isolation

API  
Standards

Documentation  
/ User Guides

Libraries  
/ SDK /  
Clients

Tooling  
&  
Support

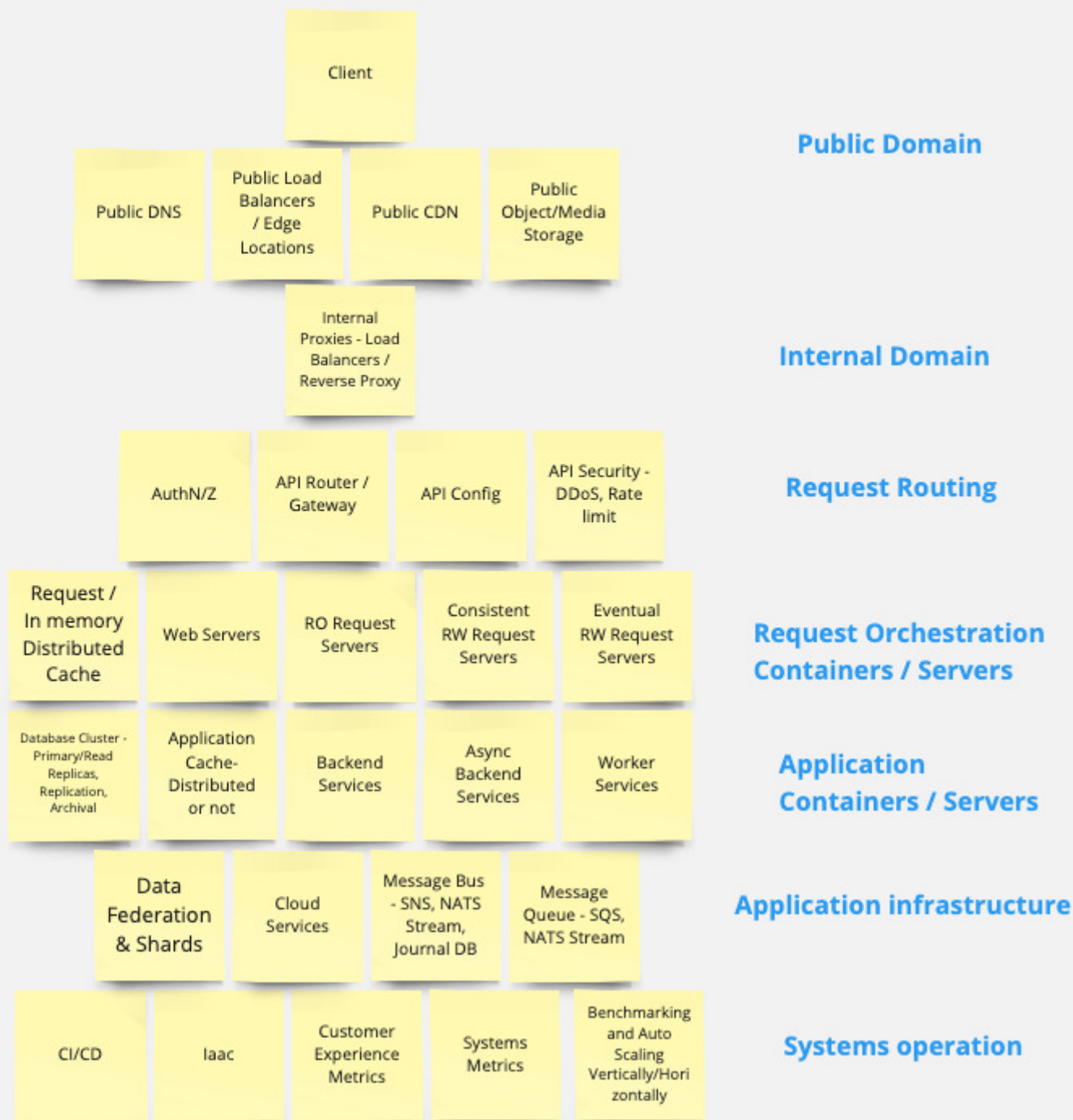
Request  
Idempotency

Versioning /  
Compatibility

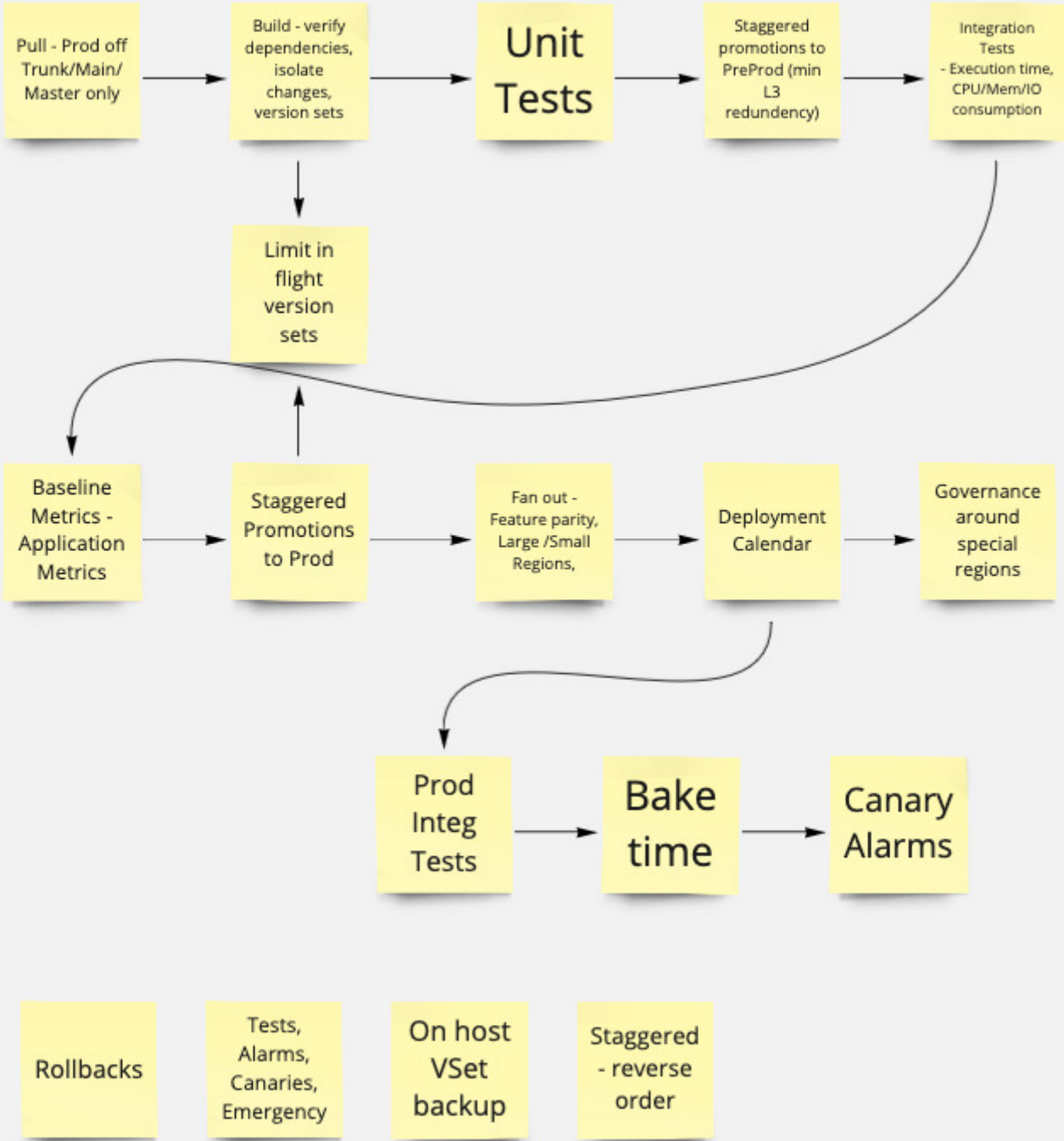
Traffic  
Management  
(R/RW/AsyncW)

# Design for scale

Cellular architecture, End to end Security (TLS, AuthN, AuthZ), Service Discovery, Logging



# Deployment Safety



# Oracle Values - initial thoughts

