Crash n' Compile: A formalization and empirical study of developer productivity and software quality through intoxication

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Abstract

The CrashNCompile process has become a topic of increasing interest in our community, though up to this point it has been discussed in an informal manner. In this research, we formalize the rules of the CrashNCompile process using an operational semantics. We verify the correctness and termination of these rules through observation and wavy-hand-proofs. In this study, we analyze the impact of the CrashNCompile process on developer productivity and software quality. We also analyze the many variants of the CrashNCompile process, including choice of language, compiler, and intoxicating beverage. We conclude by showing that "Team Distraction", a team comprised entirely of people with "fuzzy" majors, does indeed have an impact on the quality of the code produced, though it may in no way reflect the original requirements.

References

http://crash-n-compile.eorbit.net/index.html
http://www.langston.com/Fun_People/1995/1995AOA.html