

Llewellyn Falco - workshop at Technical Agile Conference 2019, Göteborg

Session notes by Emily Bache, for distribution to participants.

Order by

- height
- first name
- quality of code you work with
- programming ability
- ability to write tests

Spot checks - find out general level of the room on each.

ask to group by favourite programming language. Choose C#

Exchange telephone game - ask "What words did you use to instruct the other person". Talk about high level or low level. Encourage high level first then location then details.

<https://github.com/isidore/PracticalRefactoring>

Explain that we won't understand the code, and that is the normal situation. You don't need to wait around until you understand it. When it's in smaller pieces you start to see things it does that even though you thought you understood it, you didn't know about.

Pep talk - don't try to make code good. Make it better. You can refactoring using manual regression testing. It's slow but you can get to the point where you can start writing tests. We will practice techniques for refactoring without automated tests.

1. remove clutter - the parts of your code that provide no value

canonical image for clutter - want to train that in your brain with this. Use sparrow deck. Rules

- say the word out loud
- try

Everyone agree to that?

Explain how slow it was at the start - 4 seconds. At the end was less than half a second. Explain that you will now recognize male house sparrows. female house sparrows look different.

Clutter deck. We are training your subconscious - giving words to describe things for your subconscious. Having words for a taste, helps you recognize that taste. This is similar.

https://www.youtube.com/watch?v=IGQmdoK_ZfY

The monkey business video. Experiential learning has this problem. Even though it happened in front of you, you don't see things.

Video of person saying Baa. Mouth movement. The point - things will not happen, and you will still see it.

So - lots of little retrospectives throughout the training. Our eyes are not cameras and our ears are not microphones.

Video of richard wiseman - forced perspective video. We have more than one viewpoint in this room. We will see different things. If he put on a gorilla suit only 50% of us would see him! He is not going to do anything that obvious today, and still some people will see it and others not.

Mindmap on clutter. What did we see?

smaller steps so the whole team learns better - video by llewellyn

The most important thing is that we are all getting better. Don't criticize the person taking the large step. Want to ensure everyone coming along together. Everyone does better when everyone does better!

Clutter

Affects your time to find things. Like where's Waldo - you remove some of the stuff to make other stuff easy to see. Actually that's not what it's like. You can grep for things you know are there. Actually what clutter does is hide patterns. He had a story about removing dead code and keeping code named _2010 and discovering some dead code actually ought to be alive.

sparrow deck on names, mindmap retro.

Naming

Arlo Belshee's 7 stages of naming. Naming is a process. It's hard to come up with perfect names. As soon as you have a name, use it, when you have a better name, refactor to it.

sparrow decks on long method, paragraphs.