Teaching Moldable Development

MD Best Practice Patterns

- Learn to find stuff
- From Test First to Example First
- Design screenshots to tell a story
- Start from a Lepiter page
- Moldable views
  - Inspector
  - Debugger
  - Spotter
- Replace navigation by view
- Adjacent views
  - Building views so you can explore a list next to the exploration view / analysis
- Prototype new behavior in an Inspector playground

Onboarding Patterns
- Mentoring
  - Pairing

Other patterns
- The Debugger is Your Friend
  - The Inspector is Your Friend

Obstacles
- GT is the first thing you see
- GT is not as good as my hammer

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Proposal for ESUG 2023

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cf Kent Beck's book

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Maybe a set of patterns?