

SOFTWARE IS NOT A FAST PENCIL



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AGENDA

Understanding causes of the Fast Pencil Fallacy

Outlining consequences of the fallacy

Changing the mindset

A few examples

**The mind
of the
customer**



The mind of the customer



The mind of the customer

I'm a customer



The mind of the customer

I'm a customer

And I've got tools



The mind of the customer

I'm a customer

And I've got tools



The mind of the customer



The mind of the customer



The mind of the customer

They look
same to me



The mind of the customer

They look
same to me



But that one there
is sooooo fast



Results of traditional software development

Results of traditional software development

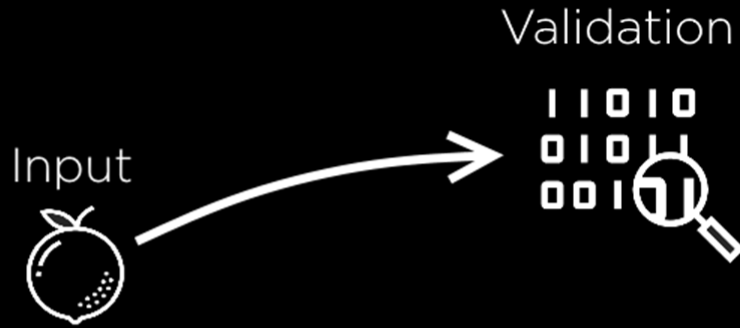
Input



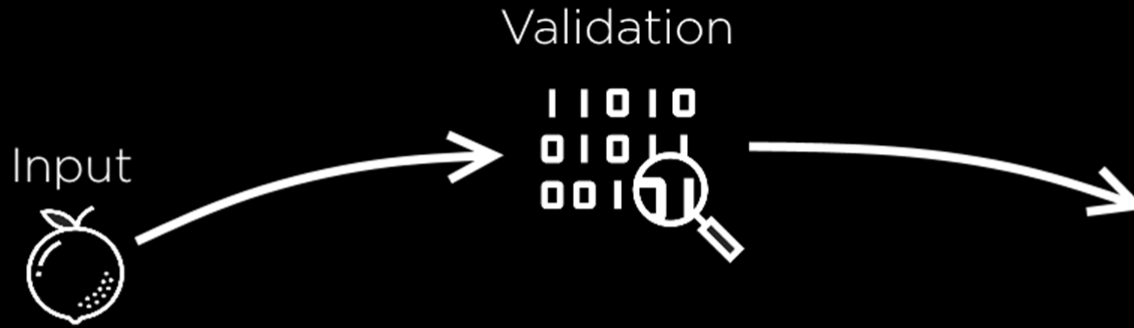
Results of traditional software development



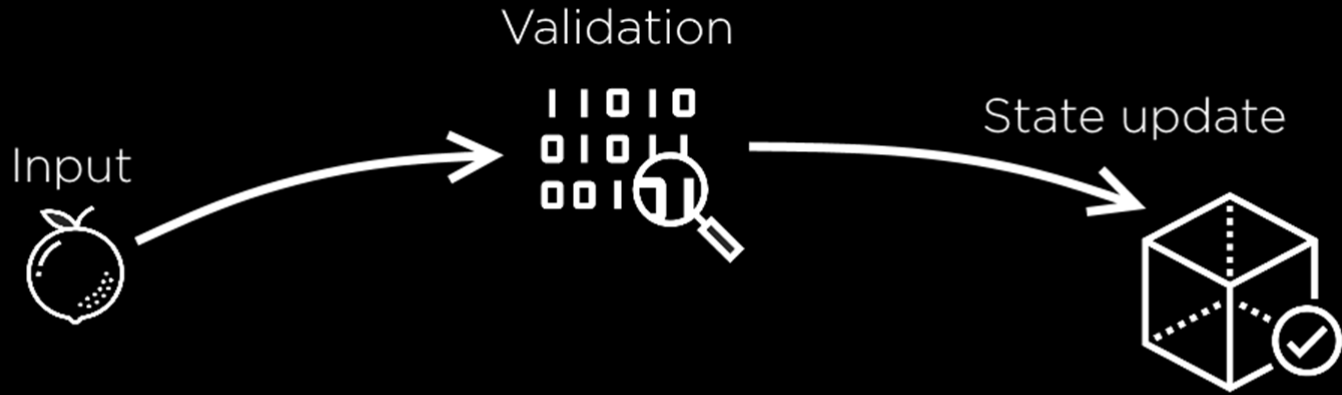
Results of traditional software development



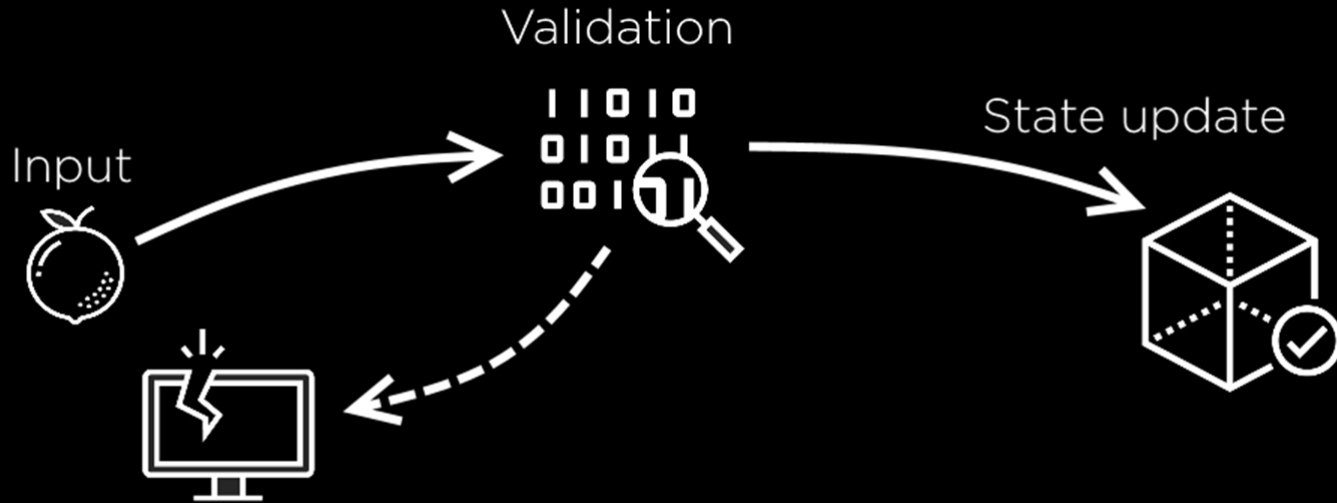
Results of traditional software development



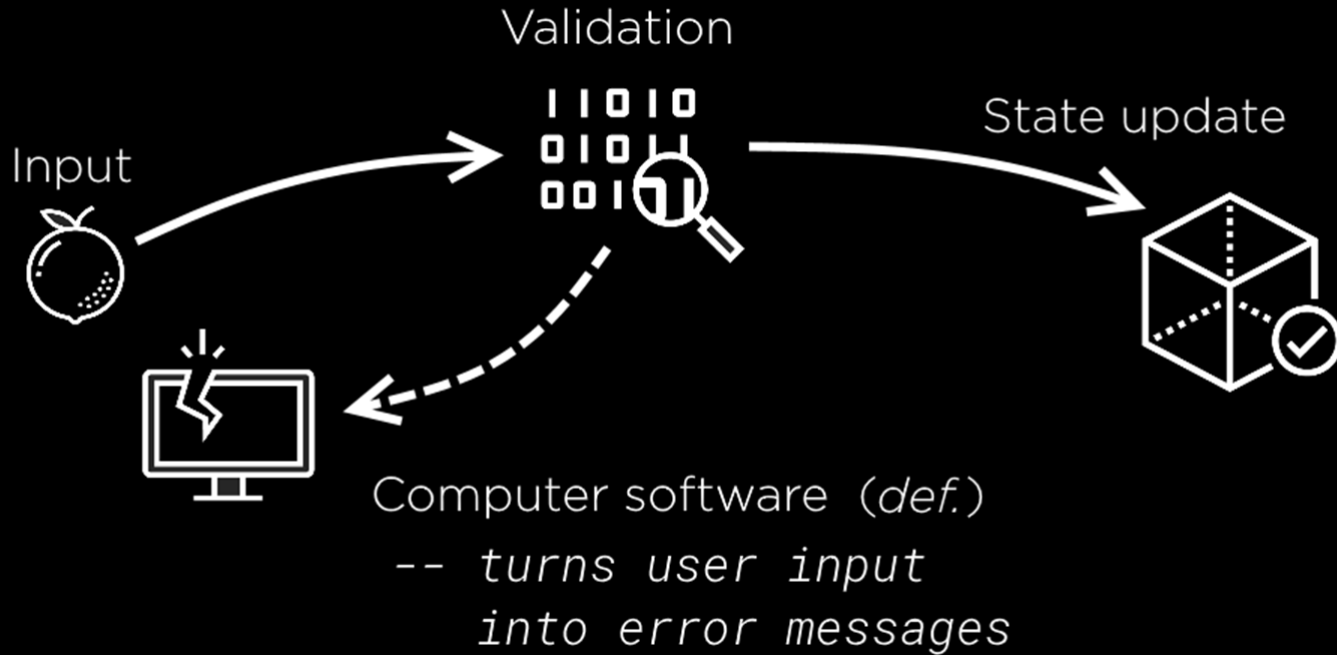
Results of traditional software development



Results of traditional software development



Results of traditional software development



What software should do instead...

What software should do instead...



What software should do instead...



What software should do instead...



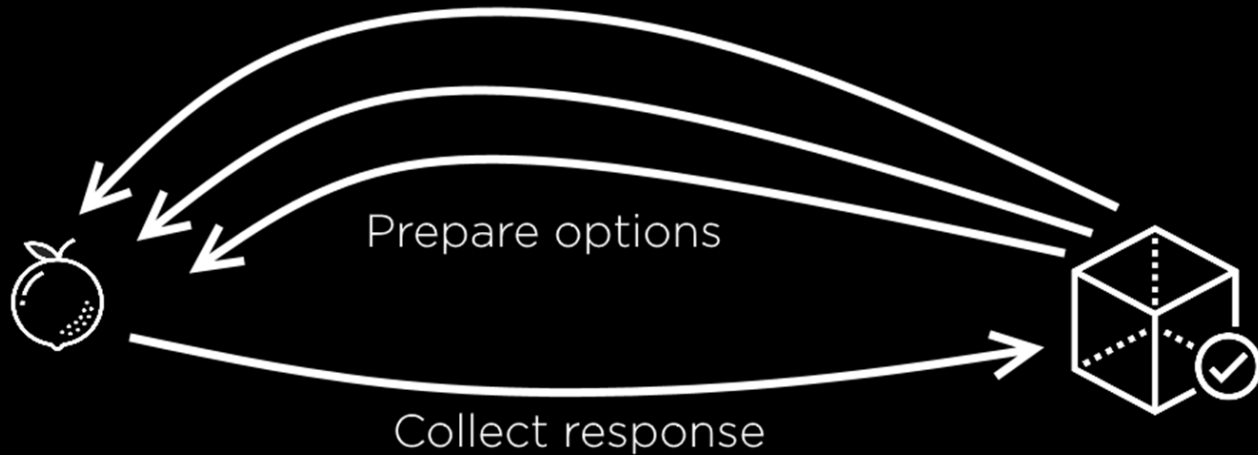
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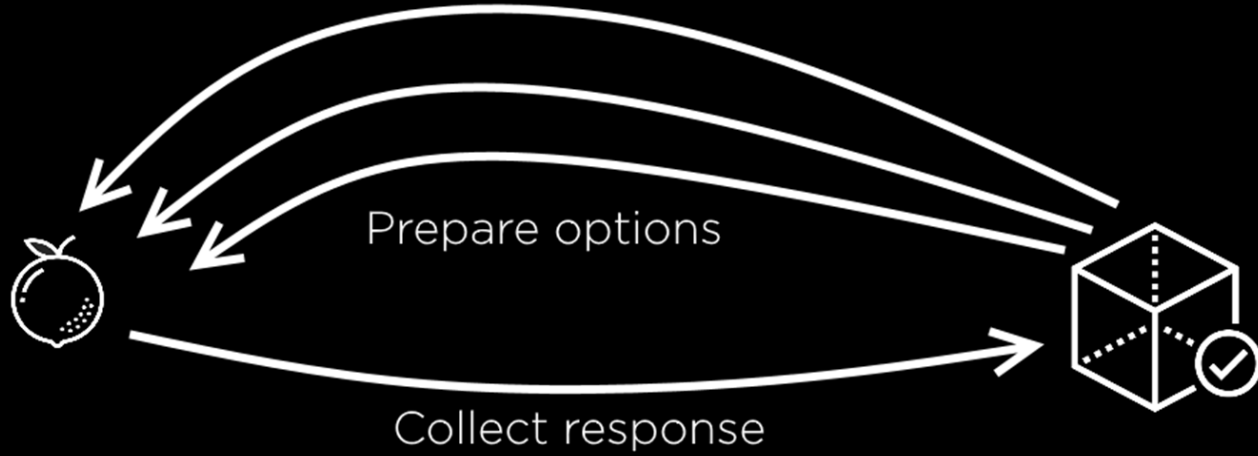
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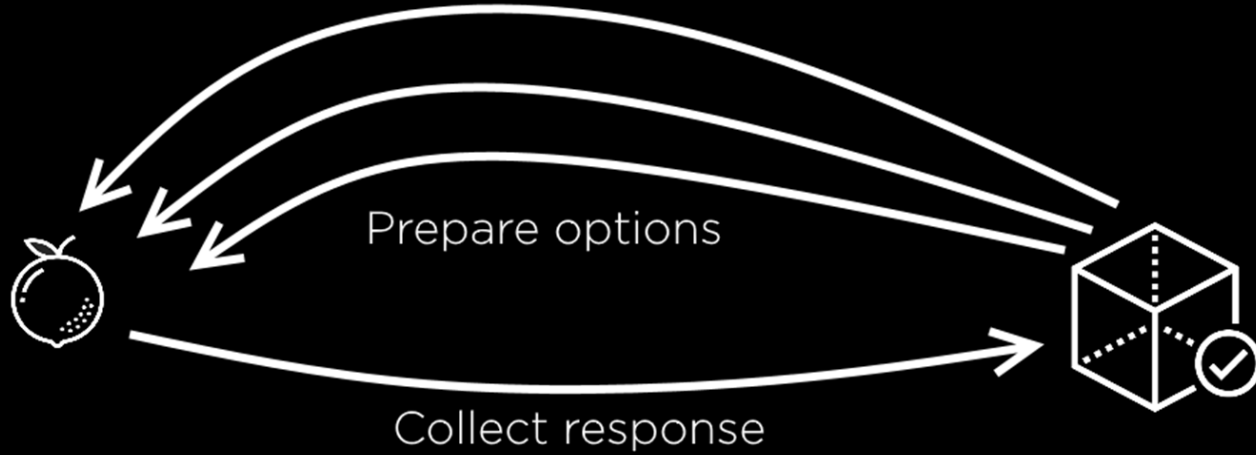


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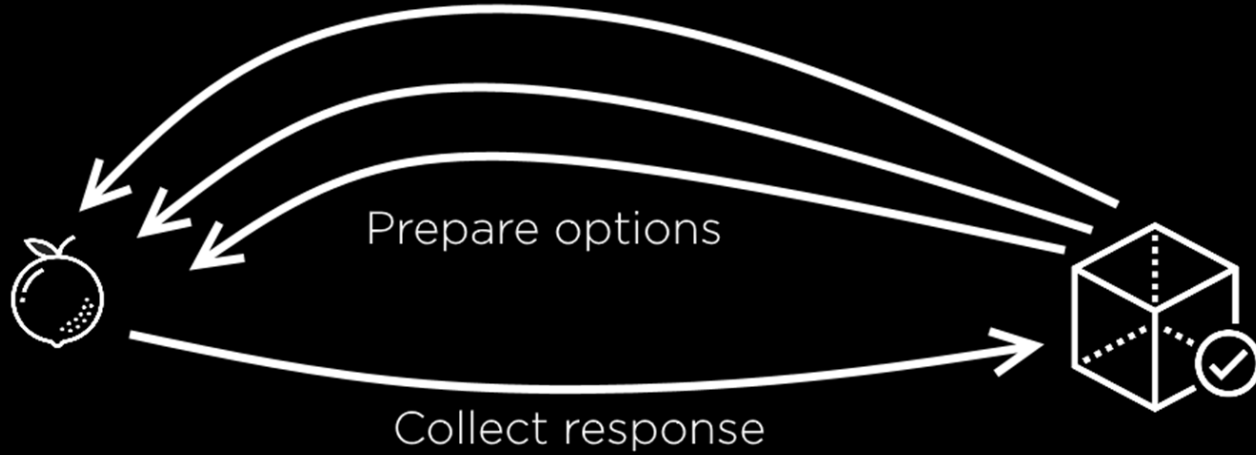
* No process validation

What software should do instead...



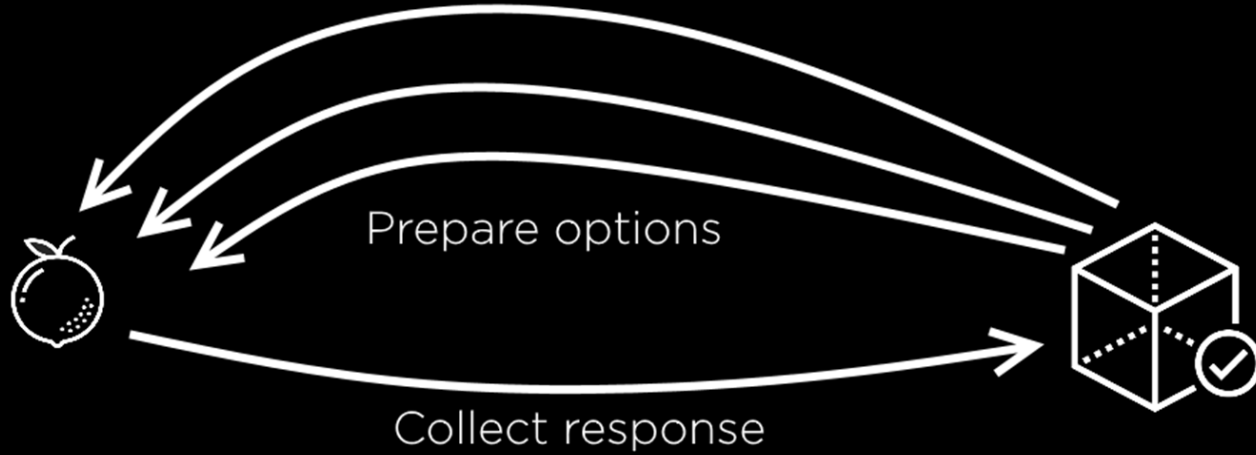
* No process validation - *process is already valid*

What software should do instead...



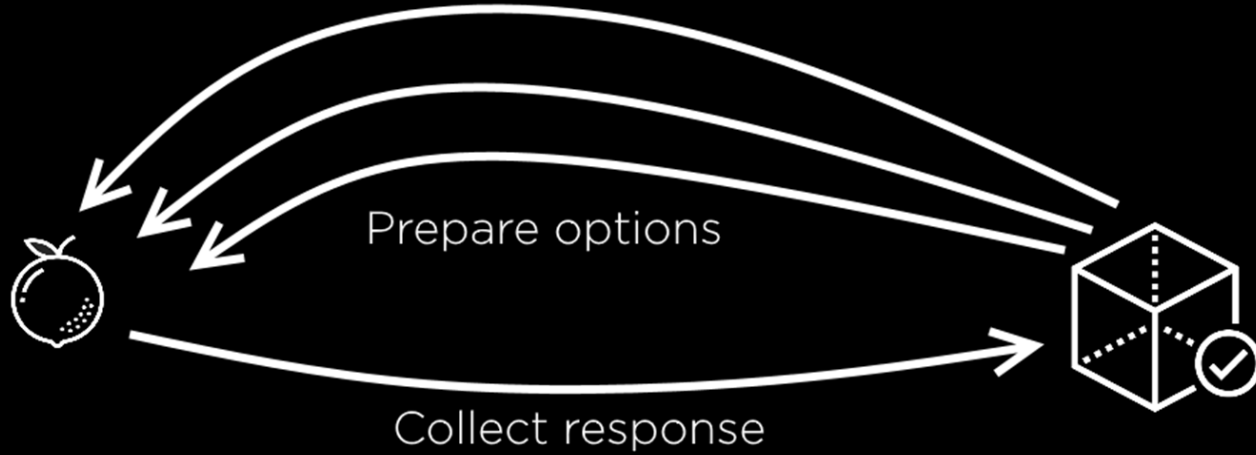
- * No process validation - *process is already valid*
 - * No additional typing - *forms are pre-filled*
-

What software should do instead...



- * No process validation - *process is already valid*
 - * No additional typing - *forms are pre-filled*
 - * No human mistakes
-

What software should do instead...



- * No process validation - *process is already valid*
 - * No additional typing - *forms are pre-filled*
 - * No human mistakes - *no human around*
-

**Customers don't want to
have a business.**

**They might want to have a
vacation, but not the business.**

**Back to the
drawing
table...**



**Back to the
drawing
table...**



**Back to the
drawing
table...**



**Back to the
drawing
table...**

I'm the
problem



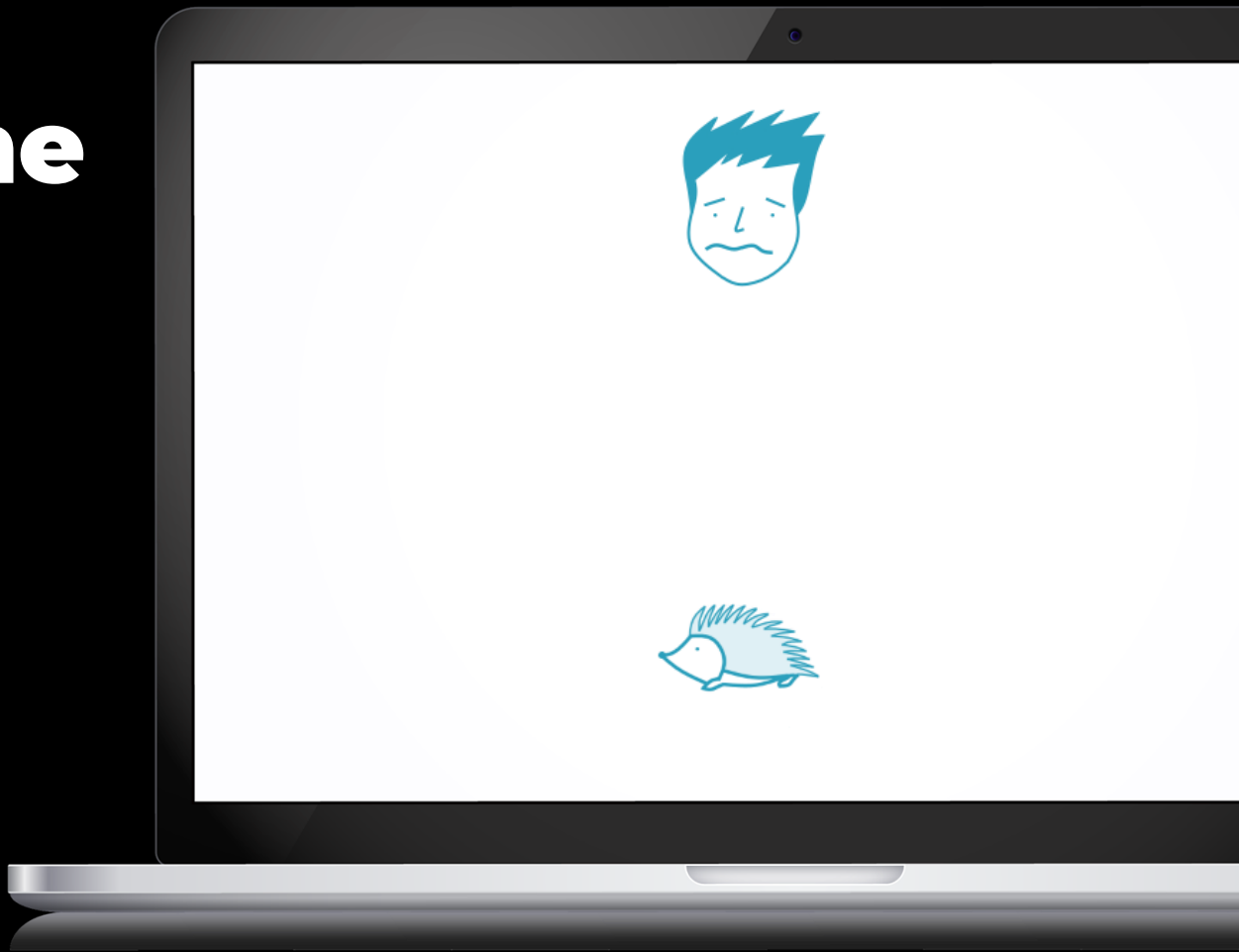
Back to the drawing table...

I'm the
problem



That pointy
thing is...
pointy

**Back to the
drawing
table...**



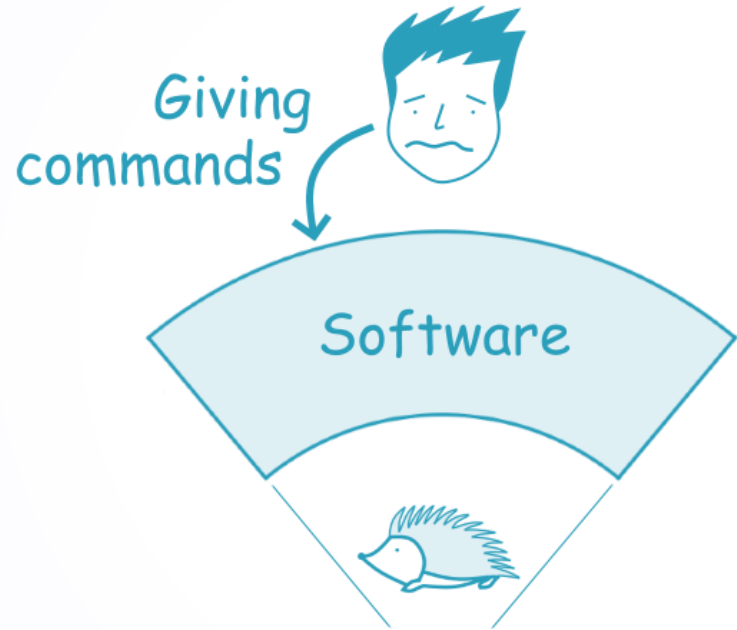
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drawing
table...**



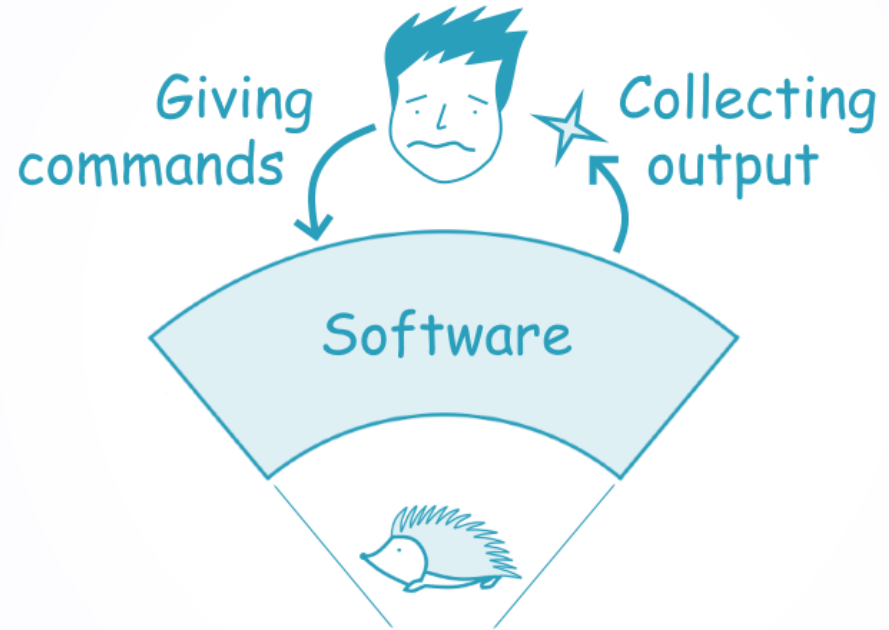
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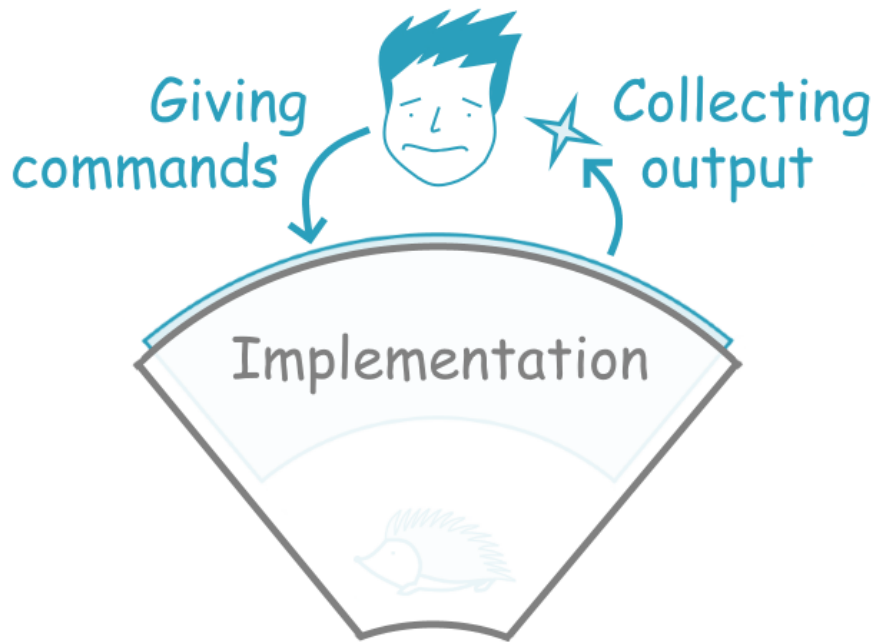
Back to the drawing table...



Back to the drawing table...



Back to the drawing table...



Example #1

In-house auditing

Company employees are assigned a budget

E.g. tire substitution expenses

Auditors are employed to verify their spending

Auditor performs a dozen of operations – or not

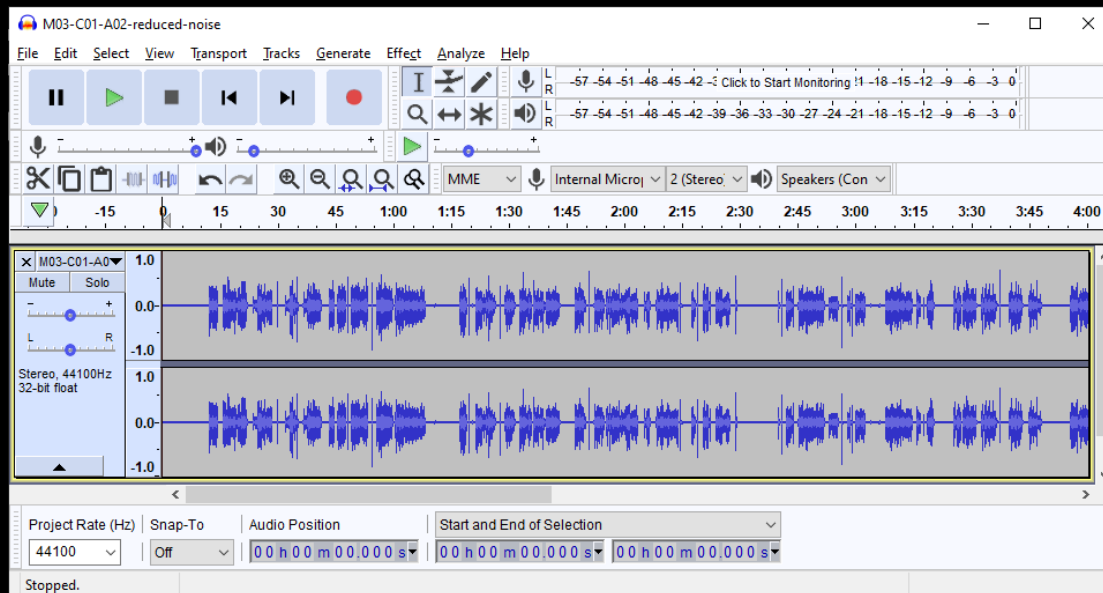
Auditor talks to a dozen of suppliers – or not

Example #2

Producing sound recording

Example #2

Producing sound recording



Example #2

Producing sound recording

Speech Editor

00:00:23.21	00:00:27.00	• Hello and welcome back to the course on design patterns in C Sharp.
00:00:27.61	00:00:30.95	• In this module we will talk about flexibility.
00:00:31.40	00:00:35.48	• What does it mean to make a classes behavior flexible?
00:00:39.12	00:00:43.34	• What does it mean to make a classes behavior flexible
00:00:43.71	00:00:46.56	• and why do we need it in the first place?
00:00:48.15	00:00:51.48	• Those are the questions we will be answering with code,
00:00:51.78	00:00:53.03	• so the code.
00:00:55.04	00:00:56.30	• So the coat.
00:00:58.41	00:00:59.73	• So the code
00:01:00.13	00:01:01.34	• we are still dealing.
00:01:05.56	00:01:07.63	• We are still dealing with the books.
00:01:08.01	00:01:10.59	• Let's offer one of them for sale.
00:01:12.35	00:01:14.63	• Let's offer one of them for sale.
00:01:16.21	00:01:18.58	• Let's offer one of them for sale.

Produce

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