



Global Day of Code Retreat 2013 (#gdcr13)

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Peter Kofler

- Ph.D. (Appl. Math.)
- Professional Software Developer for 14 years
- “fanatic about code quality”
- I help development teams



Thanks to Our Local Sponsors

The logo for Frequentis, featuring the word "FREQUENTIS" in a bold, blue, sans-serif font. Each letter is filled with horizontal blue lines of varying lengths, creating a striped effect.

<http://www.frequentis.com/>

The logo for agentex, featuring the word "agent" in a grey, lowercase, serif font, followed by "ex" in a bold, orange, lowercase, sans-serif font. Below the main text, the words "AGENTUR FÜR IT-EXPERTEN" are written in a smaller, grey, uppercase, sans-serif font.

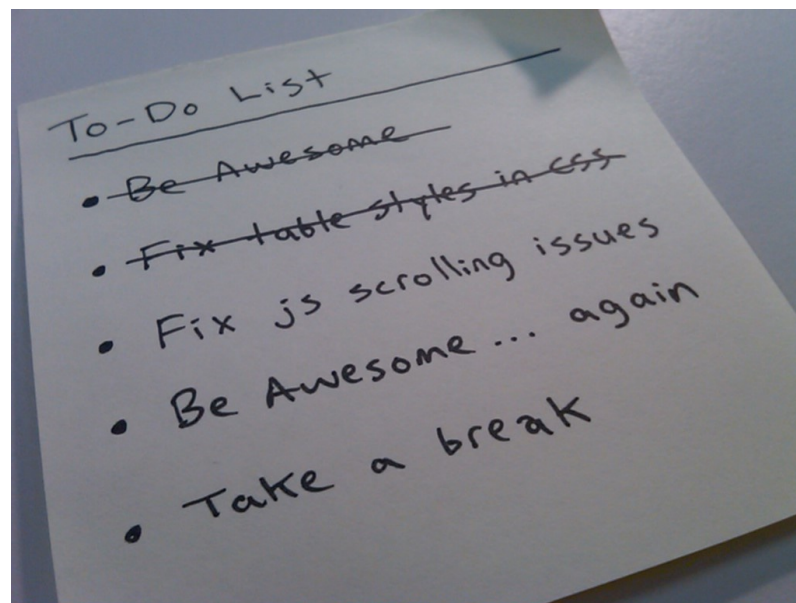
<http://www.agentex.at/>

The logo for Agile Experts, featuring the word "Agile" in a blue, lowercase, sans-serif font, followed by "EXperts" in a green, lowercase, sans-serif font. The "E" in "EXperts" is significantly larger and bolder than the other letters.

<http://agileexperts.at/>

Day Structure

- Introduction 15'
- 3 Sessions
 - coding 45'
 - retro/break 15'
- Lunch
- 3 Sessions
- Retrospective 45'



Coding Dojo Mindset

- Safe place outside work
- We are here to learn
- Need to slow down
- Focus on doing it right
- Collaborative Game



Code Retreat Principles

- Learn through pairing (switch pairs)
- Practice
- Experiment
- Have fun!



Coderetreat

- honing the craft together

Coderetreat, <http://coderetreat.org/>

Why repeat the same kata?

- de-emphasise the generation of code
- concentrate on
 - the process of writing the code
 - naming test cases
 - the Red/Green cycle

Why delete the code?

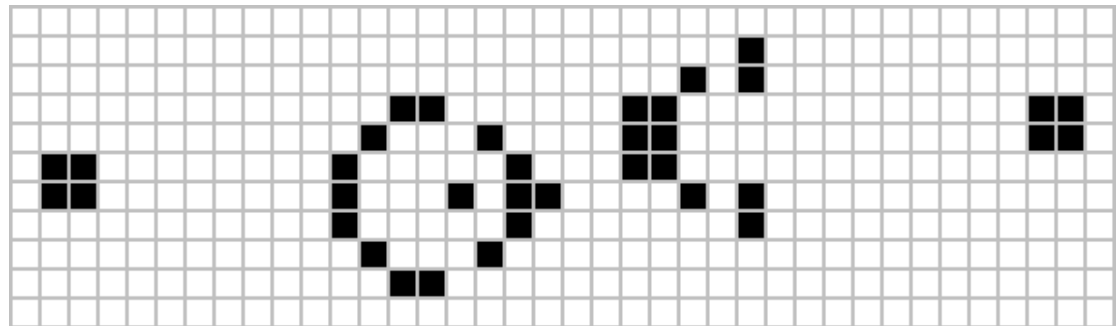
- No. Listen.
- Stop trying to go faster, start trying to go slower.
- Don't think about finishing, think about improving.
- Think about practising. As a team.
- That's what this day is for. Nothing else.

Four Elements of Simple Design

- Passes its tests
- Minimizes duplication
- Maximizes clarity
- Has fewer elements

Conway's Game of Life

- infinite, two-dimensional grid of cells
- interacts with its eight neighbours
- at each step in time, transitions occur
- four rules for cells depending on number of live neighbours



http://en.wikipedia.org/wiki/Conway%27s_Game_of_Life

Rules of Cell Interaction

- Any live cell with fewer than two live neighbours dies by under-population.
- Any live cell with two or three live neighbours lives on to the next generation.
- Any live cell with more than three live neighbours dies, as if by overcrowding.
- Any dead cell with exactly three live neighbours becomes a live cell, by reproduction.

Don't Focus on
Getting it Done.
Focus on Doing
It Perfectly.

Sessions

Our Sessions

- “Do your best”
- Ping Pong
- TDD as if you meant it
- Ping Pong Mute
- No Data Structures
- Evil Pair/Find Loophole

Closing Circle

- What did you learn today?
- What surprised you today?
- What will you do differently in the future?





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