ADVENTURES IN PAIR PROGRAMMING

Mike Stok, Toronto Perl Mongers 2013-08-29

Before I Begin

- Thanks Dave, Olaf, Stuart

- Thanks ScreenHero, Digital Ocean, 8th Color

- This is subjective

- Based on many *days* of experience

- That's enough *gratuitous* effects

BEFORE I BEGIN

- We've discussed this at TPM before

- I've tried to get it implemented at #{work}, with marginal success

- Frustration is the mother of invention

Intended Structure

- In One Slide…

- What Is It? *(It being pair programming)*

- Why Do It?

- How Can We Do It?

- Resources

- Demonstrations

- Questions

In One Slide…

"All code to be sent into production is created by two people working together at a single computer. Pair programming increases software quality without impacting time to deliver. It is counter intuitive, but 2 people working at a single computer will add as much functionality as two working separately except that it will be much higher in quality. With increased quality comes big savings later in the project."

http://www.extremeprogramming.org/rules/pair.html

WHAT IS IT?

- An eXtreme Programming practice

- Two people at one computer

  - Frequent changes of role
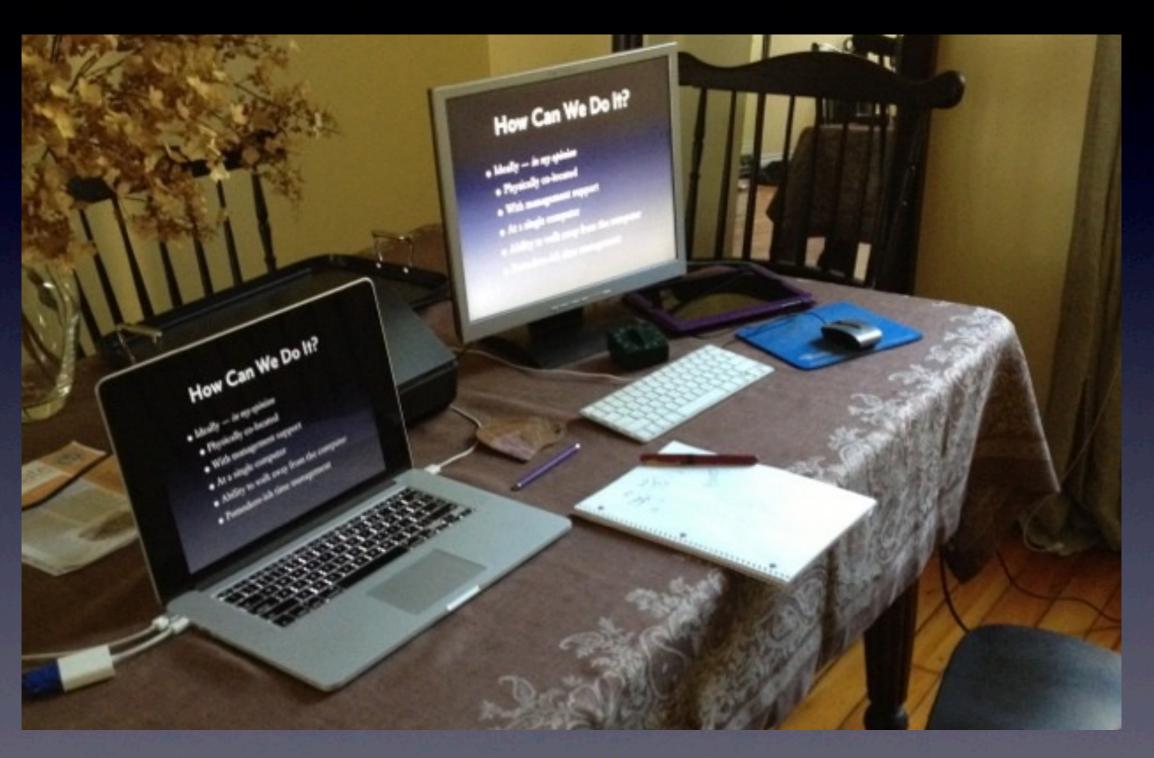
  - Frequent changes of partner

WHY DO IT?

- For some adventure — *if you're comfortable you're not doing it right!*

- It's fun

- Improved design (TDD) and code

- Knowledge and skill transfer

- Incidental benefits

WHY DO IT?

- It *doesn't* have to suck — http://www.youtube.com/watch?v=OQXEzwXtzJ8

  - Focus on the code is *essential*

- It *doesn't* have to slow you down

- It is *hard work* to learn to collaborate

  - It is *rewarding* to collaborate

- Knowledge and skill transfer

How Can We Do It?

- Agree on the "ground rules":
  - What's the goal? *Be realistic*
  - When are we done? *Be flexible*
  - What tools do we use? *Be open*
  - When can we do it? *Be present, engaged*

How Can We Do It?

- Ideally — *in my opinion*

  - Physically co-located

  - With management support

  - At a single computer

  - Ability to walk away from the computer

  - Pomodoro-ish time management

How Can We Do It?

How Can We Do It?

- Remotely:

    - ssh into my machine and use tmux

    - screen / window sharing ScreenHero

    - use a VPS and tmux + port forwarding

    - Problems:

        - responsiveness, security, disconnections

RESOURCES (WEB)

- http://www.pairprogramwith.me

- http://securesoftwaredev.com/software-development/pair-programming/

- http://www.extremeprogramming.org

- http://screenhero.com

Resources (Books)

- Extreme Programming Explained — Kent Beck

- Peopleware — Tom DeMarco and Timothy Lister

- Tmux: Productive Mouse-Free Development — Brian P. Hogan

- Metaphors We Live By — George Lakoff and Mark Johnson

Resources (Tech)

- Technologies:

  - terminal sharing: screen / tmux

  - window / screen sharing: ScreenHero etc.

  - VPS: Digital Ocean etc.

DEMONSTRATIONS

- tmuxinator (wrapper around tmux)

- ScreenHero

- Digital Ocean (if there's interest)

Questions

- Was this a good use of your time?

- Beer?

  - Where?

THE END