best practices & teamwork

what you won't learn in school

best practices

- setting expectations
- development lifecycle
- coding style
- profiling
- other gotchas

setting expectations

- avoid confusion

- most common source of aggravation

- examples:
  - time estimates
  - iterations
  - responsibilities
  - payment

development lifecycle

- Agile
- Lean
- Kanban
- Iterative
- Waterfall

choose the best solution for your team!

coding style

- style guide

- examples:
  - naming convention
  - spacing
  - line length
  - import/include
  - comments/documentation

  choose the best solution for your team!

profiling

- pre-optimization

- logging

- tools

    - cProfile (Python)

    - Developer Tools (JavaScript)

    - Valgrind

other gotchas

- choosing your stack
  - best tool
  - cool != best
- functional vs object oriented
- hardware vs analysis
- don't code yourself onto an island
  - community is important
  - stay current

teamwork

- tools
- communication
- collaboration
- skill sets
- criticism

tools

- ticketing
  - Trello, YouTrack, Jira, Samanage, etc
- chat
  - Slack, Hangouts, IRC, Skype, etc
- revision control
  - Github, Bitbucket, etc
- testing
  - Selenium, PyUnit, Jasmine, etc

communication

- meet regularly
  - 1:1 meetings
  - team meetings
- transparency
  - diplomatic
  - grievances
- find solutions
  - suggest ways to fix the problem
  - be willing to put in the work to make things better

collaboration

- pair programming
- code reviews
- mentoring
- hack nights

skill sets

- complementary skill set
    - recognize strengths and weaknesses in others and yourself
    - don't be afraid to ask for help
- cross-team training
    - lunch & learns, seminars, etc

criticism

- know how to accept & provide criticism
- don't judge previous work
  - people will grow and so should you
  - you *should* be embarrassed with your previous work
- understand that requirements change
- understand that processes change
- you can't know all the circumstances!

thank you for listening!

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