


Course: Practices and Principles of Software Design

A personal review

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Phase 1 - Walking

- Mob/Pair programming
- Classic TDD
- Transformation Priority Premise
- Object Calisthenics
- Basic tools for improving code

Phase 2 - Running

- Refactoring
- Code Smells
- Relation to Object Calisthenics
- SOLID Principles++
- Coupling & Cohesion
- Refactoring tools and principles

Phase 3 - Flying

- Connescence
- Test Doubles
- ATDD – The Double Test Loop
- Rules of simple design
- Outside-In Mindset
- Tools for Design and Implementation

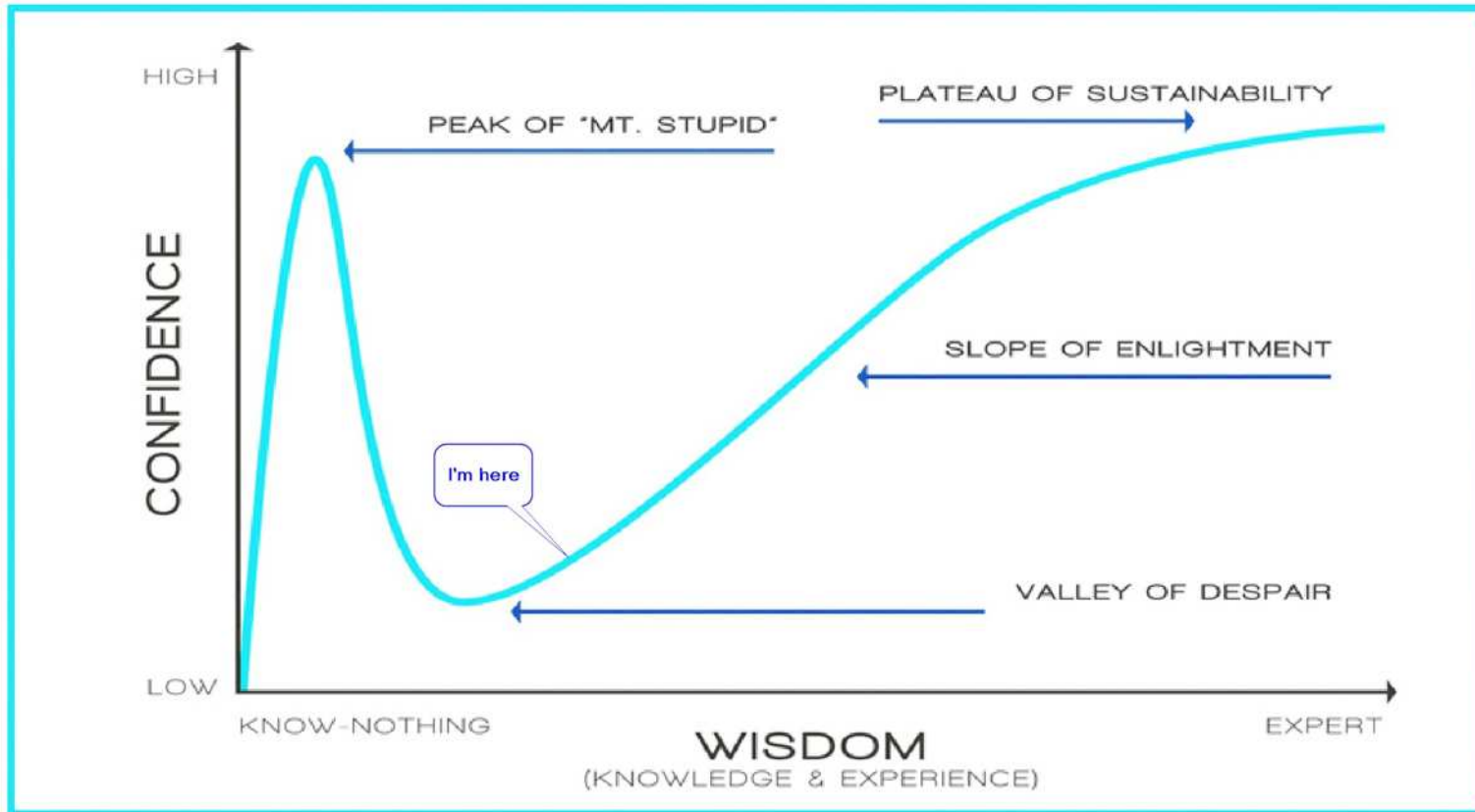
The presentations

- Hard to find a theme
- Only short time to prepare
- Technical boundaries
- English
- Presentation with Zoom
- *When the going gets' tough, the tough get going
(from football in the 1950s)*

The mood

- Before start: sceptical, curious, anxious
- After first lessons: euphoric, happy, eager
- While running: disillusioned, back to reality
- While flying: asking, confused, despair
- After course: hope, open minded, looking forward

Dunning-Kruger Effect



The Future

- Keep Refactoring
- Write clear tests
- Test the right thing at the right level
- Evolve the knowledge
- Read the book
- Do the katas
- Look for like-minded

Conclusions

- Importance of code reading
- There is very much to learn/understand
- Break between the 3 phases ?
- Walking – Running – Flying
- Hard for single fighters
- 2 per team minimum ?

The End?

- Over all: great stuff
- Open and patient mindset
- Thanks to Alessandro and Marco for all this new learnings
- Thanks for listening