



***CODING FAST  
AND SLOW***



***APPLYING KAHNEMAN'S  
INSIGHTS TO IMPROVE  
DEVELOPMENT PRACTICES  
AND EFFICIENCY***

# ***PROF. DANIEL KAHNEMAN***

Mar 5, 1934 – Mar 27, 2024

***2002 NOBEL PRIZE LAURATE  
IN ECONOMICS!***





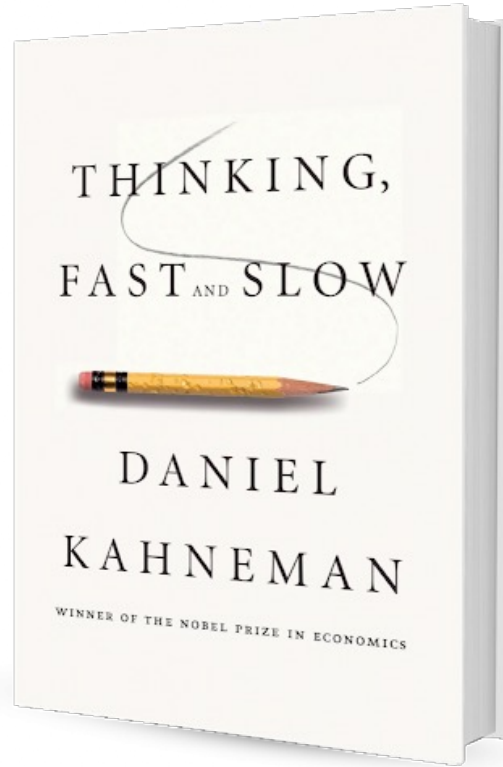
***"FOR HAVING INTEGRATED INSIGHTS  
FROM PSYCHOLOGICAL RESEARCH INTO  
ECONOMIC SCIENCE, ESPECIALLY  
CONCERNING HUMAN JUDGMENT AND  
DECISION-MAKING UNDER UNCERTAINTY"***



## ***ECONOMICS?***

- × ECON101: People are rational; that's why markets work.
- × – Nope, they aren't; here's 50 years of study.
- × – Oh, wow, they really aren't. It probably has a profound effect on economics! Here's a Nobel Prize for ya!
- × ECON101: People are rational; that's why markets work.





***A BAT AND A BALL COST \$1.10 IN TOTAL.***

***THE BAT COSTS \$1 MORE THAN THE BALL.***

***HOW MUCH DOES THE BALL COST?***



***HOW MUCH DOES THE BALL COST?***

$$0.10 + (1.00 + 0.10) = 1.20$$

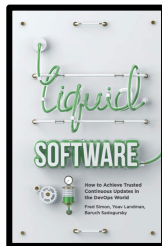
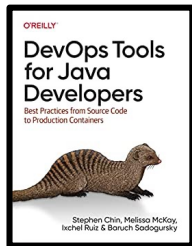
$$0.05 + (1.00 + 0.05) = 1.10$$





# ***BARUCH SADOGURSKY - @JBARUCH***

- × Head of DevRel at TuxCare (I am hiring!)
- × Developer Productivity Nerd
- × Development → DevOps → #DevProd



## ***SHOWNOTES***

- × [speaking.jbaru.ch](https://speaking.jbaru.ch)
- × Slides
- × Video
- × All the links!



# ***TWO SYSTEMS***


## ***SYSTEM ONE***

- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and eager

## ***SYSTEM TWO***

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and lazy





Wait, let's think  
about that!

**SYSTEM 2**

I recognize this  
pattern!

**SYSTEM 1**

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```
class UniqueWords {  
    public static void main(String[] args) throws IOException {  
        if (args.length != 1) {  
            throw new IllegalArgumentException("Invalid argument");  
        }  
        Set<String> words = new HashSet<>();  
        for (String line : Files.readAllLines(Path.of(args[0]))) {  
            // Ignore commented lines  
            if (!line.startsWith("#") || !line.startsWith("//")) {  
                Collections.addAll(words, line.split("\\W+"));  
            }  
        }  
        System.out.println("Count of unique words: " + words.size());  
    }  
}
```



# RED



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*@GEECON*

*SPEAKING.JBARU.CH*

# GREEN



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*@GEECON*

*SPEAKING.JBARU.CH*

# ***YELLOW***



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# **BROWN**



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# ORANGE

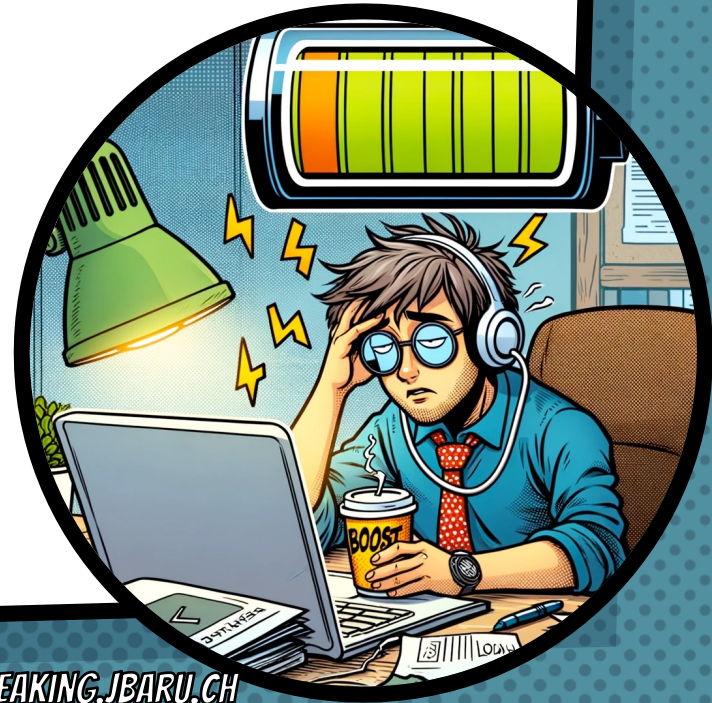


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***YOU HAVE "MENTAL FUEL"***



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Behavioral/Cognitive

## Attention and Capacity Limits in Perception: A Cellular Metabolism Account

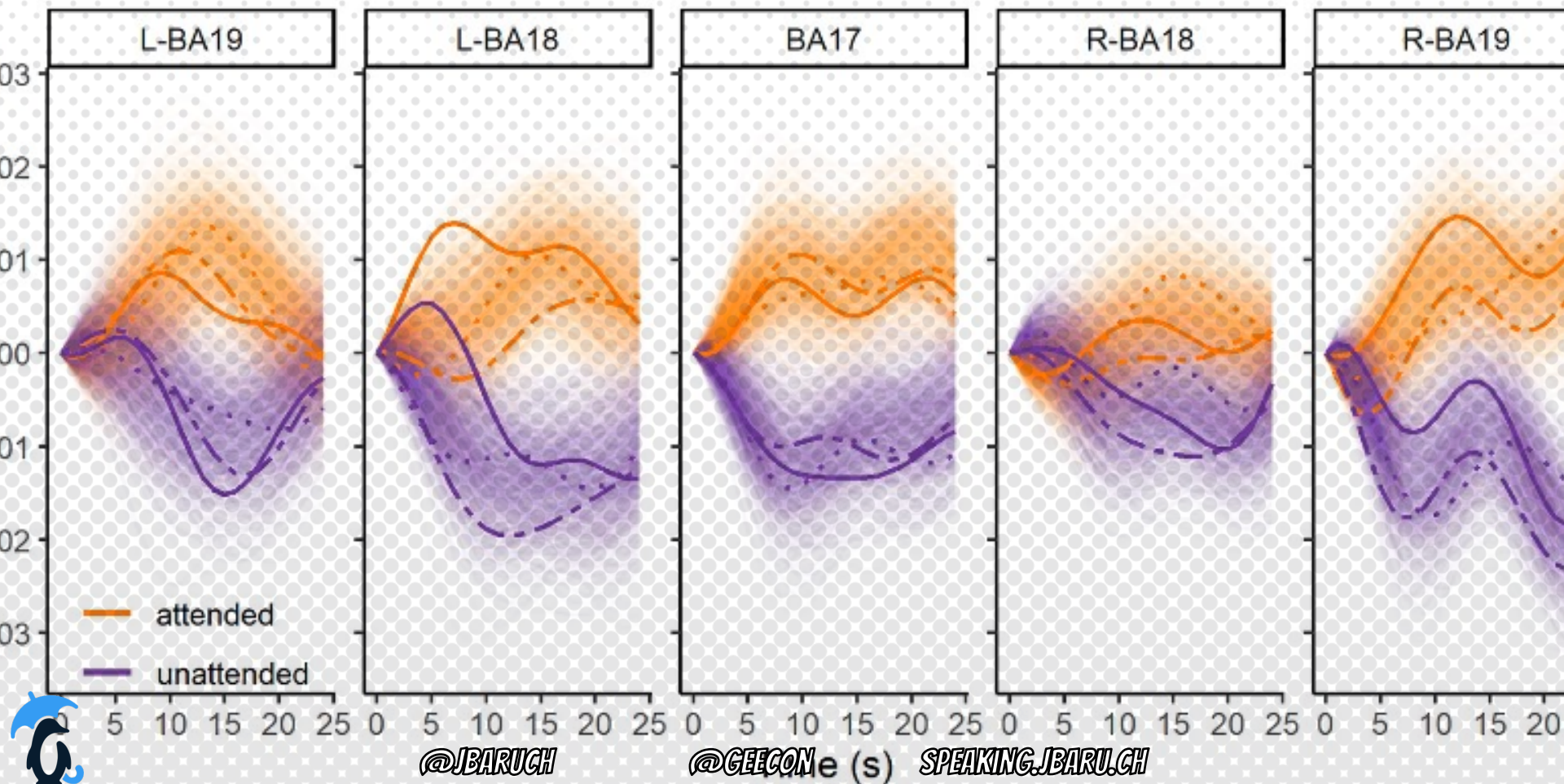
 Merit Bruckmaier,<sup>1</sup> Ilias Tachtsidis,<sup>2</sup> Phong Phan,<sup>2</sup> and  Nilli Lavie<sup>1</sup>

<sup>1</sup>Institute of Cognitive Neuroscience, University College London, London WC1N 3AZ, United Kingdom, and <sup>2</sup>Department of Medical Physics and Biomedical Engineering, University College London, London WC1E 7JE, United Kingdom





# oxCCO Time Series of Load Effects for Attended and Unattended Stimuli





Explain the paper "Attention and Capacity Limits in Perception: A Cellular Metabolism Account" to me Barney-style in one paragraph or less.



## ***ATTENTION AND CAPACITY LIMITS IN PERCEPTION: A CELLULAR METABOLISM ACCOUNT***

- × BNIRS and oxCCO
- × Cellular Metabolism as Mental Fuel
- × Finite Energy Supply
- × High Load Mode vs Low Load Mode



# WHICH SYSTEM DO WE USE FOR CODING?

SYSTEM ONE

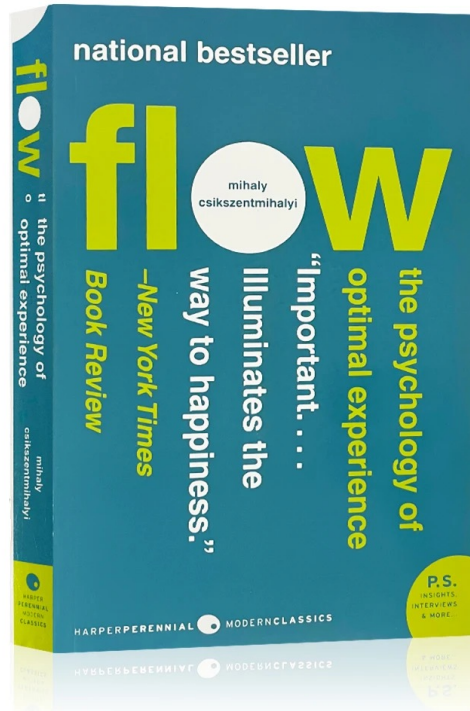
- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and Eager

SYSTEM TWO

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and Lazy

**SOFTWARE  
ENGINEERING**





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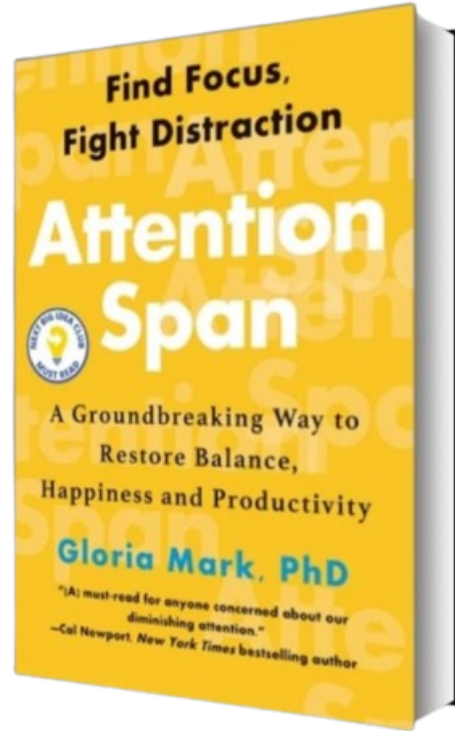




"STATE OF **EFFORTLESS**  
CONCENTRATION SO DEEP THAT  
PEOPLE LOSE THEIR SENSE OF TIME,  
THEMSELVES, AND THEIR  
PROBLEMS"







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Is **email** stealing your focus?  
The average person checks their email  
**77 times** a day.

Our attention span has dwindled  
to about **47 SECONDS**  
on any screen.

It takes **25 minutes** to return focus  
to a task after interruption.

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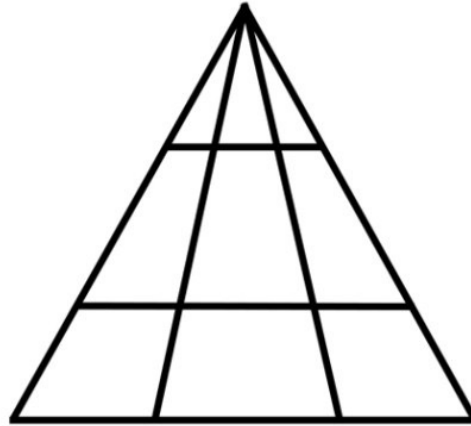
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```
public class DiscountCalculator {  
    public static void main(String[] args) {  
        calculateDiscount(100, 15);  
    }  
  
    public static void calculateDiscount(double price, double discount) {  
        double finalPrice = price - (price * discount / 100);  
        System.out.println("The final price after a " + discount + "% discount  
is: " + finalPrice);  
    }  
}
```







***HOW MANY TRIANGLES?***



```
public class TaxCalculator {  
    public static void main(String[] args) {  
        calculateTax(100, 5);  
    }  
  
    public static void calculateTax(double amount, double taxRate) {  
        double totalAmount = amount + (amount * taxRate);  
        System.out.println("The total amount with tax: " + totalAmount);  
    }  
}
```



## ***THE PROBLEM:***

- × You deplete your fuel by context-switching
- × You're not in the flow because of context-switching
- × Loose-loose: you need more fuel needed, but you have less fuel



2017 IEEE/ACM 2nd International Workshop on Emotion Awareness in Software Engineering (SEmotion)

## Characterizing and Predicting Mental Fatigue during Programming Tasks

Saurabh Sarkar  
Microsoft  
Redmond, WA, USA  
Email: saurabsa@microsoft.com

Chris Parnin  
North Carolina State University  
Department of Computer Science Raleigh, NC, USA  
Email: cjparnin@ncsu.edu



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## ***WHEN WE ARE TIRED, WE PRODUCE WORSE CODE***

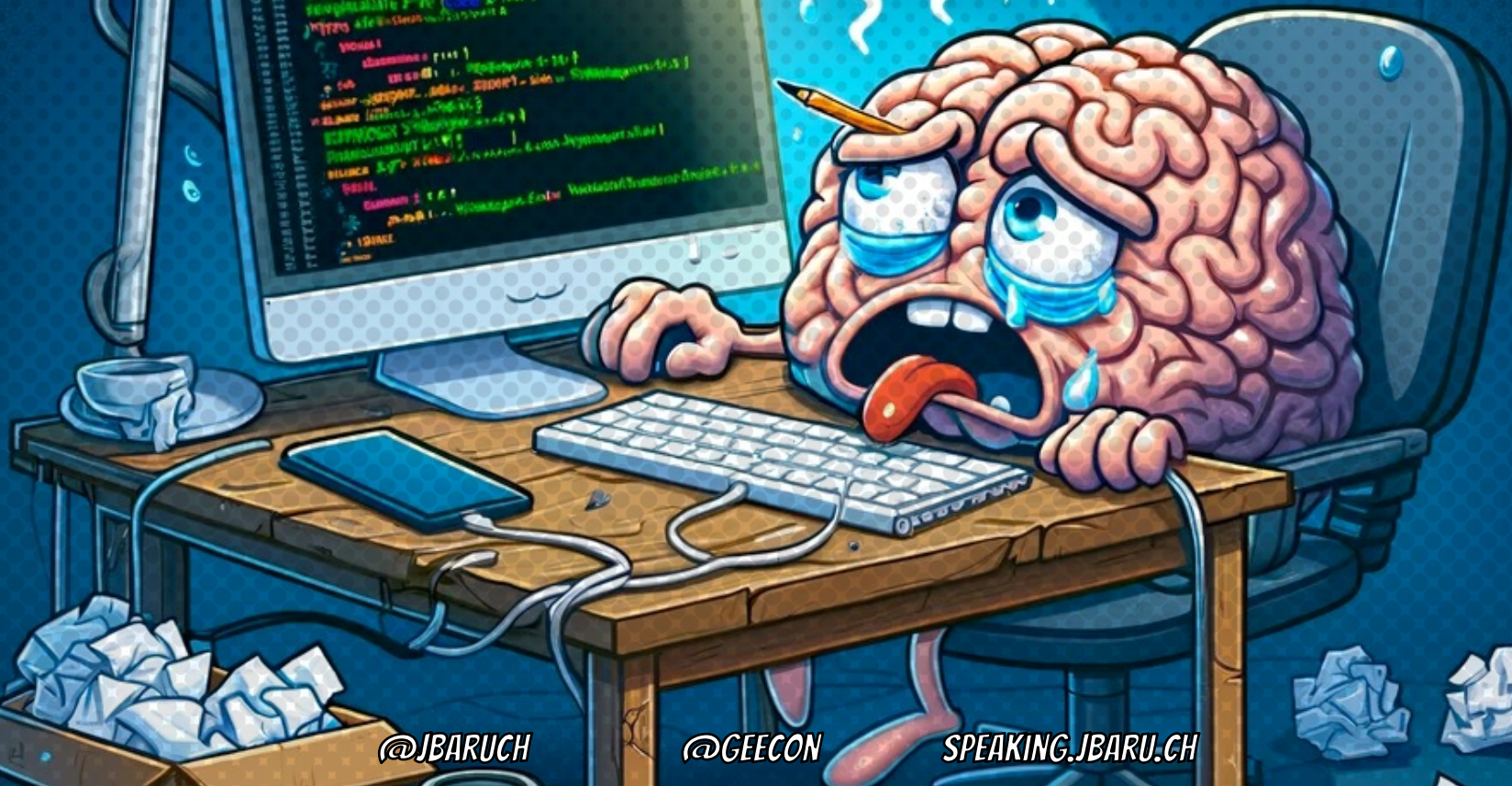
- × "Developers are cutting corners on quality when fatigued."

***(DUH)***





**EXPECTED OUTCOME: WE'RE TIRED AND STOP**



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## ***BUT WE DON'T KNOW WHEN TO QUIT***

- × Default parole decision: deny
- × Fewer paroles when judges are tired/hungry
- × Granting parole needs System 2 thinking
- × Judges unaware of switching to System 1



# REAL-LIFE OUTCOME: YOU RUN ON SYSTEM ONE

SYSTEM ONE

- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and Eager

"OK CODE"

SYSTEM TWO

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and Lazy







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# ***REAL-LIFE OUTCOME: YOU RUN ON SYSTEM ONE***

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***SYSTEM TWO***

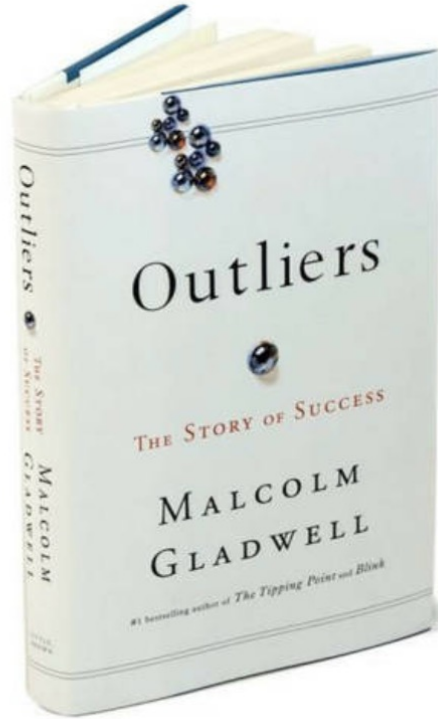
- x Slow
- x Analytical
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*"EXECUTE SKILLED RESPONSES AND  
GENERATE SKILLED INTUITIONS  
AFTER ADEQUATE TRAINING"*





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## ***10,000 HOURS OF PRACTICE MOVE SOME SYSTEM 2 ACTIVITIES TO SYSTEM 1***

- × Driving
- × Golf
- × Tennis
- × Music playing
- × Safety drills for fire fighters





Wait, let's think  
about that!

***SYSTEM 2***

I recognize this  
pattern!

***SYSTEM 1***





# REAL-LIFE OUTCOME: YOU RUN ON SYSTEM ONE

SYSTEM ONE


- x Fast
- x Intuitive "OK CODE"
- x Automatic
- x Emotional
- x Cheap and Eager

SYSTEM TWO

- x Slow
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- x Expensive and Lazy







***NOT GREAT, NOT TERRIBLE.***

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***WHICH SUCKS LESS?***



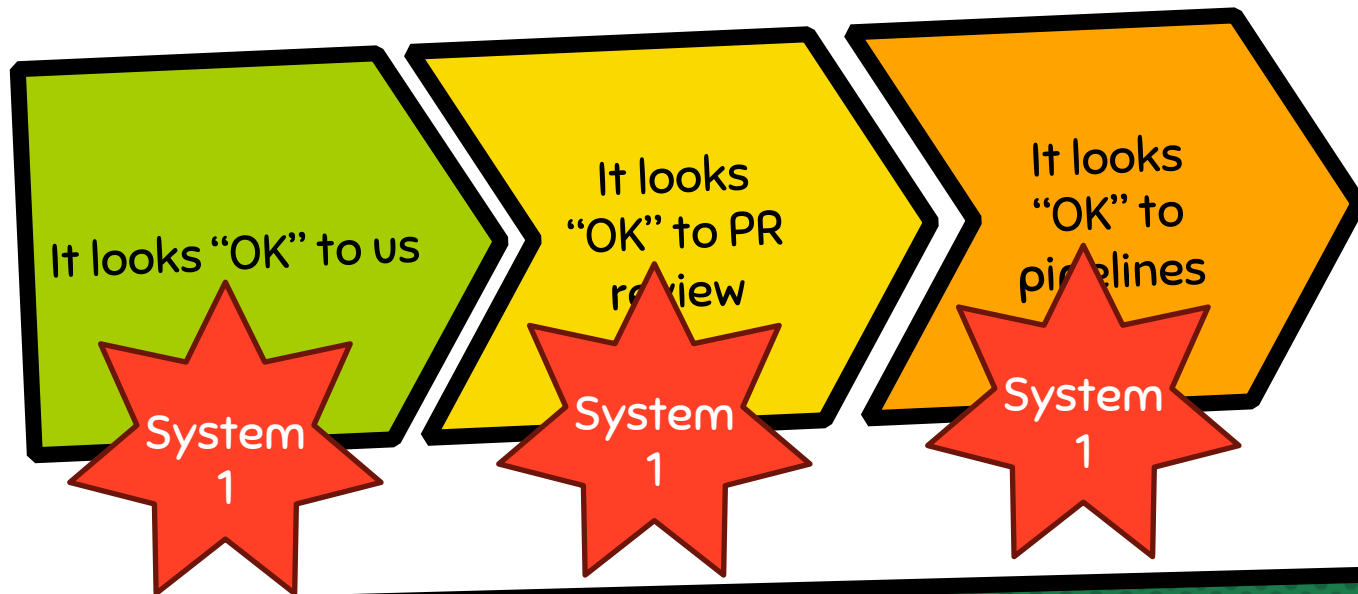
***BAD CODE***



***"OK" CODE***



# THE PROBLEM OF "OK CODE"



***NEXT THING  
YOU KNOW:  
YOU HAVE AN  
"OK" PRODUCT***



# INVEST IN FUEL SAVING TECHNIQUES

The goal: Have enough mental fuel to last all day



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## ***TIME MANAGEMENT STRATEGIES***

- × Time Blocking
- × Pomodoro Technique





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## ***TIME MANAGEMENT STRATEGIES***

- × Time Blocking
- × Pomodoro Technique
- × Task Batching

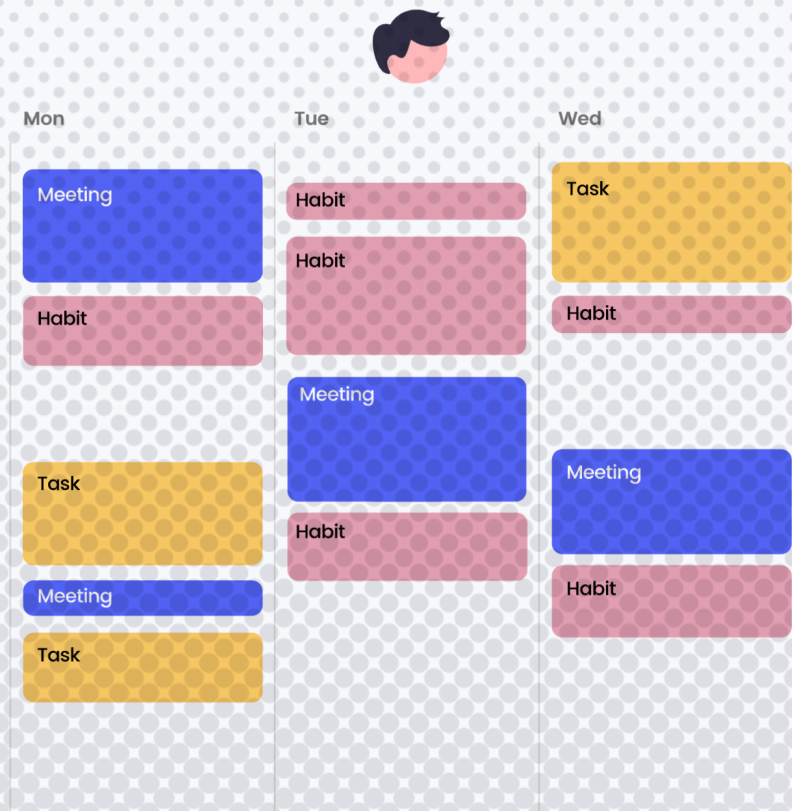


## Defend focus time

Find the best time for productive heads-down work in your calendar (while keeping your schedule flexible for changes) — so you can get more done as a team every week.

[Tasks](#) [Habits](#) [Planner](#)

- × Block time
- × Batch tasks
- × Allow access



## ***MINDFULNESS AND COGNITIVE PRACTICES***

- × Mindfulness and Meditation
- × Reflective Practices
- × Single-tasking





# ***WORKSPACE AND INTERRUPTION MANAGEMENT***

- × Workspace Organization
- × Notification Management
- × Prioritization Techniques



## ***PHYSICAL AND MENTAL WELL-BEING***

- × Physical Exercise
- × Breaks and Downtime







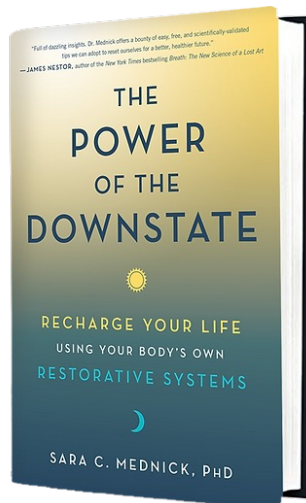
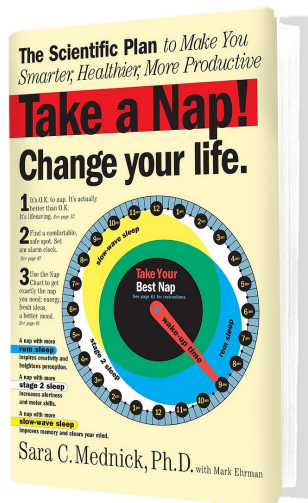
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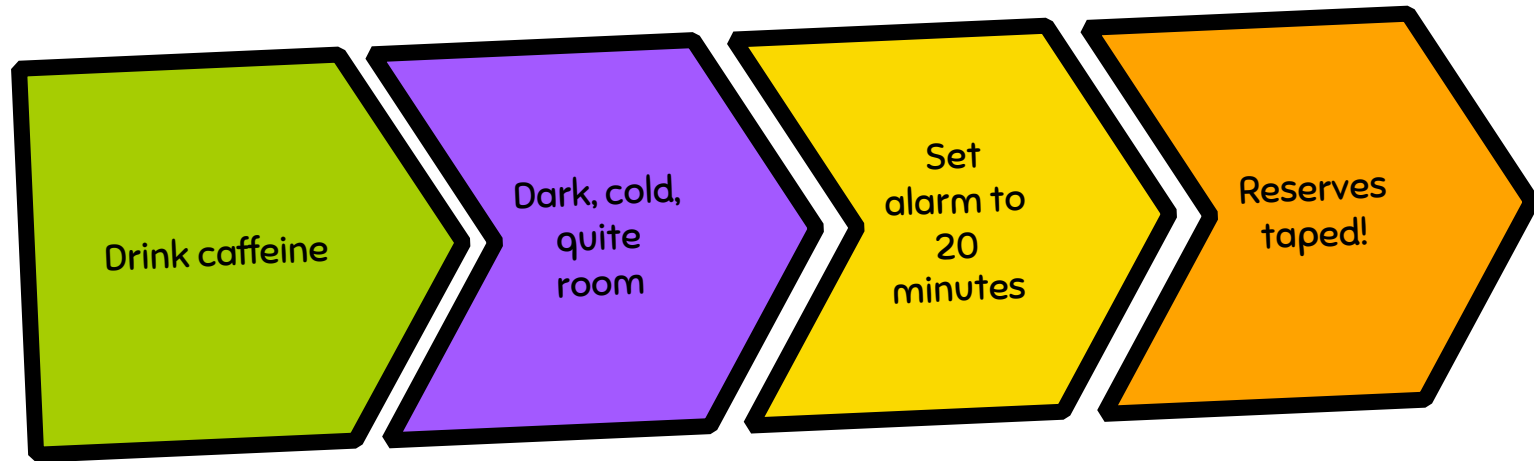
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# ***CAFFEINE NAP***



## ***CODING PRACTICES***

- × Automate everything
- × Shorten feedback loops
- × Delegate to tools!



# ***USE AI SMARTLY!***

## ***RIGHT TOOL - RIGHT JOB***

Not all tools are created equal.

## ***GO DEEP, NOT WIDE***


ATM specialized beats  
generalized

## ***LOCAL AI = CONTROL***


Better control and privacy.



# AGENTIC AI IS RAD IF IT DOES THE RIGHT THING




JETBRAINS



Junie <sup>EAP</sup>

Delegate your tasks,  
focus on the results



Built to keep you in *flow state*

The first agentic IDE, and then some. The Windsurf Editor is where the work of developers and AI truly flow together, allowing for a coding experience that feels like literal magic.

 Visual Studio Code

## Use agent mode (preview)

In agent mode, Copilot Edits operates in a more autonomous and dynamic manner to achieve the desired outcome. Copilot agent mode determines the relevant context, offers both code changes and terminal commands, and iterates to remediate issues. To perform these tasks, agent mode uses a set of [tools](#).



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[Platform ▾](#)[Pricing](#)[Docs](#)[Resources ▾](#)[About ▾](#)[LOG IN](#)[BOOK A DEMO](#)[GET STARTED](#)

# Generate confidence, not just code.

Agentic AI for testing, reviewing, and writing code—continuous quality at every step.

[BOOK A DEMO](#)[GET STARTED](#)

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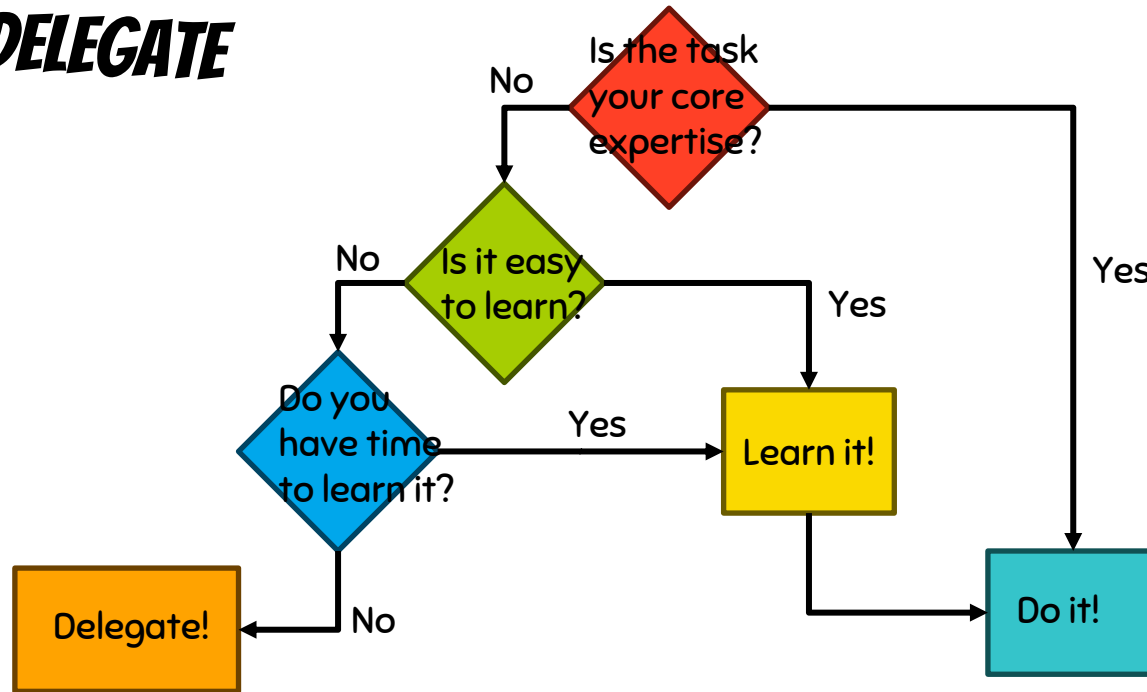
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## ***CODING PRACTICES***

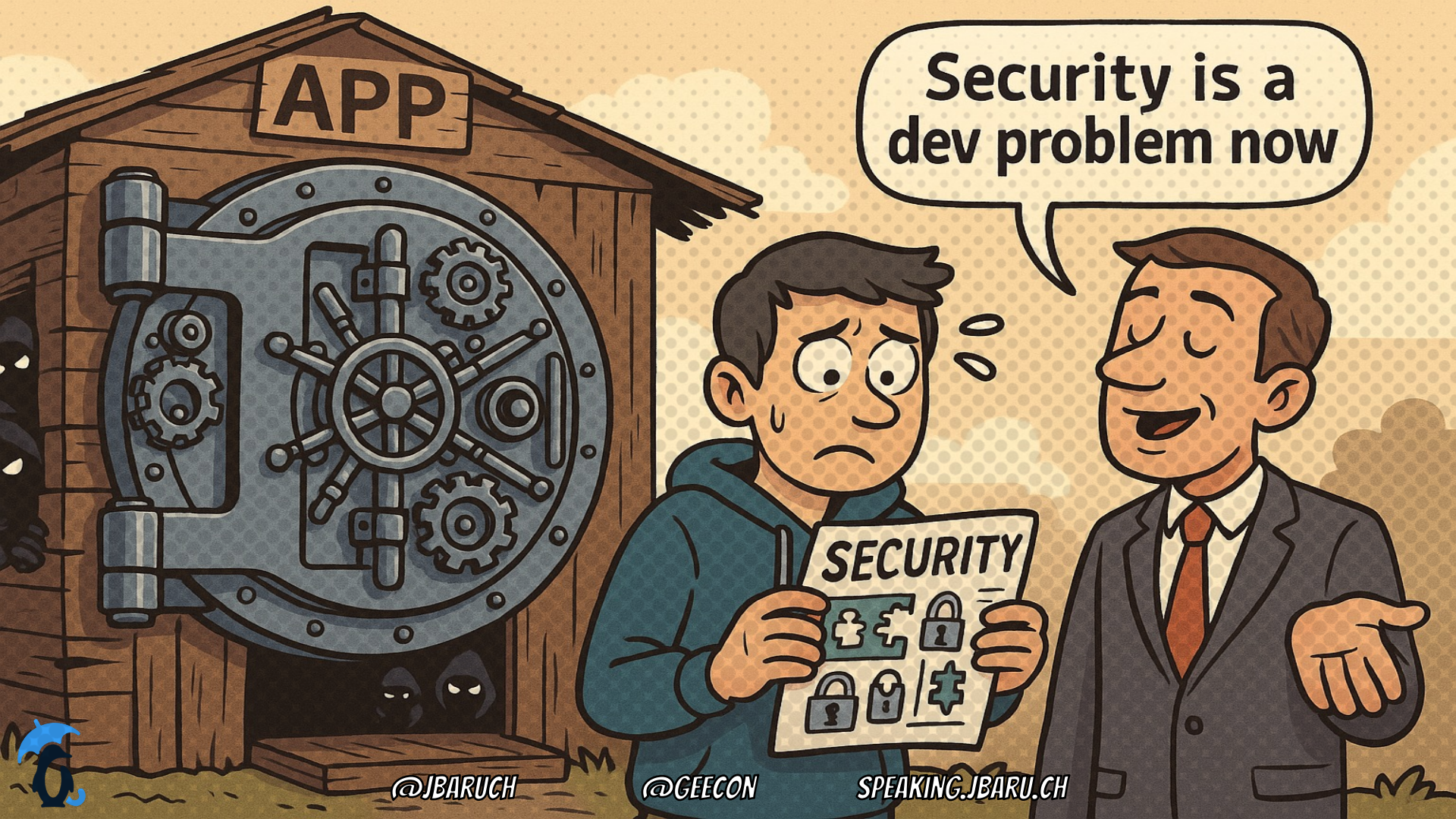
- × Automate everything
- × Shorten feedback loops
- × Delegate to tools!
- × Delegate to pros!



# WHEN TO DELEGATE







Security is a dev problem now

SECURITY

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## SecureChain for Java

Gain access to a single trusted repository of vetted Java packages and libraries to keep your applications secure





## ***SAVE MENTAL FUEL!***

- × Time management
- × Workspace management
- × Mental wellbeing
- × Engineer fewer interruptions
- × Delegate when needed



# ***THANKS!***



Q&A and Twitter X/Bsky/Mastodon/LinkedIn ads:

x @jbaruch

x @Geecon

x [speaking.jbaru.ch](https://speaking.jbaru.ch)