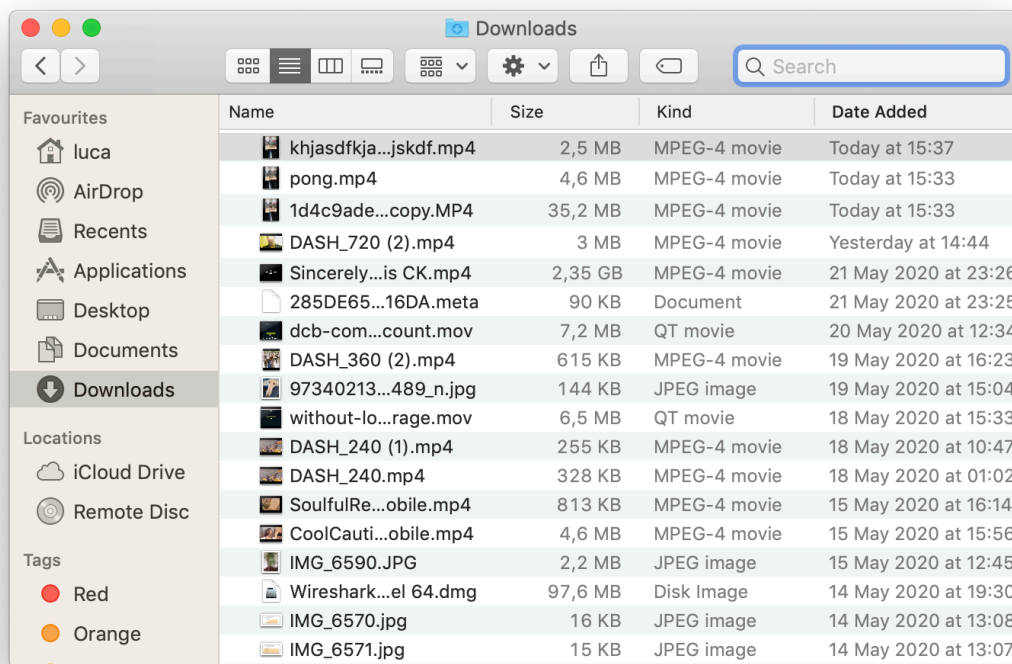


## Lazy programmer paradigm

I feel I'm a very lazy kind of person in the sense that I am not structured: I like to keep things around on my bed and do more productive things with my day. I don't see this generally as an issue; I just think people are different: some people like to be tidy, some others don't, that's it.

When it comes to organising computer stuff I'm the same: I literally have all my stuff organised in one gigantic folder called "downloads" than I use fuzzy search to find stuff - I like it and it's efficient; I don't really care. Same with bookmarks, everything is under a huge "stuff" folder and names aren't even that readable.



I guess my hope is that there's going to be some innovation to quickly search through this data like perhaps some image recognition textual search where I can just type "ticket Thailand" and it will search through the images to find for screenshots of the ticket.

I feel like this approach should be translatable to something like programming as well. Why do I have to name all my files accordingly? Why do I have to structure things so nicely and tidily.

The answer seems that since I'm not the only user of the code I'd have to write it according to some magical structure that everyone would understand. When

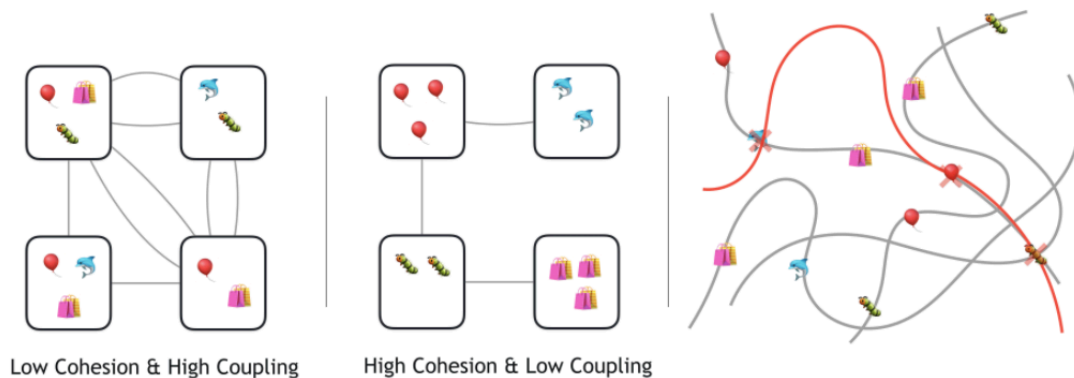
you're working in your garage it's much easier if you put all the tools in an agreed upon toolbox rather than everywhere you see fit.

But we're not dealing with the physical world. We're in the software world. Things can be much more interesting and the computer can do a whole lots of things for us. In the same sense I would write things as I felt like it and would hope for future AI technology to help me "get the thing done".

Instead I'm stuck in a constant battle with code where I have to write in in such a way using a specific architecture or paradigm or pattern that adheres with some half-baked-agreed-upon standard.

One system that allowed me to think of programming with "less structure" in mind is in fact something called Behavioral Programming (or Scenario-based programming). The idea being that code is written in such a way that is incremental where newly added code can quite easily stop older things from happening. Here's a more in depth info on the paradigm: <https://matteis.github.io/depending-less-on-structure/>

In this approach, modularity is not necessarily achieved by the structure, but can be done by behaviours. You don't have to think of your system's behaviour as being "chopped up" into objects or tasks or components; you can chop it up any way you want according to the way you like to think about the behaviour.



This system works very well with my lazy brain. I can just add modules on top of each other and chop away old behaviour without seeing or even caring how old stuff was written.

Of course understanding what is happening in such a messy system is dauntingly complex—similar to how it would seem hard to find stuff in my "Downloads" folder—but my feeling is that as long as I can quickly chop away unwanted behaviour I can rely on the computer getting smarter in the future and possibly finding smart ways to make it easier for me to get things done.

I guess the point of what I'm trying to say is that people have different ways of

doing things: some developers are more organised than others. And paradigms are quite subjective: similar to how different styles of crafting a functioning wooden table exist.

In the future I want to imagine that I'm free to become even more extreme; again we're dealing with intelligible computer systems so why not think big. I would like to tell the computer what I want my program to do—using whatever kind of medium—and it would figure out through some complex AI neural network if my thing conflicts with other things I told it. If not, it would add it to the system and I can experiment with making it runnable.

Some cool ideas around this subject were written in this great article by Harel et al, calling the concept "Wise Computing": <http://www.wisdom.weizmann.ac.il/~harel/papers/Wise%20Computing%20IEEE%20.pdf>