

# MYTHS IN SOFTWARE DEVELOPMENT

**MYTH: THERE IS A TRADE-OFF  
BETWEEN QUALITY AND COST**

# YOU CAN HAVE YOUR CAKE AND EAT IT, TOO

- High quality software is cheaper to produce
- High quality reduces the cost of future features.
  - Putting the time into writing good code reduces cost.
- Teams building high quality software deliver new features faster

**MYTH: PULL REQUEST REVIEWS  
ARE AN EFFECTIVE WAY OF  
WORKING**

# IT'S THE WORST

- Causes wait time (Queues)
- Leads to more parallel work (Inventory)
  - Context-switching
  - Stress
- *"Never seen a 500 Line PR that didnt LGTM"*

**MYTH: PAIR- AND MOB  
PROGRAMMING IS TOO  
EXPENSIVE**

# SOLO PROGRAMMING SUCKS

- Collaborative coding increases learning, which increases capabilities, which increases efficacy
- Many minds solve complex problems quicker
- Many minds produce a higher quality output
- When every person necessary to finish the story is in the room, there is no waiting
- Reduces the truck factor

**MYTH: REFACTORING IS RISKY**



# YOU KEEP USING THAT WORD

- Refactoring by definition means to not changing the observable behavior.
- To make sure you are refactoring, you need a safety net.
- It's about reducing risk
- When you tell your manager you are refactoring, and you break stuff, they'll start seeing it as something they want to avoid.

**MYTH: TDD IS ABOUT TESTING**

# THE TESTS ARE A SIDE EFFECT

- TDD is about design
  - Provides design feedback
  - Enables improvement of design (refactoring)
- Fast feedback loops
- Continuously run your code and make sure that it does what you think it does

# OTHER MYTHS

- CI means your Feature Branch is built on Jenkins
- DevOps Engineer is a role
  - DevOps is everything you do to overcome the friction between Silos
- We don't have time to learn and practice at work
- The size of a unit in unit-testing is exactly one function
- Customers know what they want
- We have to try harder at estimating

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