Mini-SWE- 90/90 rule

\*Reasonable person standard

* Turn in what you have on time.
* Ask for help early.
* Do your due diligence. (**A**dapt **I**mprovise **O**vercome (AIO))

\*Smart person standard (STD).

* Always be ready to show visible progress

\*\*The most important thing in software development

* Morale

Rule #0(Fast)

* Get to working SW FAST
* Brute force is eminently ok
* Go ugly early
* Use what you know well

Rule #1 (Optim)

* Never pre-optimize.
* 2% of code is the bottleneck.
* Only OPTIM proven needs.

Rule #2 (Hunt)

* Stop bug hunts
* 90% of SW dev is spent tracking done runtime bugs
* < 5 minutes

\*\*Add a trick

* Add n-lines of code, compile, test
* Find runtime bug in n-line box

Rule #3 (EIO)

* Expected input output
* drive architecture and design
* \*\*TOD/BOD test driven development and behavior development

Rule #4 (Half Day)

* Publish a task you think will take only half a day today
* Nice name
* Plan to do

Rule #5 (clean)

* Clean the “page”
* refactoring (make local code simple)