title: **What do you do while your code is compiling/deploying?**
num_comments: 20
num_up_votes: 22
upvote_ratio: 1.0

Post Text

So, I work on a very large, very old codebase. It takes probably 60-90 seconds to build my project (if I disable all tests). Another minute or two (or more if its being grumpy) to deploy to the server and get to the landing page for the project. Loading each webpage is also slow. All to see if a small UI change works. Basically, many times throughout the day, I have a couple minutes where I'm just staring at a terminal window or loading circle.   I recently turned my phone into a brick during work hours (I had my partner put parental controls on my phone and not tell me the password) because I would scroll through social media during that time and all too often get sucked in.   But now I'm just incredibly bored. I don't get enough emails or slack messages or PRs to review.. there's nothing extra I can do to be productive, so I have to entertain myself somehow. My fidget toy isn't enough stimulation, and everything else is too much stimulation. I don't want to stare at the walls. What do y'all do?

Comments

Commenter_2
ID: REDACTED! ~(o.o)~ <3, Upvotes: 18
Sometimes some pushups, or some reps with a dumbbell I have next to the desk. Occasionally some stretches / quick yoga.

Other times stare at the screen.

> ###### OP
> ID: REDACTED! ~(o.o)~ <3, Upvotes: 6
> This is a good idea. Exercise isn't fun enough that I would keep doing it after the build finishes lol
>
> > ###### Commenter_4
> > ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
> > Each break, switch to a different exercise.
> >
> > Keep a scoreboard on your desk to see if you can beat your numbers.
> >
> > ||*Mon*|*Tue*|*Wed*|*Thu*|*Fri*|
> > |:-|:-|:-|:-|:-|:-|
> > |Jumping Jacks|20|25|21|30|12|
> > |Pushups|3|2|4|5|4|
> > |Situps|15|15|12|17|15|
> > |Deep Knee Bends|10|12|10|15|13|
> >
> > Pretty soon, you might find the whole office competing. But if that happens, base it on % of improvement, not raw numbers.

Commenter_5
ID: REDACTED! ~(o.o)~ <3, Upvotes: 9
Just staring at it, doing nothing. Thas's the best way for me to not lose focus. When I start context switching, it mostpy doesn't end well for my "flow".

Commenter_6
ID: REDACTED! ~(o.o)~ <3, Upvotes: 5
I changed jobs so I could work on code with shorter feedback loops.

Also: Github Actions is still slow.

> ###### OP
> ID: REDACTED! ~(o.o)~ <3, Upvotes: 3
> I mean, that's not a bad idea.
>
> When I get to work on the new application, the feedback loop there is short. Server detects changes after every save and rebuilds in the background. It's great and super fast. So I can't super quickly mess with and change things.
>
> Unfortunately, for the next few months it's mostly maintenance on the old boi.
>
> > ###### Commenter_6
> > ID: REDACTED! ~(o.o)~ <3, Upvotes: 2
> > Legacy code is def challenging.
> >
> > No idea but would it be possible to disconnect the logical parts of the website more from the UI parts? And then develop and run them separately (if that's even worth it).
> >
> > > ###### Commenter_6
> > > ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
> > > "Logical" meaning business logic.

Commenter_7
ID: REDACTED! ~(o.o)~ <3, Upvotes: 2
I feel you, I have a lot of those idle phases during online lectures. What I've started doing is either crocheting or coloring while I wait for the professor to get back to the important material.

Crocheting is repetitive and keeps my hands busy, plus it's exciting when you finish and you have a usable piece of clothing or decor or whatever. For coloring I use split screen on my iPad so I can switch between that and taking notes easily. The Pigment app lets you tap and color within a certain section without going out of the lines so you can just scribble without focusing too hard and it'll still turn out just fine.

> ###### OP
> ID: REDACTED! ~(o.o)~ <3, Upvotes: 2
> I knit and for meeting heavy days, I sometimes bring out a project and knit while people talk. But I'm not sure if I would like it for super small chunks of time. I'll try it though.
>
> Coloring.. hmm. Paper/pencil certainly wouldn't work because that would take up too much desk space. iPad coloring.. well then I'd have to not let myself use other apps. Definitely interesting. Not sure it works with my work flow/setup.
>
> Thanks for offering suggestions!
>
> > ###### Commenter_7
> > ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
> > Fair enough! I turn off all my notifications and keep the split screen on so for the hour that I'm in lecture I'm either furiously taking notes or doing my little coloring page so I don't even get a chance to check other apps. I'm sure it's harder to avoid that when you have a couple

mins of "free time".

Commenter_8
ID: REDACTED! ~(o.o)~ <3, Upvotes: 2
Fidget spinners and whatnot does wonders for me. Listening to piano covers of my favorite also keeps me hyperfocused and away from being bored

Commenter_9
ID: REDACTED! ~(o.o)~ <3, Upvotes: 2
I would love a 60-90 second compile time. Doing a clean build of our app takes 5 minutes of staring blankly at XCode

Commenter_10
ID: REDACTED! ~(o.o)~ <3, Upvotes: 3
I use those times for running to the loo, grabbing a drink, checking slack etc

Commenter_11
ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
youtube, music and news.

Commenter_12
ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
Honestly I would look for a way to shorten the loop. I would try to break the functionality into smaller pieces. Write each each on a separate app with mocked inputs and see if you can get the expected outputs. Then add the piece into the main app and verify it worked before moving on the next piece.

Commenter_13
ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
Set a timer for roughly the amount of time a build happens, and do what you want. Even playing on your phone is allowed, so long as you respect the timer.

Commenter_14
ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
I switched away from compile time languages for this reason. It killed me waiting for even small programs to compile. Python is just fantastic.

Go is also great for low compile time, if you want something a bit faster.

Rust seems like it has shorter compile times, but I've only run small programs on it so far.

Commenter_15
ID: REDACTED! ~(o.o)~ <3, Upvotes: 1
Highly recommend the Freedom app if you're looking for more control over 'parental'-type controls. It's nigh-impossible to get around without completely uninstalling the app, and interestingly I never find myself tempted to uninstall it.

I also hit this problem fairly often. I try to use compile time to think about what I need to do next - try to anticipate bugs that might pop up in a minute, or read documentation. Things that will speed me up later.