

# Building Better Tools

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136D 027F DC29 8402 7B42 47D6 7C5B 64AF AF22 6A4C

whoami

---

```
$ groups  
netbsd yahoo  
$
```



# whoami

---

```
$ groups  
netbsd yahoo  
$
```



## whoami

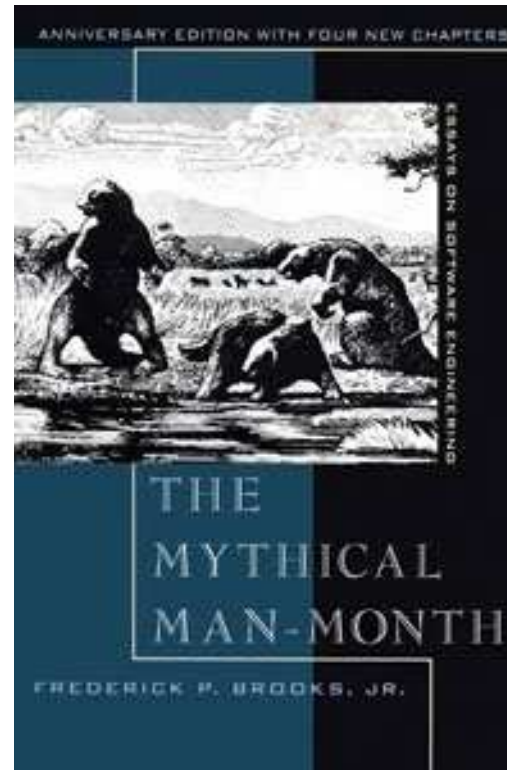
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\$ groups  
netbsd yahoo  
\$



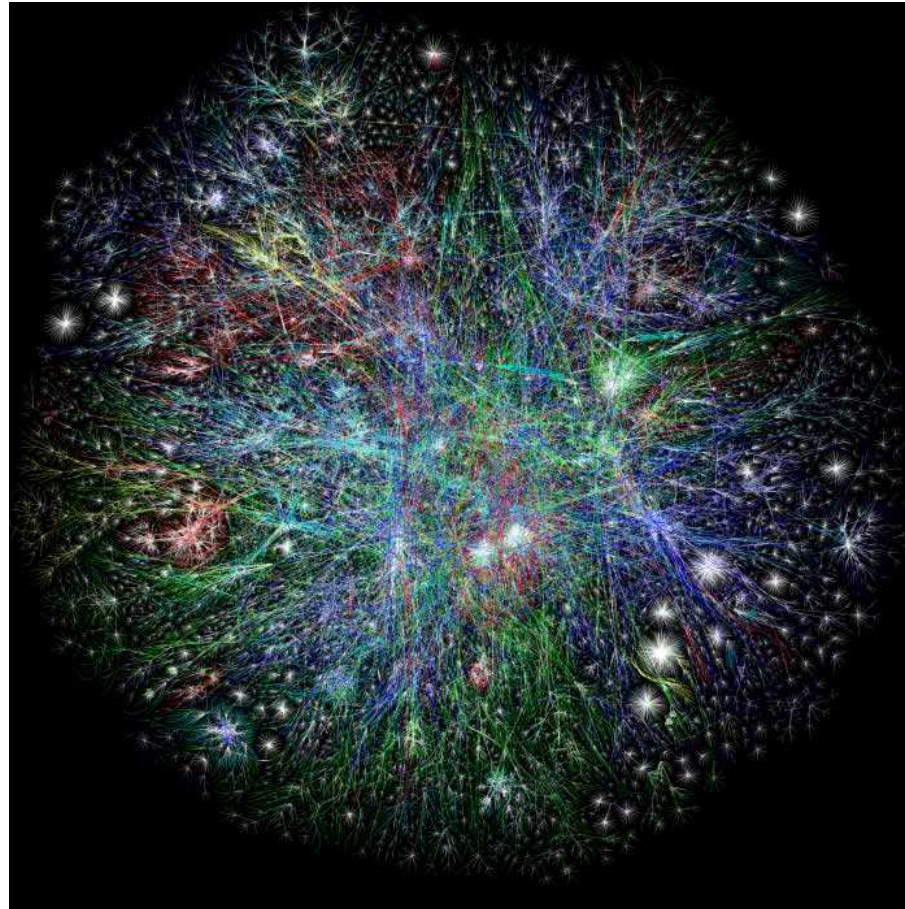
A much better way to spend your time.

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People think the internet looks like this.

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In reality...

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# Tools

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## The right tool?

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## The right tool?

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## The right tool?

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## The right tool?

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## Internet Reality

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## Sturgeon's Revelation

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90% of everything is crud.

## A better hammer!

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## Tools Development

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Three basic categories:

- scripting
- programming
- software development



## Tools Development

---

Three basic categories:

- scripting



## Tools Development

---

Three basic categories:

- scripting
  - automating *very* simple tasks

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  - customization of user environment

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  - often only suitable for one individual user

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Three basic categories:

- scripting
  - automating *very* simple tasks
  - customization of user environment
  - often only suitable for one individual user
  - usually eventually evolves into larger programs

## Tools Development

---

Three basic categories:

- programming



## Tools Development

---

Three basic categories:

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## Tools Development

---

Three basic categories:

- programming
  - suitable for simple to moderately complex tasks



## Tools Development

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Three basic categories:

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  - results frequently used by a small base of users

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Three basic categories:

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  - results frequently used by a small base of users
  - uses basic framework or common toolkits

## Tools Development

---

Three basic categories:

- programming
  - suitable for simple to moderately complex tasks
  - results frequently used by a small base of users
  - uses basic framework or common toolkits
  - provides consistent interface

## Tools Development

---

Three basic categories:

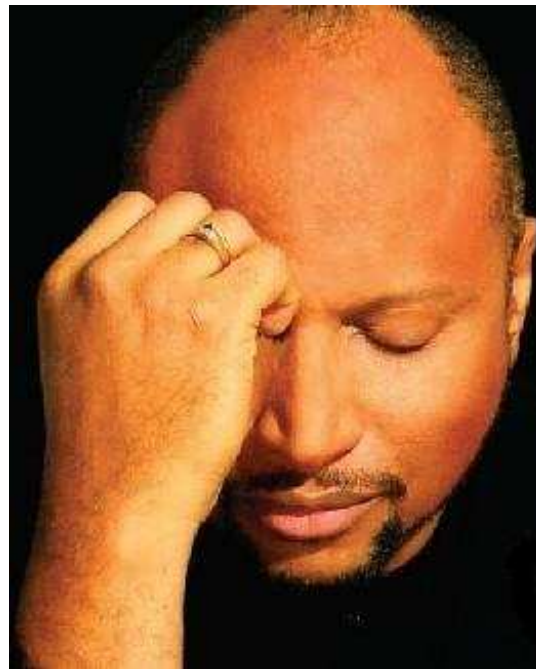
- programming
  - suitable for simple to moderately complex tasks
  - results frequently used by a small base of users
  - uses basic framework or common toolkits
  - provides consistent interface
  - may evolve into full product

## Tools Development

---

Three basic categories:

- software development



Felton Pilate, *MC Hammer's producer*

## Tools Development

---

Three basic categories:

- software development



## Tools Development

---

Three basic categories:

- software development
  - required for any reasonably complex task

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Three basic categories:

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  - uses formal software engineering approach (measurable goals, requirements, specifications, ...)



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- software development
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  - uses formal software engineering approach (measurable goals, requirements, specifications, ...)
  - may evolve from previous prototypes

## Tools Development

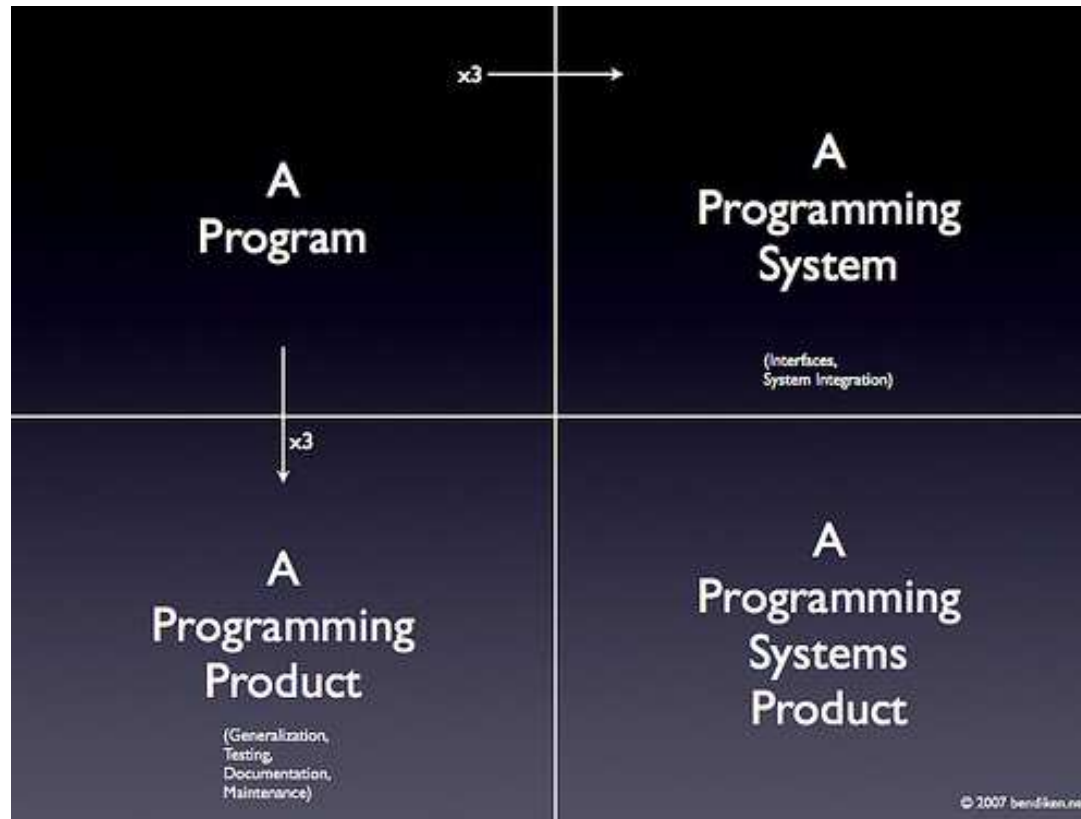
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Three basic categories:

- software development
  - required for any reasonably complex task
  - uses formal software engineering approach (measurable goals, requirements, specifications, ...)
  - may evolve from previous prototypes
  - requires ongoing continuous maintenance / development efforts

# Evolution of the programming systems product

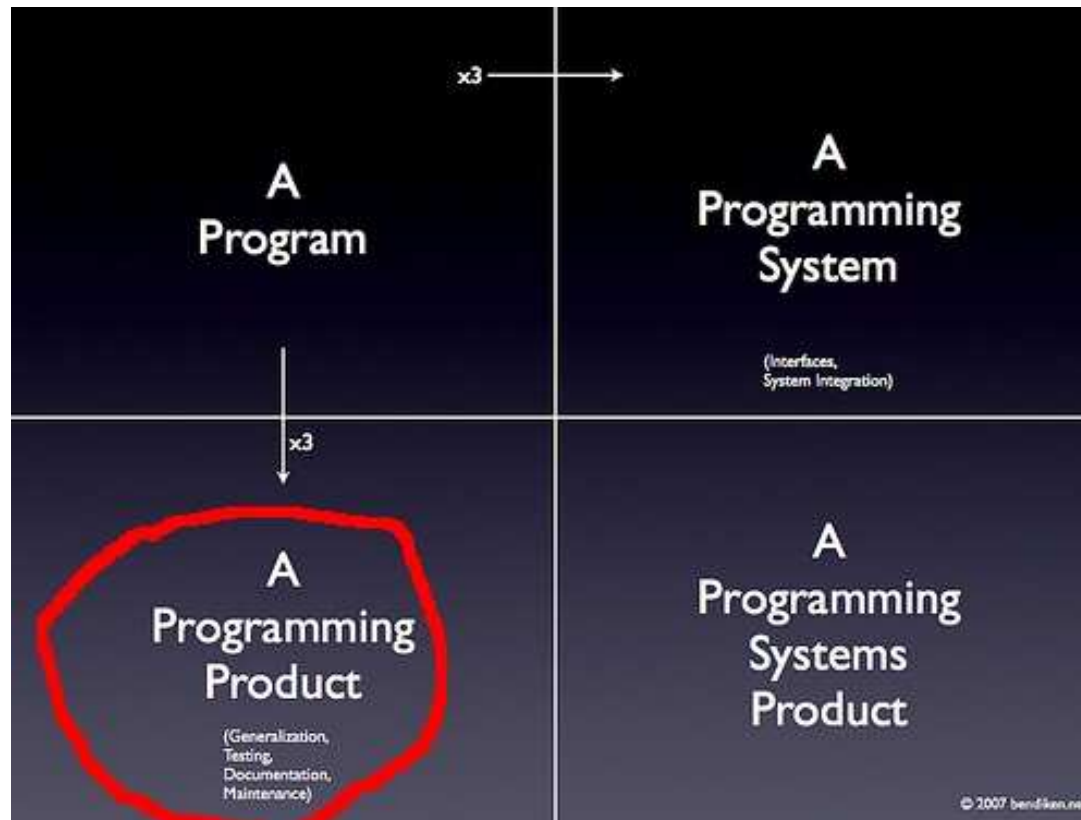
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F. Brooks, "The Mythical Man Month"

# Evolution of the programming systems product

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F. Brooks, "The Mythical Man Month"

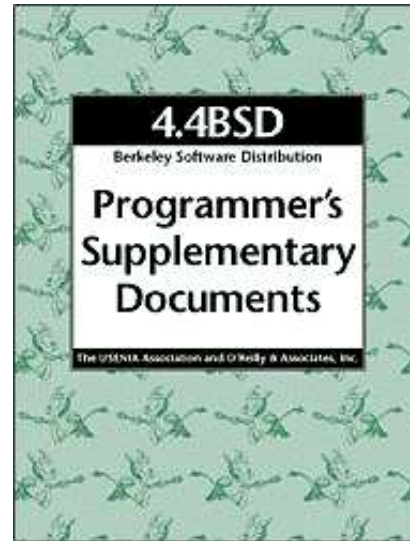
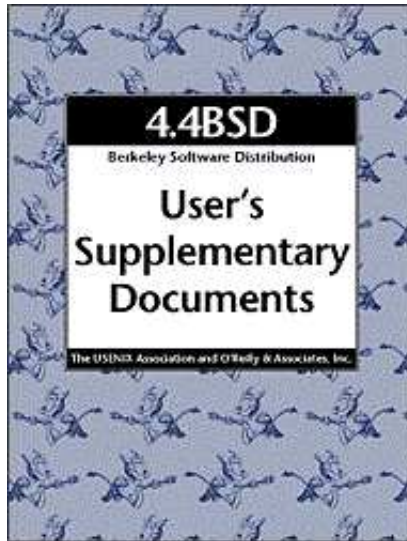
“Trust me, I know what I’m doing.”

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# Documentation

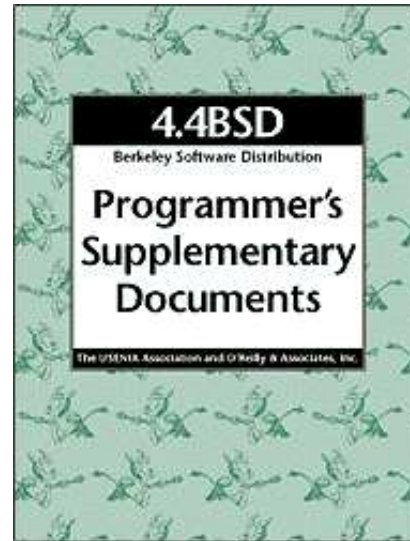
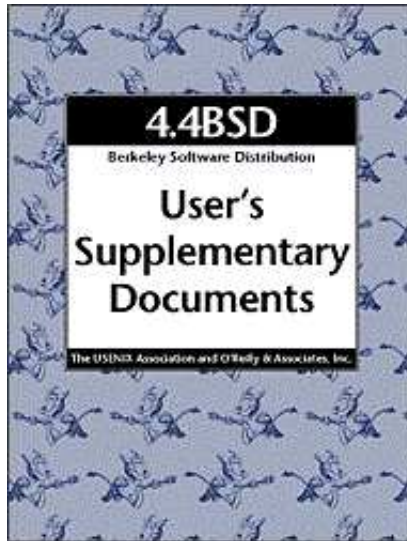
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**“RTFM!”**

# Documentation

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WTFM

# User Interface

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# Unix Philosophy

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## Unix Philosophy

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Do one thing and do it well.

## The KISS Principle

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# POLA

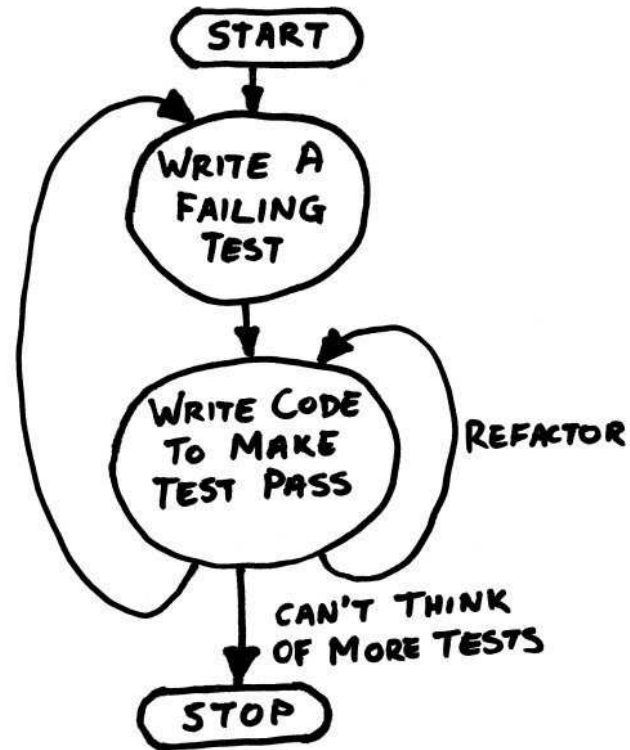
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## Principle of Least Astonishment



# Test Driven

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## The Zen of Python

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Beautiful is better than ugly.

## The Zen of Python

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Explicit is better than implicit.

## Explicit is better than implicit.

---

### Autovivification is Evil!

```
$oink = { 'foo' => { 'x' => 1, },  
        'bar' => { 'y' => 2, },  
        } ;  
if (exists($oink->{'baz'}{'z'})) {  
    print "oink->baz->z exists\n";  
}  
if (exists($oink->{'baz'})) {  
    print "oink->baz exists\n";  
}
```



Explicit is better than implicit.

---

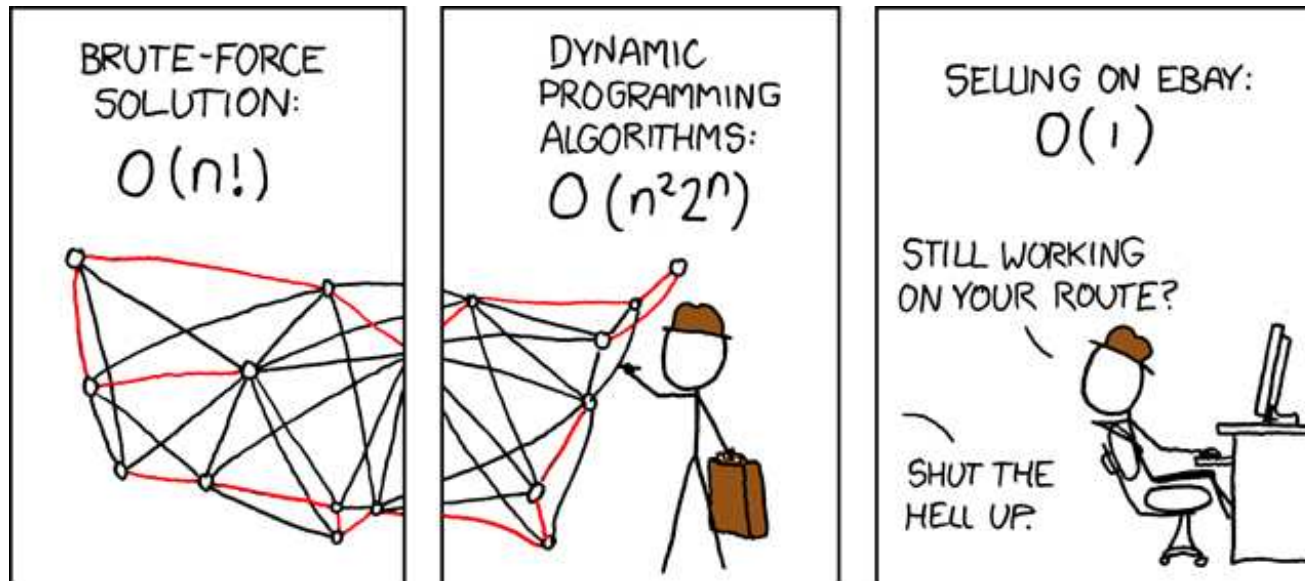
For \$Deity's sake, return *something*.

```
sub func {
  my ($ref, $ref_or_is_it_something_else) = @_;
  for my $a (@{$ref}) {
    if (condition) {
      return 1;
    }
  }
}
```

## The Zen of Python

---

Simple is better than complex.



<http://xkcd.com/399/>

## The Zen of Python

---

Complex is better than complicated.

## The Zen of Python

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Flat is better than nested.

## The Zen of Python

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Sparse is better than dense.

## The Zen of Python

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Readability counts.

## The Zen of Python

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Special cases aren't special enough to break the rules.

## The Zen of Python

---

Special cases aren't special enough to break the rules.

Although practicality beats purity.



## The Zen of Python

---

Special cases aren't special enough to break the rules.

Although practicality beats purity.

Sturgeon's Law: *Nothing is always absolutely so.*

## The Zen of Python

---

Errors should never pass silently.

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(That would be implicitly accepted failure.)

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(You know what would be better than something *implicit*?)

## The Zen of Python

---

Errors should never pass silently.

(That would be implicitly accepted failure.)

(You know what would be better than something *implicit*?)

(Why, of course, something *explicit*!)

## The Zen of Python

---

Errors should never pass silently.

Unless explicitly silenced.

## The Zen of Python

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In the face of ambiguity, refuse the temptation to guess.

## The Zen of Python

---

There should be one – and preferably only one – obvious way to do it.



## The Zen of Python

---

There should be one – and preferably only one – obvious way to do it.

Although that way may not be obvious at first unless you're Dutch.



## The Zen of Python

---

Now is better than never.

## The Zen of Python

---

Now is better than never.

Although never is often better than *right* now.

## The Zen of Python

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If the implementation is hard to explain, it's a bad idea.

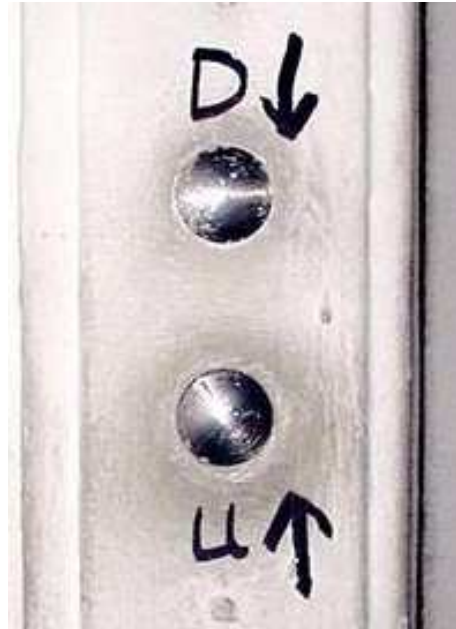
## The Zen of Python

---

If the implementation is easy to explain,  
it *may* be a good idea.

A simple interface, easy to explain. Yet...

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## The Zen of Python

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Namespaces are one honking great idea –  
let's do more of those!

# Consistency

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## Robustness Principle or Postel's Law

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Be conservative in what you do; be liberal in what you accept from others.

# Toss it!

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## Avoid the Quick Fix

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There's nothing as permanent as a temporary solution.

## Take a good look in the mirror!

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Nice Ass!

Take a good look in the mirror!

---

Until you can *prove* otherwise,  
assume that *you* are an Ass!

Don't try to be clever!

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insert

clever sentence or image about how trying to be  
clever increases complexity and leads to code that  
is difficult to understand

here

## Avoid the Project That Was Never Finished

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Don't let the Perfect be the enemy of the Good.

## Avoid Feature Creep

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<http://www.feepingcreatures.com>



## Release Early, Release Often

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“More users find more bugs.”

F. Brooks, “The Mythical Man Month”

## Increase the Bus Factor

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"Just friends."

## Fix Broken Windows

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## Program Maintenance

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“... is an entropy-increasing process, and even its most skillful execution only delays the subsidence of the system into unfixable obsolescence.”

F. Brooks, “The Mythical Man Month”

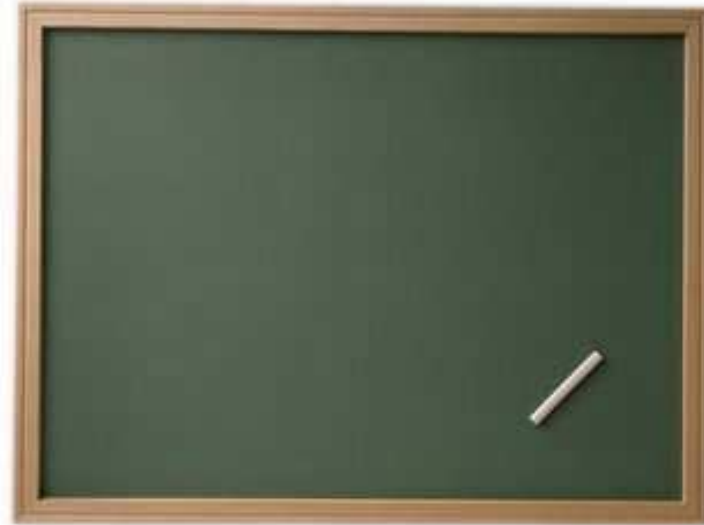
# Toss it!

---



# Starting fresh

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# Ownership

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Done!

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