

# DEVELOPING AN ENGINEERING CULTURE

Lambert Wixson

Chief Technology Officer



# Applicable scenarios

Startup / small org – fewer than 20 software engineers.

Almost everybody codes. No dedicated System Analysts / Architects.

Software & services for enterprise customers

Long intended software lifecycle (> 7 yrs)

High interconnectivity between software components

Frequent releases or deployments (< 4 weeks)

# Disciplines that work



*Discipline is the soul of an army. It makes small numbers formidable; procures success to the weak, and esteem to all.*

Quality is Job 1.

Document interfaces

Learn how to lead

# Background

Video-driven business intelligence – scoring compliance, safety, productivity



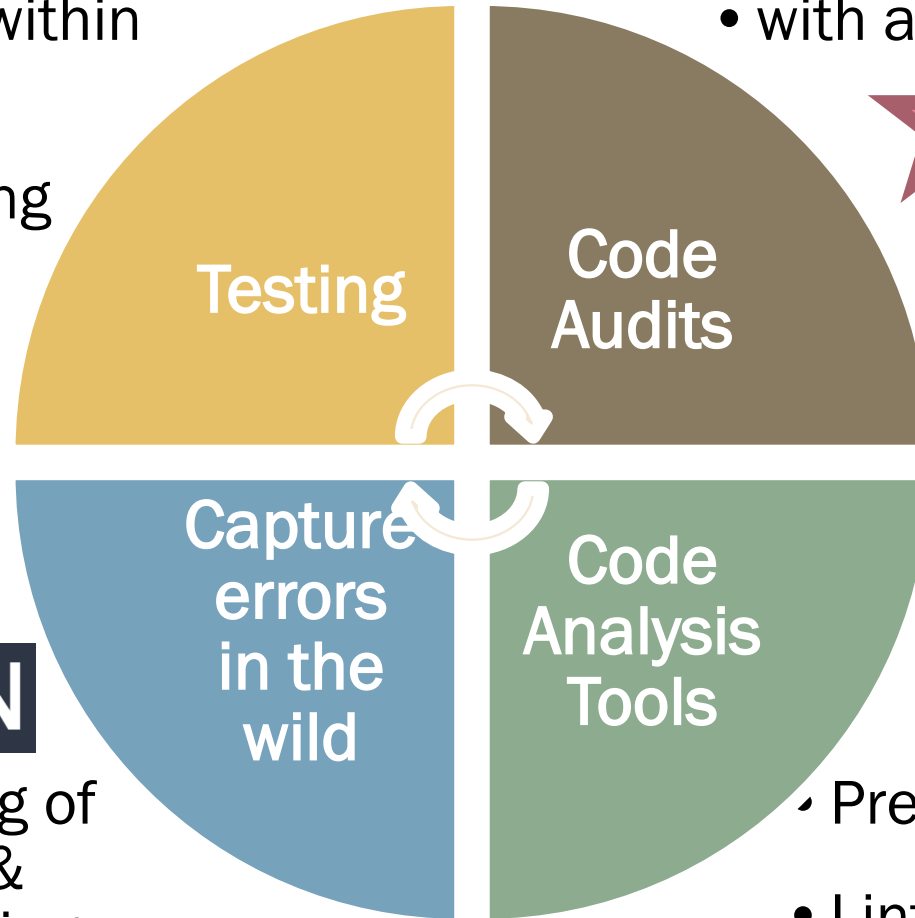
Deliver data and alerts daily, hourly, or even under 10 minutes.

Formulate tasks as high-throughput video annotation, organized around sampling

Runs 24x7x365 –review ~60,000 snippets of video every weekday

# 1. Quality (CORRECTNESS & MAINTAINABILITY)

- Automated tests (within CI)
- TestLink for defining and assigning manual tests



- with accountability

**RAYGUN**

- Centralized logging of client-side errors & exceptions, including JavaScript.

- Pre-commit checks
- Lint-like tools (within CI)



## BOILING A FROG

Why audit? Because good code doesn't go bad overnight!

# Making code audits part of culture

Teach folks how to audit code...

...and how to reach consensus with the author!

Auditors must sign off on code at the file level.

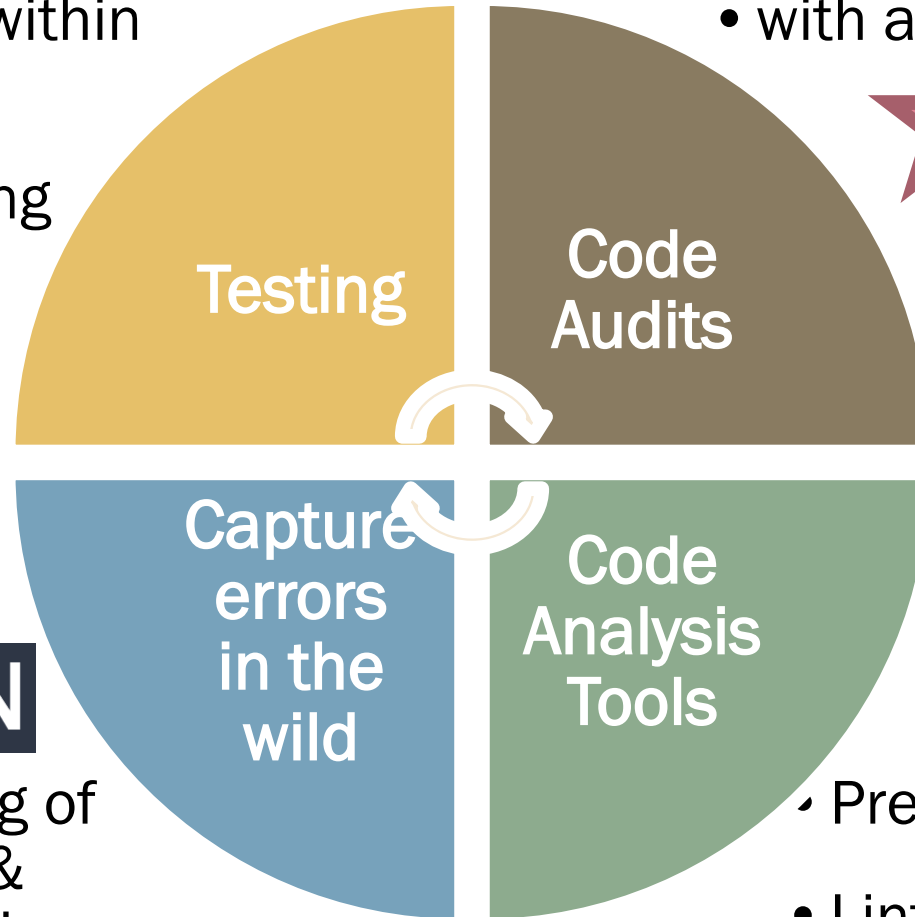
Auditors mark each file as either OK or NEEDSWORK *within the source code control system*

**Marking something OK means you feel:**

- 1. the code is maintainable**
- 2. you could debug this code if called upon**
- 3. you could extend this code in future without feeling compelled to make major architectural changes**

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# Pre-commit checks

Prevent bad code from ever getting checked in!

```
<Forbidden lang="CPP"
  string="\b(mktime|mktime32)\s*\(" >
  <FileToExamine name=".cpp$"/>
  <FileToExamine name=".h$" />
  <Reason>This function uses local system time zone info.
  Use gmtime_s or gmtime32_s instead.</Reason>
</Forbidden>
```

```
<Forbidden lang="jscript"
  string="attachEventListener\s*\(" >
  <FileToExamine name=".js$" />
  <FileToExamine name=".cshtml$" />
  <Reason>Please remove attachEventListener calls and replace with attachEventHandlar.</Reason>
  <ExceptionFile name="i_js_HelperFunc.js$"/>
</Forbidden>
```

```
<Forbidden lang="sql" string="(.) (\bDATETIME\b).*" >
  <FileToExamine name=".sql$" comment="foobar"/>
  <Reason>
  WARNING: DATETIME is deprecated and discouraged. Consider using DATETIMEOFFSET or DATETIME2
  as appropriate. The only reason to use DATETIME is if required for compatibility with
  existing schema.
  </Reason>
</Forbidden>
```

*Objects that shouldn't be used*

*Deprecated functions*

*Obsolete data structures*

*Lines that are too long*

# Disciplines that work



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## 2. Document interfaces

Design docs we use

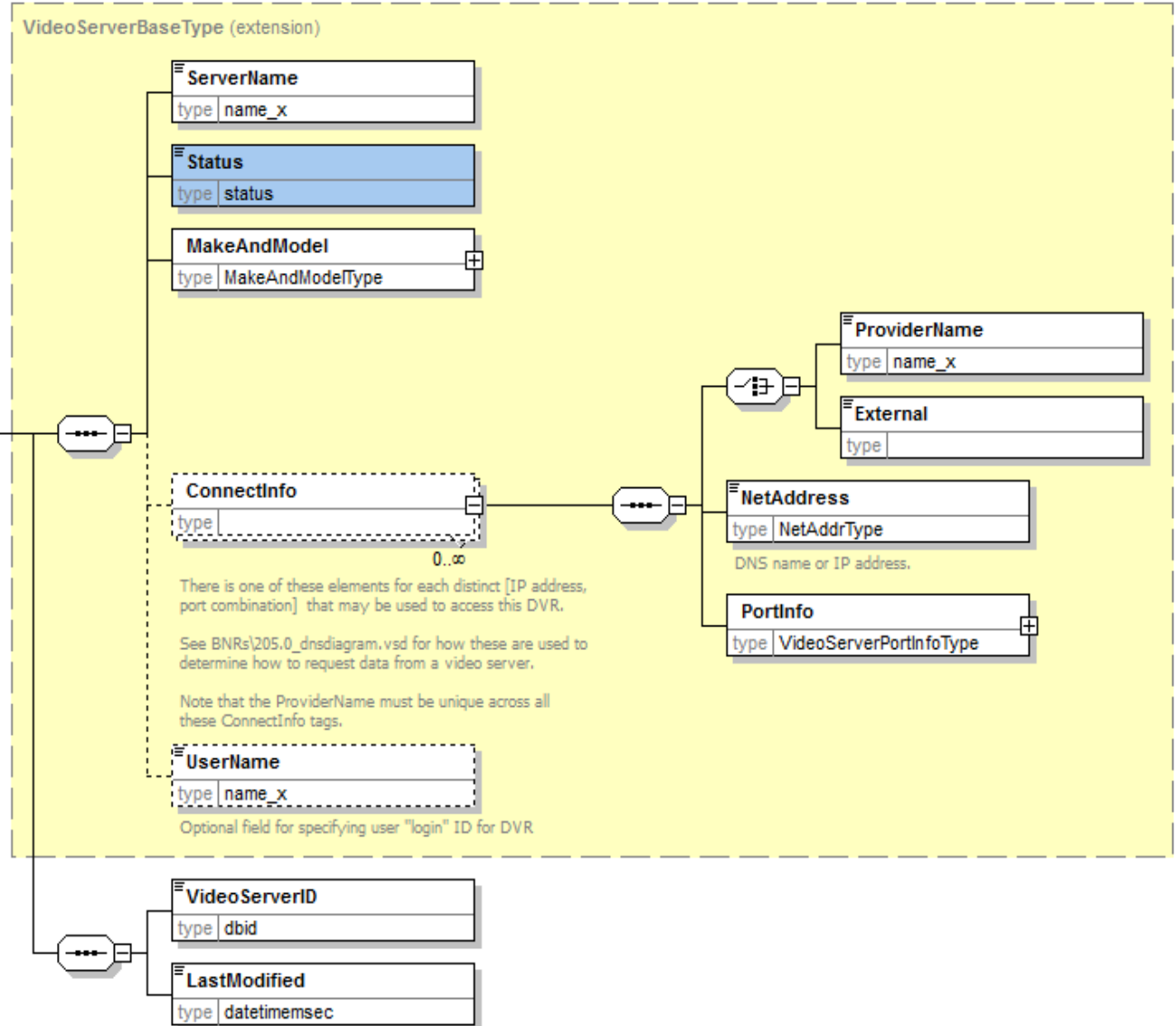
- Database (.docx)
- Web services API (.docx + .xsd)
- Interfaces on COM objs / .NET assemblies (.docx + .xsd)
- UML for specific concepts (Visio)
  - Activity diagrams
  - State diagrams

Pick doc formats that can be edited even if you don't have the source code!

# Example XML schema

Use an interactive tool to document your data structures.

**VideoServerExistingType**  
This type describes a video server that already exists within the database.  
  
NOTE: This type contains information suitable for CONFIGURING the video server. If you are interested in REQUESTING VIDEO/DATA from the server, use LocServerType instead.



# Build a culture of **USING** the docs



## Stage 1

What does the FetchFromQueue web service return if it can't find a match?

I don't remember. What do the docs say?

## Stage 2

What does the FetchFromQueue web service return if it can't find a match?

I don't remember. What do the docs say?

I looked at the doc but couldn't see anything.

Hmm... can you show me specifically where you looked?

# Disciplines that work

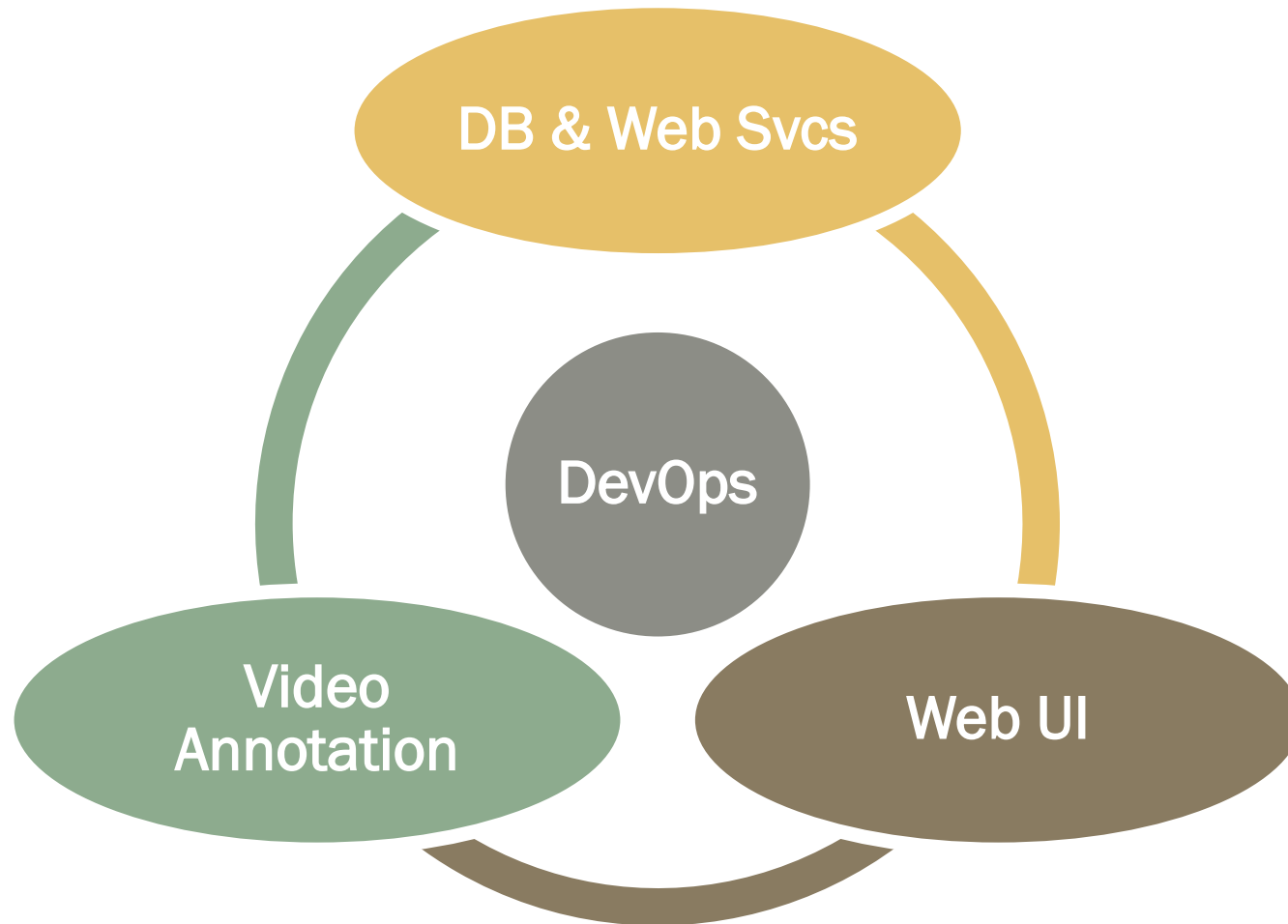


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## Team Leads

- write code
- have direct reports

## Agile

- Daily scrums
- Deploy code to production every week or at least every 2 weeks

# 3. Learn how to lead

It's more than "tell folks what to do for the next sprint"!

Besides all the tech,  
you're responsible for:

- retaining your staff
- developing your staff
- recruiting new staff fast



- weekly 1-on-1s
- feedback, delegation, training, reviews
- networking



# Contact info



lambert.wixson -at- arrowsight.com

lambertWx -at- gmail.com

About our team, plus job openings: [bit.ly/AS-SW](http://bit.ly/AS-SW)

Don't wait to see an opening – email me directly