## Focus on Domain, not Code

### **Orbital Mechanics**

```
{:eccentricity
                                   0.8
                                    [19113.0 :km]
```

:semimajor-axis

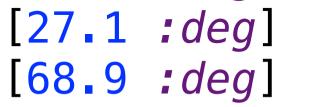


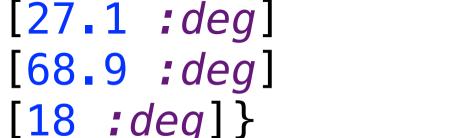
```
:longitude-of-the-ascending-node [27.1 :deg]
```

```
:argument-of-periapsis
```

:true-anomaly

[42.0 : deg]





### Board Games

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

:attributes {:STR 9 :CON 12 :DEX 17 :INT 16 :WIS 12 :CHA 16}}]

## Focus on Domain, not Code

#### 

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

# Defeating Unfamiliarity

Invest time in learning and teaching

Invest in skills and knowledge that endure and transfer

Data and functional patterns transfer