

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Debugging is a code smell

Nelson Jovel

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Section 1

Introduction

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Motivation

What debugger do you use?

“I just use print statements” -Dave Kimura

Scope

Will not include:

- Debugging production errors

Will include:

- Debugging development errors

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Section 2

Who am I?

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

MCIEA



School Quality Measures Dashboard

A school quality framework with multiple measures that offers a fair and comprehensive picture of school performance

Select a district

Select a school

Go



School Quality Measures Framework

Through a strand of work led by professor Jack Schneider at the University of Massachusetts Lowell and a team of researchers, MCIEA is reimagining how we measure the quality of our schools and the learning experiences of our students.

To achieve this goal, MCIEA sought input from stakeholders in each consortium district to build a school quality framework that reflects what the public wants to know about their schools.

The framework has been built around multiple measures, which include academic, social-emotional, and school culture indicators, in order to piece together a fairer and more comprehensive picture of school performance. It consists of five major categories.

Teachers & Leadership

School Culture

Resources

Nelson Jovel

Debugging is a code smell

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

LunarVim



Figure 2: Lunarvim

The gap in expertise

“All of us who do creative work, we get into it because we have good taste. But there is this gap. For the first couple years you make stuff, it's just not that good. It's trying to be good, it has potential, but it's not. But your taste, the thing that got you into the game, is still killer. And your taste is why your work disappoints you. A lot of people never get past this phase, they quit. Most people I know who do interesting, creative work went through years of this. We know our work doesn't have this special thing that we want it to have. We all go through this. And if you are just starting out or you are still in this phase, you gotta know its normal and the most important thing you can do is do a lot of work.” -Ira Glass

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Section 3

Learning how to debug less

With more experience, I debug less

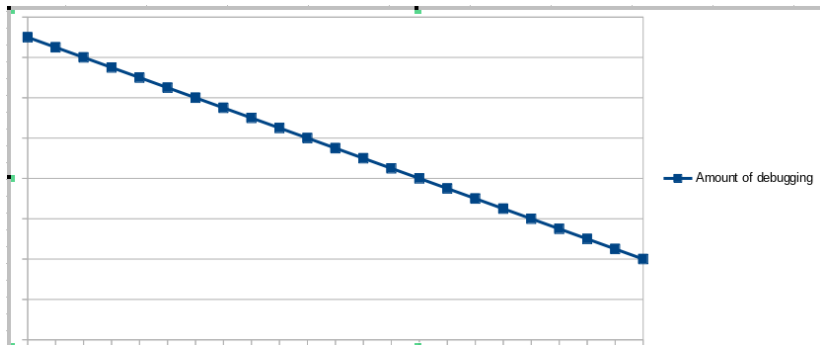


Figure 3: Amount of time spent debugging as my experience grows

The growth isn't always linear

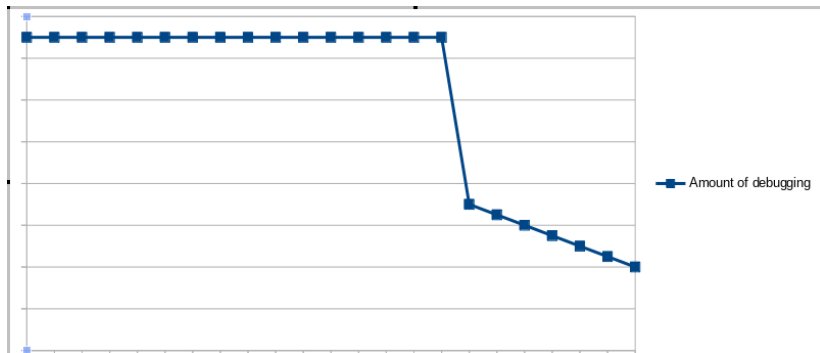


Figure 4: Amount of time spent debugging as my experience grows

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

What did I learn?

- Process
- Craftsmanship
- Soft skills

Amount of time spent debugging

The mythical man month, 1975

The author finds that, no matter what the intention or plan was, half of total project time is spent testing and debugging. So, rather than 'falling behind schedule', they build it into their plans.

Fallacies of Software Engineering, 2003

"The data on the percentage of time spent in error removal has varied over the years, but the usual figures are 20-20-20-40. That is, 20 percent for requirements, 20 percent for design, 20 percent for coding (intuition suggests to most programmers that here is where the time is spent, but intuition is very wrong), and 40 percent for error removal." –Robert L Glass

There are specific, actionable steps to shorten the gap

- Make small changes
- Write code that's easy to reason about
- Keep a mental model of the problem
- Make abstract concepts concrete
- When you discover a gap in understanding, reach for solutions that help complete your mental model

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Section 4

Make small changes

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Practice Agile development

- Working software is the primary measure of progress.
- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Section 5

Write code that is easy to read about

Introduction

Who am I?

Learning how to debug less

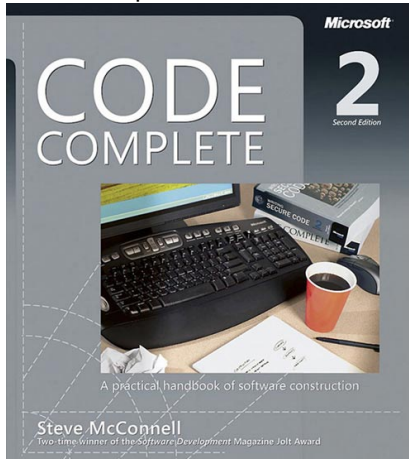
Make small changes

Write code that is easy to read about

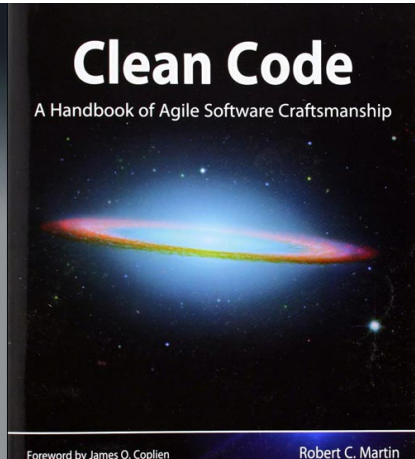
When you discover a gap in understanding, reach for solutions that

Read the classics

Code Complete, 2004 Clean Code, 2008



Nelson Jovel



Debugging is a code smell

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

More classics

The Pragmatic Programmer, 1999 Design Patterns, 1994

Design Patterns

Elements of Reusable
Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides



Cover art © 1994 M.C. Escher / Gordon Art - Baarn - Holland. All rights reserved.

Foreword by Grady Booch

ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES

The Pragmatic Programmer



from journeyman
to master

Andrew Hunt
David Thomas

Nelson Jovel

Debugging is a code smell

Introduction

Who am I?

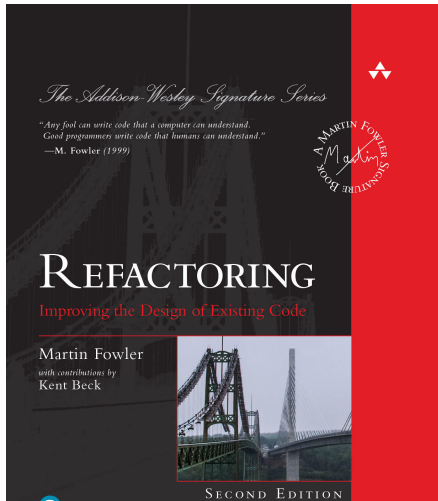
Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Refactoring



Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

TDD

TDD

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is **easy to read about**

When you discover a gap in understanding, reach for solutions that

Pair programming

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Write things down

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Make abstract concepts concrete

The mythical man-month

“The programmer, like the poet, works only slightly removed from pure thought-stuff. He builds his castles in the air, from air, creating by exertion of the imagination. Few media of creation are so flexible, so easy to polish and rework, so readily capable of realizing grand conceptual structures.” –Frederick Brooks

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Use the REPL

xpath in javascript console

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Learn your tools

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Readline shortcuts in vim, irb, and terminal emulator

use `–help`

`rails g model –help`

read documentation

`:cheat readline :!ri Range.to_a :DevDocs google it`

Section 6

When you discover a gap in understanding, reach
for solutions that help complete your mental
model

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Rubber duck debugging

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Stop coding / go for a walk. / Go to sleep

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Proofread your code

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

Learn the debugging tools

Frontend debugging

Web console. `debug gem. pry`, `byebug`. Debug adapter protocol

`Marginalia gem`, better errors

Introduction

Who am I?

Learning how to debug less

Make small changes

Write code that is easy to read about

When you discover a gap in understanding, reach for solutions that

debug.rb

`rdbg -open=chrome`

open the gem to view the source code `gem open rspec`

Does a github issue exist?