

MIA(17 28 29)
343-03 SWE
CHUCK SISKI

OFFICE:
VEC-404

MoWe 6:45-7:15

PRESSMAN 2015
8th ED.

GRADING

20 EX #1 6 wk
20 EX #2 12 wk
33 FINAL
20 PROJS
7 QUIZ, PARTICIP

STUDY GROUP

MINI-SWE

★ REASONABLE
PERSON STD

- TURN IN WHAT
YOU HAVE ON
TIME.

- ASK FOR HELP
EARLY.

- DUE DILIGENCE
(AIO)

★ SMART PERSON STD

- ALWAYS BE READY
TO SHOW VISIBLE
PROGRESS

★ ★ THE MOST
IMPORTANT THINGS
IN SW DEV

- MORALE

RULE #8 (FAST)

- GET TO WORKING
SW FAST

- BRUTE FORCE OK

- GO UGLY EARLY.

- USE WHAT YOU
KNOW WELL

RULE
- NEVER
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①① THE MOST
IMPORTANT THINGS
IN SW DEV

- MORALE

RULE #1 (FAST)

- GET TO WORKING
SW FAST

- BRUTE FORCE OK

CE - GO UGLY EARLY.

- USE WHAT YOU
KNOW WELL

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RULE #1 (OPTION)

- NEVER

PRE-OPTIMIZE

- 2% OF CODE
IS THE BOTTLENECK

- ONLY OPTIMIZE
PROVEN NEEDS.

RULE #2 (HUNT)

- STOP BUG HUNTS

- 90% OF SW DEV
TIME SPENT FINDING

RT BUGS

- (< 5 min)

★ ★ ADD-A-TRICK

- ADD N-LINES
OF CODE,
COMPILE, TEST

- FIND RT BUG
IN N-LINE BOX

RULE #3 (EIO)

- EXPECTED
INPUT/OUTPUT

- DRIVES ARCH/
DESIGN

★ ★ TDD, BDD

★ ★ TDD - A TRICK

- ADD N-LINES OF CODE,
↳ COMPILE, TEST
- FIND RT BUG IN N-LINE BOX

RULE #3 (EIO)

- EXPECTED INPUT/OUTPUT
- ↳ - DRIVES ARCH/DESIGN

★ ★ TDD, BDD

RULE #4 (HALF DAY)

- PUBLISH A TASK YOU THINK WILL TAKE ONLY HALF A DAY, TODAY
- NICKNAME
- PLAN TO DO

RULE #5 (CLEAN)

- CLEAN THE "PAGE"
- REFACTOR AS YOU GO
↳ MAKE LOCAL CODE SIMPLER