

SOFTWARE CRAFTSMANSHIP



WHAT YOU SEE
HAPPY USERS



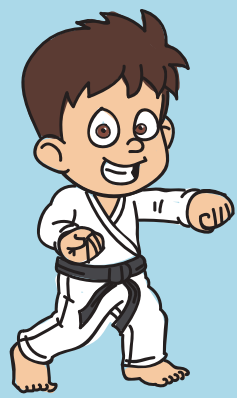
HAPPY CUSTOMERS



PRACTICES

CARE & PASSION

WHAT YOU DON'T SEE



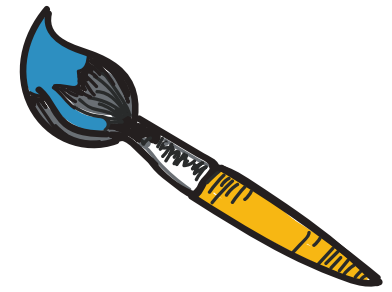
LEARNING

CULTURE



PROFESSIONALISM

THE SOFTWARE CRAFTSMAN



LOWER THE PRICE OF QUALITY

"CRAFTSMANSHIP OVER CRAP" - ROBERT C. MARTIN

WHAT?



- ✗ Not a religion
- ✗ Not a method

Working code = the minimum for a professional

Good senior developer code

90's

Now

• Nobody understand his code

- Clean
- Human readable
- Domain language

IDEOLOGY



What modern developers do:

- Develop
- Test
- Analyze
- Help client
- Recruits
- Make technical choices
- . . .



AGILITY: How to build the **RIGHT THING**

Focus on the process Customer centric

Does not make developers better

CRAFTSMANSHIP: How to build the **THING RIGHT**

MINDSET

- Development is a craft
- Constantly sharing
- Caring about what they do
- Learning from others
- A long journey to mastery



Be **PROUD** to be a **DEVELOPER**

OWN your **CAREER** VS "Peter's principle"

"Only incompetent people are scared to lost their job"

FAILURE
ADVANCEMENT
SUCCESS
ADVANCEMENT
SUCCESS

KEYWORDS



RESPONSIBILITY / PROFESSIONALISM / PRAGMATISM / PRIDE

SOFTWARE CRAFTSMANSHIP MANIFESTO

① Not only working software, but also **WELL-CRAFTED** software

Well-crafted = **High quality code**

- Automated tests
- Business language in the code
- Simple design

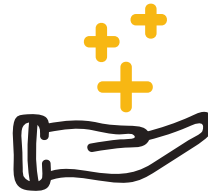


“Code quality is not guarantee of success **BUT** can be the main cause of failure”

② Not only responding to change, but also **STEADILY ADDING VALUE**

Constantly **improve** your code

- Testable
- Extendable
- Refactor



Boy scout rule

“Always leave the campground cleaner than you found it”

③ Not only individuals and interactions, but also **A COMMUNITY OF PROFESSIONALS**

Share / Mentor

- Knowledge
- Ideas
- Successes and failures



Craftsman want to work with passionate & inspiring professionals, a.k.a other craftsmen

④ Not only customer collaboration, but also **PRODUCTIVE PARTNERSHIPS**

We are not factory workers

- Must help our clients
- Must **say NO** for clients good



Some clients are not ready = very difficult environment for craftsmen

GOAL → **REDUCE THE GAP BETWEEN THE AGILE METHODOLOGIES AND THE TECHNICAL WORLD**

ATTITUDE

Practice through

- Code katas
- Pair/ mob programming
- Open source projects
- Pet
- Discovery
- . . .



PRACTICE / PRACTICE / PRACTICE

MOTIVATION

EXTRINSIC

SOMEONE wants you to do it

Positive
Motivation towards a goal

"Make this project successfully and you get a bonus"

"I really want to work on this project"

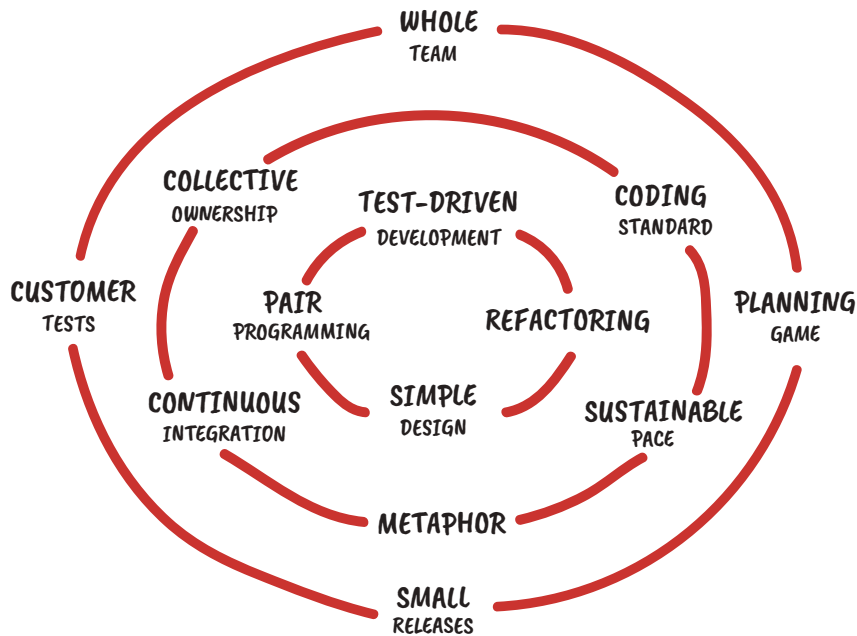
INTRINSIC
YOU want to do it

"Do this project or you are fired"

"I really don't want to work on this project"

Negative
Motivation away from something

PRACTICES



Extreme programming, Kent Beck

CONTINUOUS LEARNING

GOALS

- Inject **passion**
- Create a culture of improvement
- Create a culture of sharing

HOW?

- Book club
- Brown bags
- Lightning talks
- Lean coffees
- Code reviews
- Start communities of practice

