Moldable Development Patterns

- The hook
  - Key messages
    - A software system should be *explainable*
      - **A system is a source of knowledge**
      - An. explainable system supports a dialogue between the system and the developers
      - It's not just the end result
    - Every problem is diiferent
      - Needs lots of small tools
- The example(s)
  - Ludo game?
    - Closed game vs explainable system
  - SCG Pico website
  - GitHub REST API
- The patterns
  - Moldable Object
  - Viewable Data Wrapper
  - Contextual Playground
  - Viewable Entity
  - Others
    - Project Diary
    - Example Object
    - Custom Action
    - Simple View
    - Collection Wrapper
- Conclusion

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