User experience is just as important when your user is a developer.

“People don't want to explore how to open the door, they just want to open the door."

* Error messages without an overload of data
* Get the info you really need instead of taking extra steps
* Idea: API reviews

Uncle Bob says, “Don’t ship shit”

* Software regulation is a scary thought
* Shortcuts make things messy
* Don’t be afraid of your code

Refactor with respect

Kata exercises

Question reality

* Think about why you are doing something
* Experiment