

Just to be sure

for the teacher :-)

Pair Programming

- Pair of programmers develop higher-quality software
- A little longer development time, but a lot less time spent finding bugs afterwards.
- Cosier and more fun than working alone.
- Improved knowledge sharing between programmers, less time spent on coordination
- Increased learning (and that's why you're here, isn't it?), you take turns teaching each other
- Otherwise, not pronounced knowledge and habits are exchanged.

Pair Programming in Practice

Two programmers, one computer

- Driver - has hands on the wheel (keyboard) and eyes on the road (screen)
- Navigator - focuses on the destination and how to get there.

Rules

- You may not be commanding your partner.
- The navigator may not touch the mouse or keyboard.
- The driver may not ignore the navigator.
- You must swap roles often (e.g. every 20 minutes)
- Try to keep a conversation going.

Conversations between driver and navigator

- Good pair programming is not without communication and talk.
- Talk together as a pair all the time about what is happening on the screen.
- Reflect on what you have done and where you are going.
- The driver tells what they are doing, and what is happening.
- The navigator comments to ensure they are doing the right thing and tells them what to do now and later.

Examples:

- Driver: "Now we create a new function to draw a sunflower."
- Driver: "Now we test if XYZ works before we continue."
- Navigator: "How can you do that?"
- Navigator: "Can you explain what you are doing?"