



**Focus on Domain, not Code**

# Orbital Mechanics

```
{:eccentricity          0.8
 :semimajor-axis       [19113.0 :km]
 :inclination          [42.0 :deg]
 :longitude-of-the-ascending-node [27.1 :deg]
 :argument-of-periapsis [68.9 :deg]
 :true-anomaly         [18 :deg]}
```

## Board Games

```
[{ :name      "Gandalf"  
  :race      :human  
  :class     :magic-user  
  :HP        100  
  :attributes { :STR 13 :CON 13 :DEX 17 :INT 18 :WIS 18 :CHA 16 } }  
{ :name      "Frodo"  
  :race      :halfling  
  :class     :thief  
  :HP        24  
  :attributes { :STR 9 :CON 12 :DEX 17 :INT 16 :WIS 12 :CHA 16 } }]
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# Defeating Unfamiliarity

- Invest time in learning and teaching
- Invest in skills and knowledge that endure and transfer
- Data and functional patterns transfer