

CH 6 HUMAN ASPECTS.

I PERSONAL & **II** SOCIAL
— BE EFFECTIVE

⊖ YOU, YOURSELF
— YOUR "WORD"

— PROTECT IT
BY USING

"I PLAN TO DO X"

- TELL THE TRUTH.
- BE POLITE & TACTFUL
- ★ AVOID RAW (HARSH)
"BRUTAL HONESTY"

⊖ HELP THE "TEAM"

↳ "GROUP THAT
HELPS EACH OTHER"

- BE "NEIGHBORLY"
- HELP OTHERS
- BE POLITE

⊖ "HEADS-UP"
TRUTHFULNESS
(BUT TACT)

★ ★ ASK A QUESTION, +
DON'T MAKE A
STATEMENT

★ EGOS ARE ALWAYS
INVOLVED

⊖ YOU MUST
YOUR IDE.

1. ⌀
2. USE "ISS
NOT "PI
OR "QI"

3. KEEP GOA
— REVIEW
HEAD,
IMPOR

4. FIND ST
GIVE Y_o

⊖ YOU MUST "SELL" YOUR IDEAS

1. ⓧ
2. USE "ISSUE" NOT "PROBLEM" OR "QUESTION"
3. KEEP GOALS IN MIND.
 - REVIEW (IN YOUR HEAD) HOW IMPORTANT IT IS.
4. FIND STDS THAT GIVE YOUR VIEWPOINT.

ESS

STION,

NT

MS
INVOLVED

⊖ ⓧ SHOW MORE-THAN-FAIRNESS

- ALWAYS GIVE MORE THAN WHAT YOU GET
- KINDNESS & GENEROSITY; OVERDO IT.
- CUT OTHERS MORE SLACK THAN YOU THINK YOU GET.

★ DON'T GIVE ADVICE, JUST ANSWER QUESTIONS (OR ASK SOME)

⊖ ⓧ DON'T "BAD-MOUTH" OTHERS.

- ALWAYS HAVE SOMETHING GOOD TO SAY

★ SHOW AN INTEREST IN OTHERS' IDEAS.

⊖ BE OPEN TO POSSIBLE CHANGE. (OFFICIALLY)

- "I'M NOT SURE I UNDERSTAND"

"ATMOR"

- ATTRACT
- TRAIN/DEVELOP
- MOTIVATE
- ORGANIZE
- RETAIN

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⊖ ATTENTION TO
DETAIL.

- ALWAYS TEST
YOUR CODE
BEFORE "HAND-OFF."

⊕ ALWAYS COME UP
WITH A WAY TO TEST.
(EIO)

III DEVELOPMENT

- LEARN NEW STUFF
EVERY WAKING
MOMENT, IF YOU CAN.

- BASIC MECH
OVER LATEST TOOLS.

FRED BROOKS
MYTHICAL MAN-MONTH.

("NO SILVER BULLET")

1. COGGINS: BEST OF
C++

PBM: STRONG
TYPE-CHECKING.
GETS IN WAY OF BIG PGMS.

2. DAVID PARNAS.

- OOP AS DESIGN,
NOT A LANG.

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MYTHICAL MHN-MONTH.

("NO SILVER BULLET")

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NOT A LANG.

3. REUSE:

CHAPERS JONES

- ALL > 5K PGMRS
HAVE REUSE GROUP

- < 10% OF GROUPS
UNDER 500 PGMRS
HAVE REUSE GROUP

4. PARNAS:

- NO REUSE CUZ
BAD DESIGN +/OR
BAD DOCS.

5. KEN BROOKS

- 5th VERSION,
STILL DON'T
UNDERSTAND
HOW TO
GENERALIZE IT.

[APPROX OF
SPL's]

6. C. JONES.

} FEW REUSEABLE
CODE MODULES
FOR SALE.

VCS CREATE REPO SOURCE TREE TST FOLDER

