Web Programming

Week 8

"Life's a dance you learn as you go.
Sometimes you lead,
sometimes you follow."

John Michael Montgomery

Today: Moves

Programming is an activity

What is the nature of this activity?

What are the parts?

Compare with Dancing

You must learn the moves.

Then you can combine the moves and adapt to the situation at hand.

Recognize Moves

Become aware what you do.

We program collaboratively and look for moves.

Task: Roman Numerals Kata

MCDXXXIV === 1434

Moves - Your Choice

What counts is your moves, not mine.

There are signal - reaction schemes

Try to have multiple options

0: Explore

Technical feasibility, hypotheses, border cases

The goal is to learn and verify, delete when finished

Give yourself a timebox

0: Explore

Let's explore ChatGPT and
Github Copilot

1: Start at the End

Make static "sketch" of the result before adding dynamic features (FITYMI)

1 b) dynamic sketches,
e.g all JS, CSS in a single HTML file

1: Start at the End

One "end" can be a test case.

2: Extract

Replace static values with variables

Replace repetitions with mappings and loops.

3: Abstract

Discover the concept behind what you have extracted. Give it a name.

It should work for itself and in combination.

Revert if you cannot find one.

3: Abstract

Consider Types and Interfaces

4: Reorganize

Organize and re-factor to make your future work easier.

Facilitate extensions or improvements.

Prepare for release.

5: Release

The solution must stand on its own without tacit knowledge or external help.

Tests, documentation, examples.

Before every push to the repository.

6: Retrospective

What to keep?

What to try differently next time?

Moves

0: Explore
1: Start at the End
2: Extract
3: Abstract
4: Reorganize
5: Release
6: Retrospective