

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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