

Re: Rework [Was: Static vs. Dynamic typing...]

Source: <http://coding.derkeiler.com/Archive/General/comp.object/2004-08/0131.html>

From: Philip (*phlip_cpp_at_yahoo.com*)

Date: 07/15/04

Date: Thu, 15 Jul 2004 21:38:53 GMT

Alan Balmer wrote:

> *Philip wrote:*

>

> > *Alan Balmer wrote:*

> >

> > > *Personally, I can fit more than ten minutes in my mind. Teamwork does*

> > > *not have to be accomplished on a continuous basis. It's perfectly OK*

> > > *for a member of a team to work all by himself for a few hours, or a*

> > > *few days, since he and the rest of the team know where he's going.*

> >

> > *A low truck number is not okay, for reasons unrelated to the actual truck.*

> > *I'm not saying you had one...*

>

> *I have no idea what that means, but it sounds like you are insulting*

> *me, then claiming you didn't.*

No prob.

If I make a huge change, don't tell anyone about it, check-in, leave the codebase so nothing compiles much less tests, and clock out for the day, I just put the project at risk, because nobody can support my efforts.

I'm not saying you did that. But...

Any deviation from teamwork and relentless positive testing requires extra efforts to isolate the temporary bad effects of big changes.

If I make a huge change, leave it in a sand-box on my desk, tell everyone not to touch modules V, W, X, Y and Z, and leave for the day, I just slowed everyone else down.

There's just no way to isolate changes without risking Integration Heck when the time comes to un-isolate them. Forking a codebase is bad.

Relentless testing permits incremental changes that reinforce aspects of the project that are not undergoing those changes.

comp.object: Re: Rework [Was: Static vs. Dynamic typing...]

> >> *I have certainly made sweeping changes taking more than a few days and*
> >> *had a zero bug count at the end, where it matters. And I'm just as*
> >> *sure of my "zero bug count" as you are of yours ; -)*
> >
> > *Halfway thru, if you were certain the bug count is zero, and if all the*
> > *features still work, and if you could have integrated, released, and*
> > *deployed, then you were agile.*
>