Software Complexities

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From Manning Publications

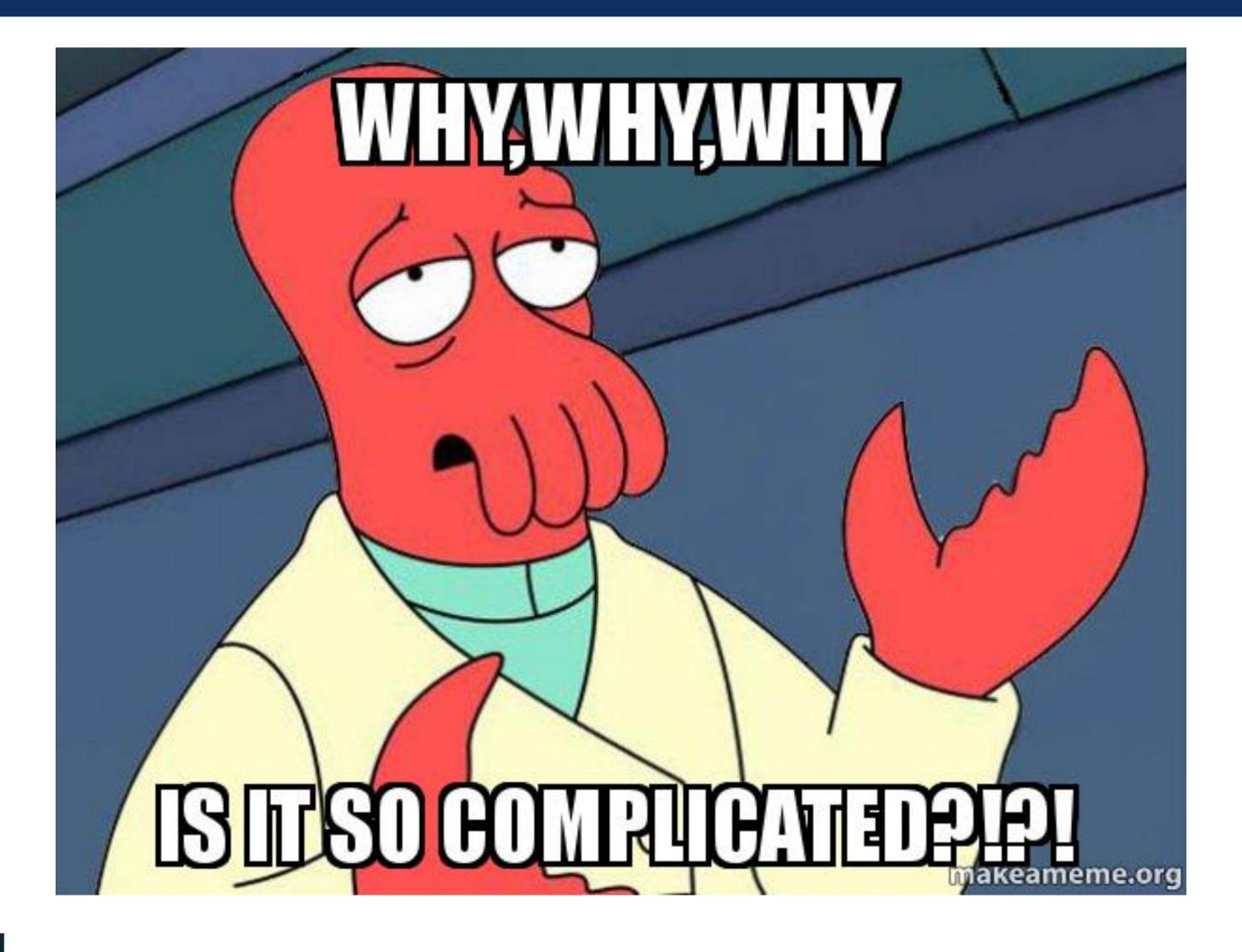


















Ask who/what is to blame

Try and answer why

The key to simplicity







Who/what is to blame

The Developer

The Technology

The Client

The End User







Who/what is to blame

The Developer

The Technology

The Client

The End User

BLAME ALL THE THINGS







Why is software development complex?







Software is invisible Software cannot be visualised







Software is constantly changing







Why is complexity so bad?







Communication issues

Product flaws, cost and delays







Difficulty enumerating

Less understanding of the possible states







Ugly code

Hard to integrate, maintain and extend







The unknown

Security breaches, re writes and over abstraction







Fickle business decisions

Loss of data integrity, high barrier of entry and increased personnel turnover







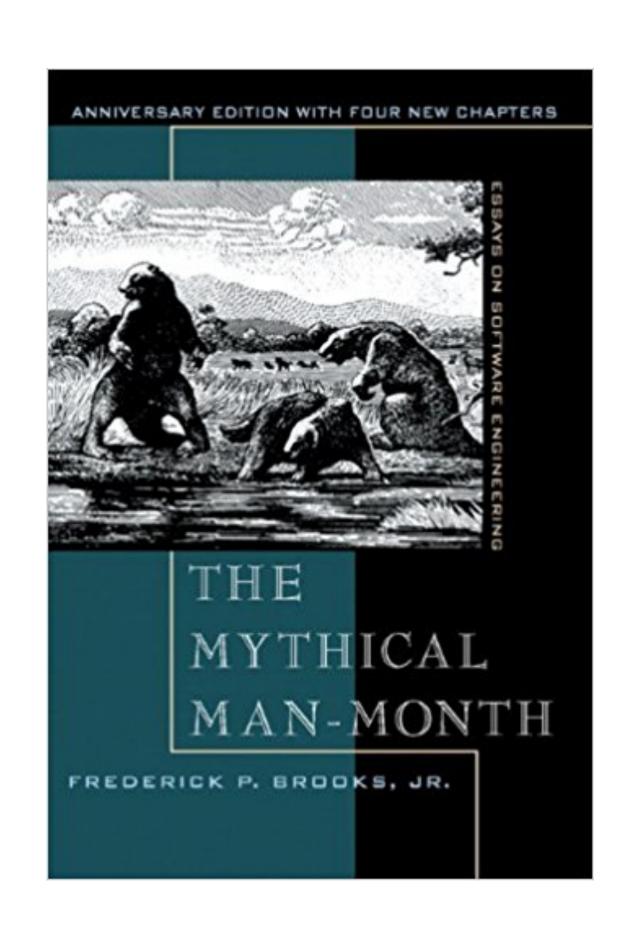
Complexity is the most common difficulty but not all complexity is inevitable







The Mythical Man-Month No Silver Bullet Frederick P Brooks Jr









Essential complexity Vs Accidental complexity







Essential complexity









Nice to haves are **only nice** if they **enhance** the **core functionality**







Write down your essential features

Include a justification for each essential feature

Will 80% of the system function without the essential feature?

- If so then it isn't essential!







Every time a feature is added the **level of complexity is increased across the entire development life cycle** of the project







Features require

- Testing (code level, UAT, Load, Integration etc..)
- Documentation
- Training
- Designing
- Development
- Maintenance







Have a meeting every time a essential feature is added







Celebrate every time a essential feature is removed







Menu A has 100 options Menu B has 15 options

Which one is more complicated to the customer, waiter and chef?







How many **essential features** do you think Twitter has?







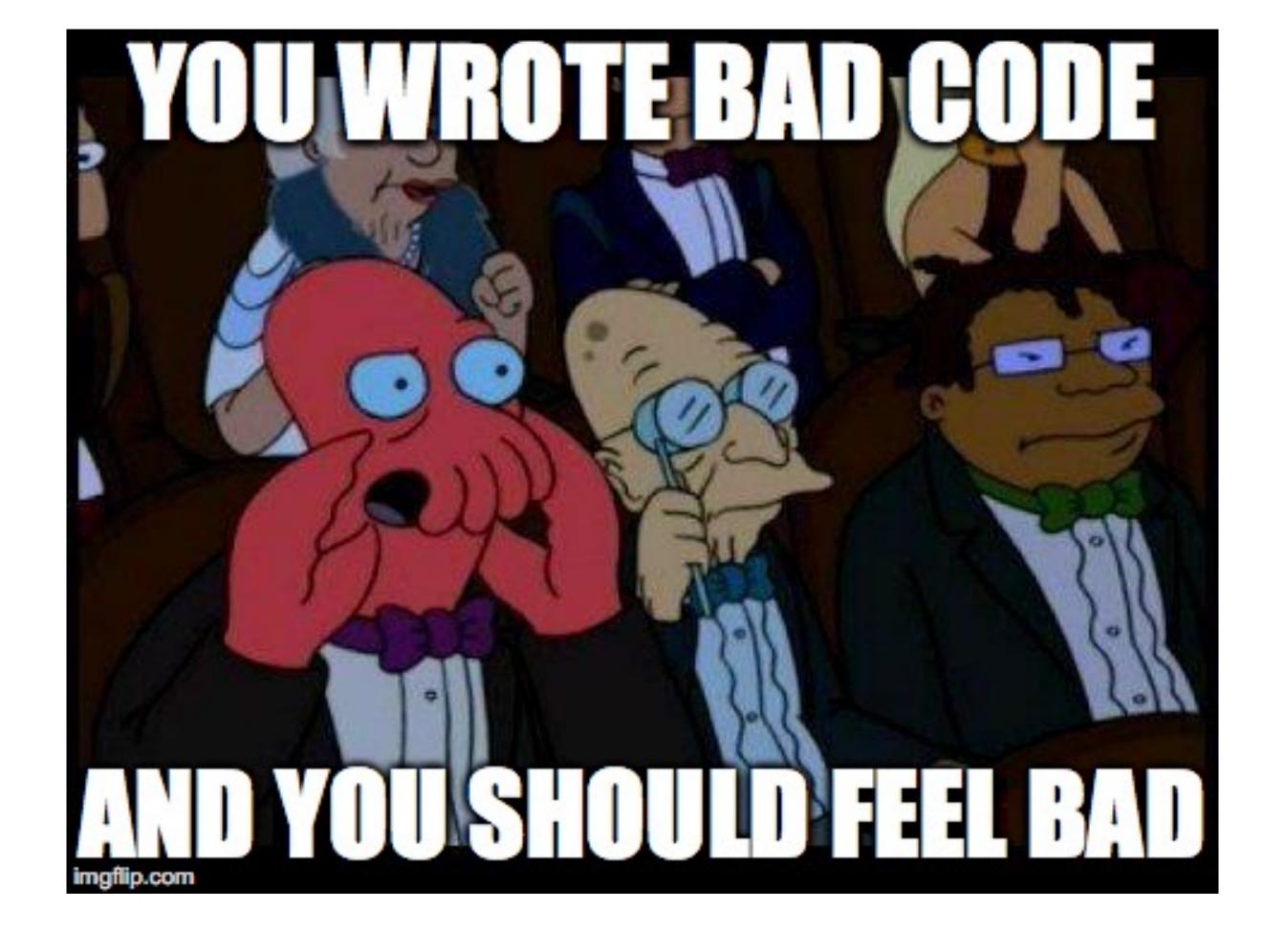
If you are starting a project from scratch then **ONLY** the essential features should be included in the first release







Accidental complexity









New Project

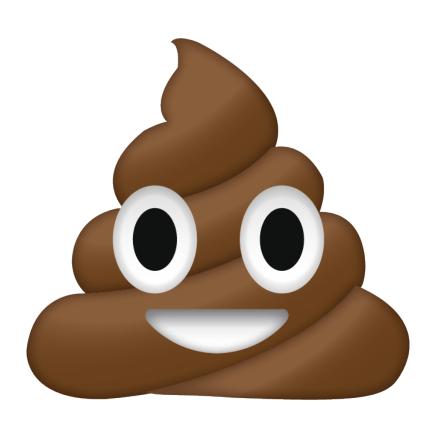


Box fresh shiny toy
- Magpie like



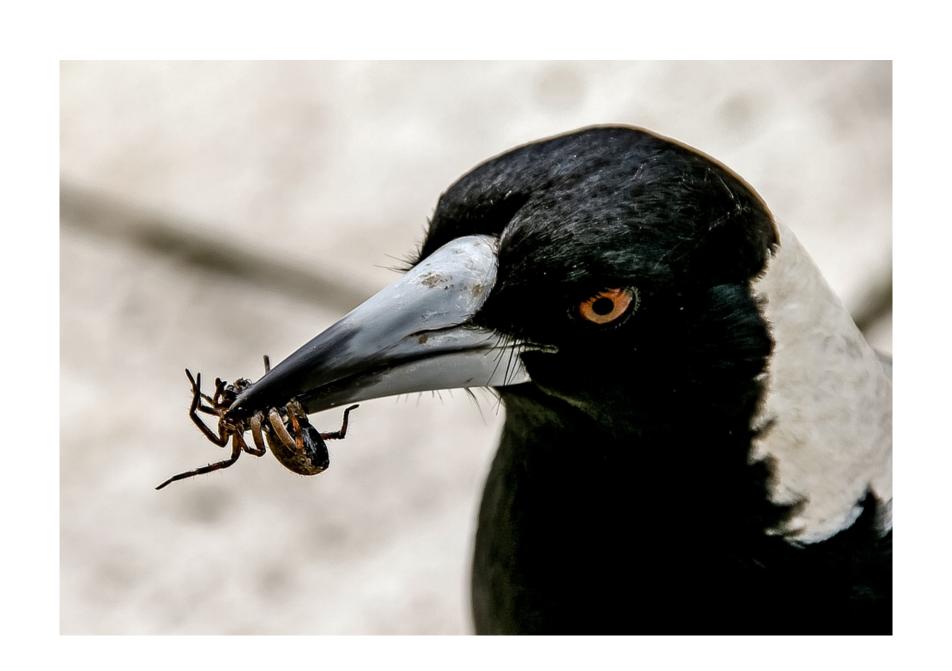


Legacy Project



Steaming pile of source code





New Project

- You make ALL the accidents

High risk of over generalising the requirements

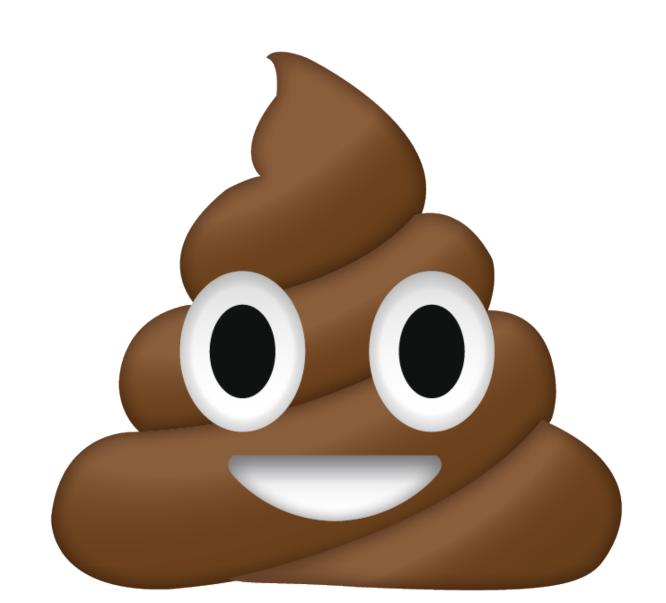
- Keep It Simple Stupid







Legacy Project



- If you can, try to **Decouple**, **Downsize** and **Defuse** the complexity from the wider system

- "If it isn't broke don't fix it"

This doesn't make sense in software development



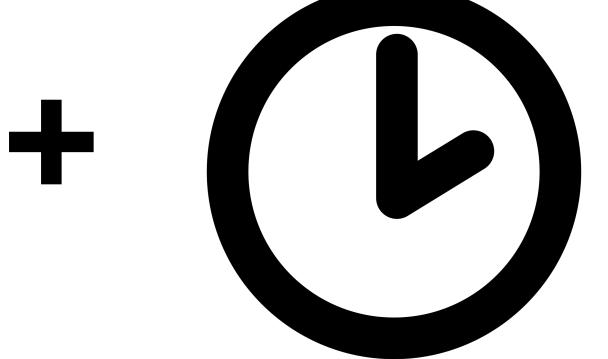


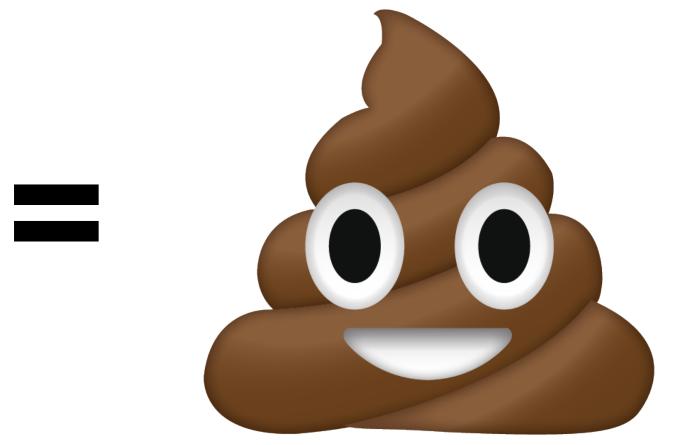


$$A + T = S$$

Accident + Time = Steaming Pile Of Source Code













The keys to simplicity







"Software entities are more complex for their size than perhaps any other human construct, because no two parts are alike"

Brooks, F., 1995. *The Mythical Man-Month: Essays on Software Engineering*. 2nd ed. University of North Carolina at Chapel Hill: Addison-Wesley.







Don't Repeat Yourself
Don't Over Abstract
Don't Over Generalise







Code that **glues two systems** together is often **easier to write** and **maintain** compared to writing a **monolith from scratch**







Buy versus build







Software should be grown not built







"We still make syntax errors, to be sure; but they are fuzz compared to the **conceptual errors** in most systems. If this is true, building software **will always be hard**. There is inherently **no silver bullet**."

Brooks, F., 1995. *The Mythical Man-Month: Essays on Software Engineering*. 2nd ed. University of North Carolina at Chapel Hill: Addison-Wesley.







Getting simplicity right is complicated













