

Craft and Cathedrals

Jay Caines-Gooby

@jaygooby

1. Craft

2. Cathedrals

~~**3. Big balls of mud**~~



EU knows it @jaygooby

I thought I'd try a few things out of my comfort zone this year, so I submitted a talk to @brightonruby.

It got accepted. Panic!

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11:09 AM - 16 May 2016

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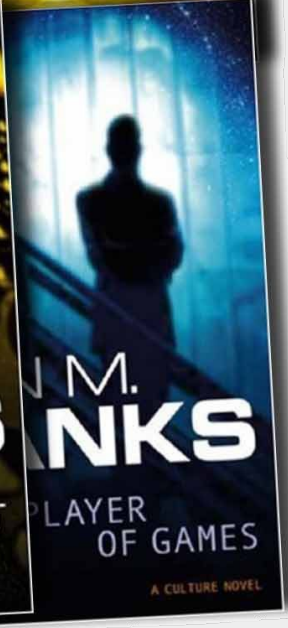
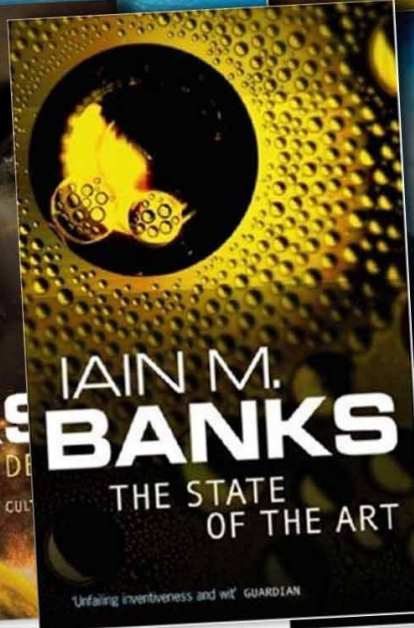
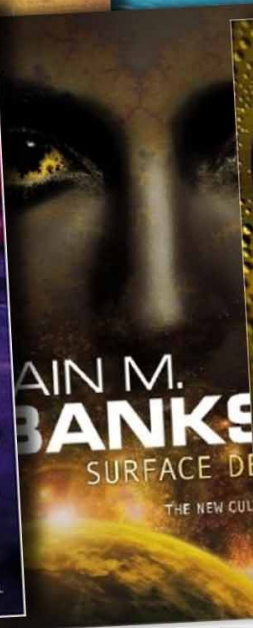
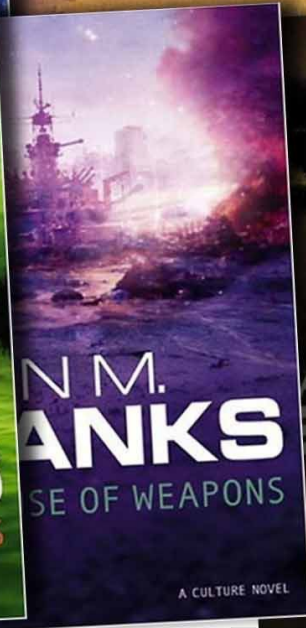
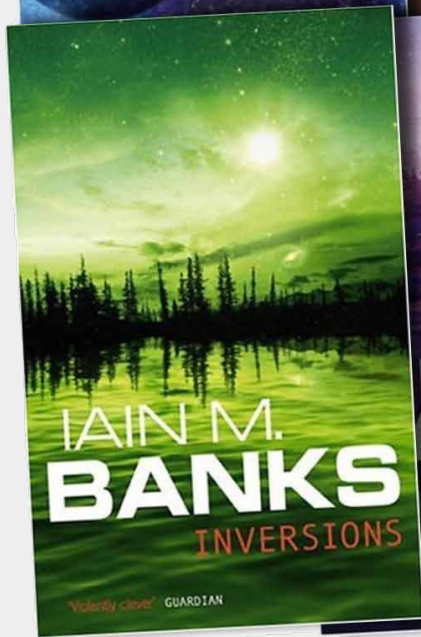
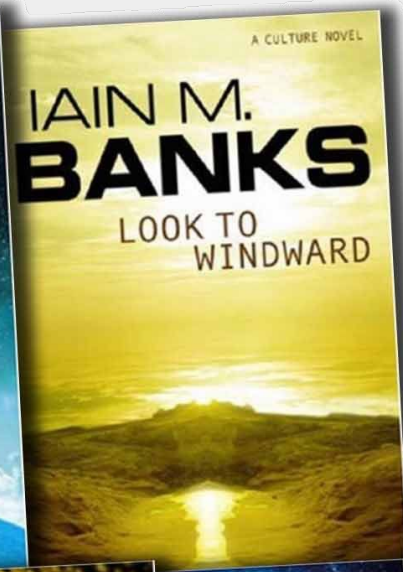
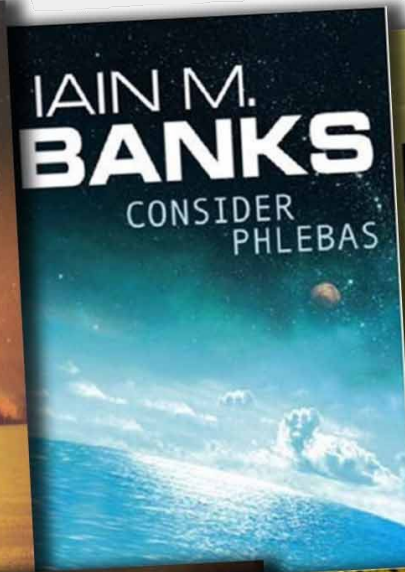
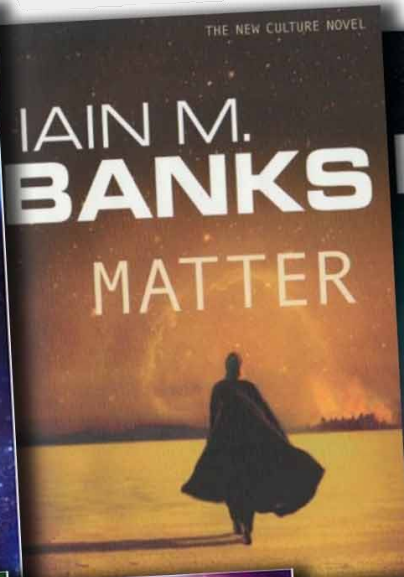
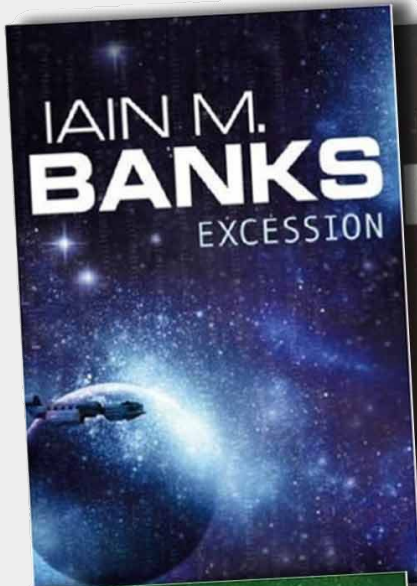


Reply to @brightonruby

EU knows it @jaygooby · May 14 Current status:



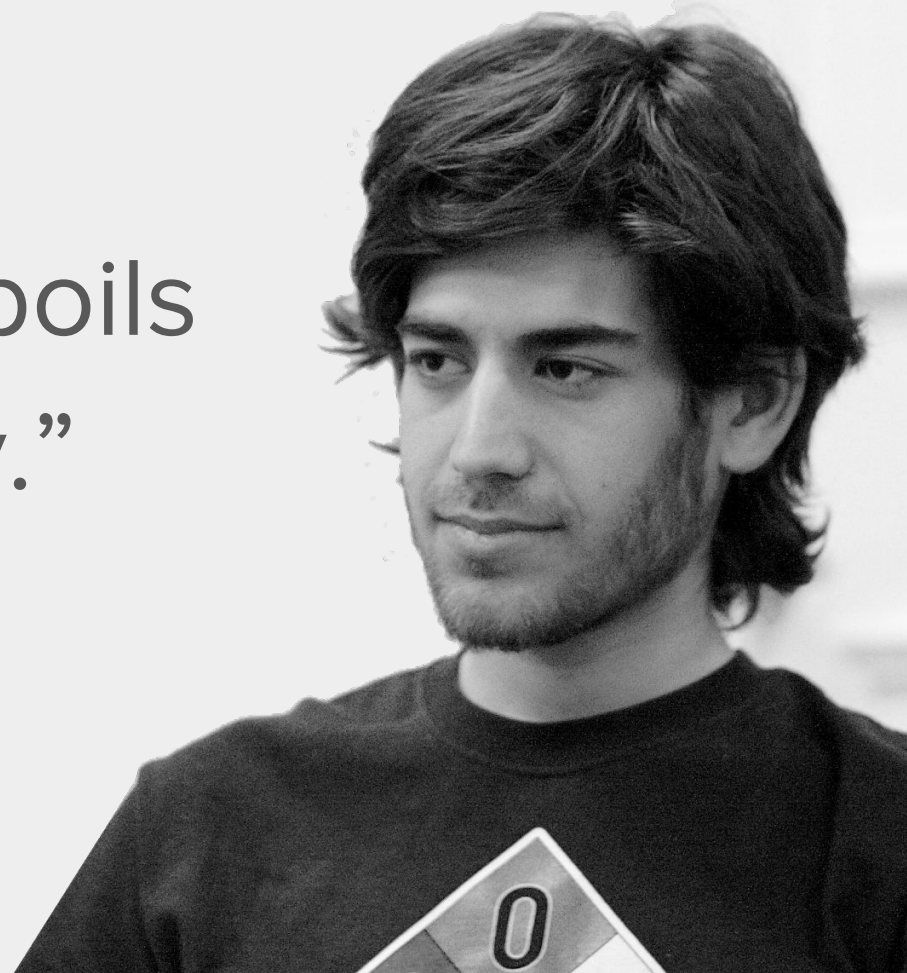
**“Designs that
change over time”**

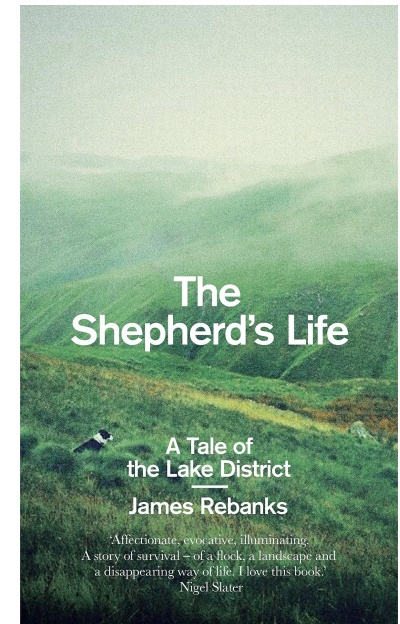
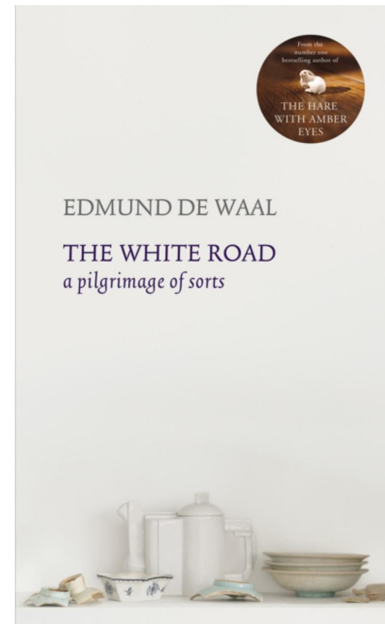
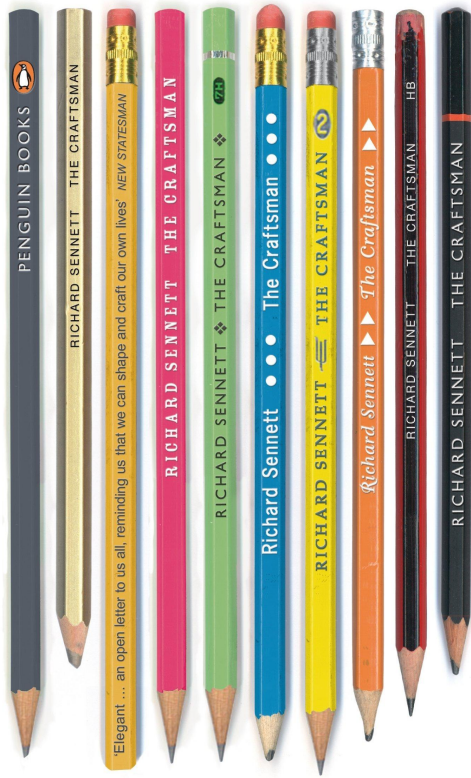


“Be curious. Read widely.
Try new things.

What people call
intelligence just boils
down to curiosity.”

Aaron Swartz





Richard Sennett, **The Craftsman**
Edmund De Waal, **The White Road**
James Rebanks, **The Shepherd's Life**

1. Craft

2. Cathedrals



Sarah Mei
@sarahmei



Follow

Words developers use to justify practices they don't want to explain: "quality," "industry best practice," "craftsmanship," "idiomatic."

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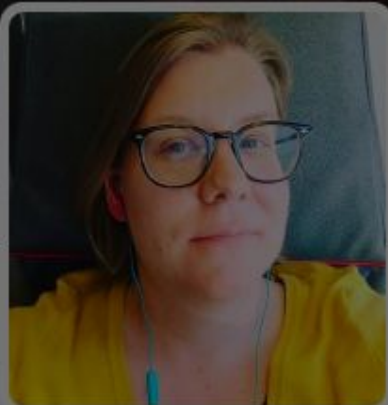


125

178



Reply to @sarahmei



Sarah Mei
@sarahmei

Software dev, founder of @railsbridge, Director of Ruby Central, Chief Consultant of @devmyndsoftware. She/her. IM IN UR BASE TEACHIN U HOW TO REFACTOR UR CODE

Joined March 2008



Sarah Mei @sarahmei · Jun 21

Try not to use these words, and be wary when you encounter them in conversation.



8

9



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Sarah Mei @sarahmei · Jun 21

You deserve to know what concrete, actual benefit the team gets from everything your job asks you to do.



8

26



“Craftsmanship is knowing how to make things exceptionally well, and being unwilling not to do so”

- [William Gibson](#)

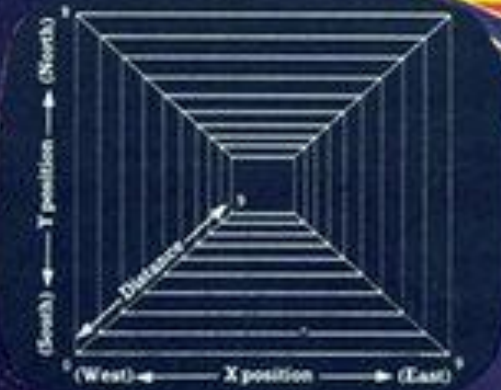






Evil Alien

Somewhere beneath you, in deepest, blackest space, lurks Elron, the Evil Alien. You have managed to deactivate all but his short-range weapons but he can still make his ship invisible. You know he is somewhere within the three-dimensional grid you can see on your ship's screen (see below), but where? You have four space bombs. Each one can be exploded at a position in the grid specified by three numbers between 0 and 9, which your computer will ask you for. Can you blast the Evil Elron out of space before he creeps up and captures you?



How the program works

```

100 CLS
10 PRINT "EVIL ALIEN"
20 LET S=10
30 LET G=4
40 LET X=INT(RND(S))
50 LET Y=INT(RND(S))
60 LET D=INT(RND(S))
70 FOR I=1 TO G
80 PRINT "X POSITION (0 TO 9)?"
90 INPUT X1
100 INPUT Y1
110 PRINT "DISTANCE (0 TO 9)?"
120 INPUT D1
130 IF X=X1 AND Y=Y1 AND D=D1 THEN GOTO 300
140 PRINT "SHOT WAS ";
150 IF Y1>Y THEN PRINT "NORTH";
160 IF Y1<Y THEN PRINT "SOUTH";
170 IF X1>X THEN PRINT "EAST";
180 IF X1<X THEN PRINT "WEST";
190 PRINT
200 IF D1>D THEN PRINT "TOO FAR"
210 IF D1<D THEN PRINT "NOT FAR ENOUGH"
220 NEXT I
230 PRINT "YOUR TIME HAS RUN OUT! :-)"
240 STOP
300 PRINT "BOOM! YOU GOT HIM!"
310 STOP
  
```

100 CLS — Sets the size of the grid.
 20 LET S=10 — Sets the number of goes.
 30 LET G=4 — Elron's position is fixed by these 3 lines, which select 3 numbers between 0 and the size of the grid.
 40 LET X=INT(RND(S))
 50 LET Y=INT(RND(S))
 60 LET D=INT(RND(S))
 70 FOR I=1 TO G — Start of a loop which tells the computer to repeat the next 15 lines G times.
 80 PRINT "X POSITION (0 TO 9)?"
 90 INPUT X1
 100 INPUT Y1
 110 PRINT "DISTANCE (0 TO 9)?"
 120 INPUT D1 — This section asks you for your 3 numbers and stores them in X1, Y1 and D1.
 130 IF X=X1 AND Y=Y1 AND D=D1 THEN GOTO 300 — Checks if you were right and jumps to 300 if you were.
 140 PRINT "SHOT WAS ";
 150 IF Y1>Y THEN PRINT "NORTH";
 160 IF Y1<Y THEN PRINT "SOUTH";
 170 IF X1>X THEN PRINT "EAST";
 180 IF X1<X THEN PRINT "WEST";
 190 PRINT — Your guesses are compared with Elron's position and a report printed.
 200 IF D1>D THEN PRINT "TOO FAR"
 210 IF D1<D THEN PRINT "NOT FAR ENOUGH"
 220 NEXT I — End of loop. Returns for another go.
 230 PRINT "YOUR TIME HAS RUN OUT! :-)" — Prints if you've used up all your goes.
 240 STOP
 300 PRINT "BOOM! YOU GOT HIM!" — Prints if you guessed right.
 310 STOP

The above listing will work on a ZX81. For other computers, make the changes below.

```

5 HOME
45 PRINT CHR$(147)
40 LET X=INT(RND(1)S)
50 LET Y=INT(RND(1)S)
60 LET D=INT(RND(1)S)
70 LET X1=INT(RND(1)S)
80 LET Y1=INT(RND(1)S)
90 LET D1=INT(RND(1)S)
  
```

How to make the game harder

This program has been written so that you can easily change the difficulty by changing the size of the grid. To do this, put a different value for S in line 20.

If you increase the grid size you will need more space bombs to give you a fair chance of blasting Elron. Do this by changing the value of G in line 30.

Puzzle corner

Can you work out how to change the program so that the computer asks you for a difficulty number which it can put into S instead of S being fixed? (Tip: limit the value of S to between 6 and 30 and use INT(S/3) for the value of G in line 30.)



See page 3 for meaning of



jürgen
@matixmatix



Follow

Programming is easy like riding a bike. Except the bike is on fire and you're on fire and everything is on fire and you're actually in hell

RETWEETS
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2:03 PM - 26 Nov 2014



5.2K

3.8K



Reply to @matixmatix



Christoph Knoth @christoph_knoth · 1 Dec 2014
@matixmatix



6



Navigation sidebar with icons for Moments, Notifications, Messages, and a search bar. Includes a profile picture of a cat and a 'Tweet to schondy' button.

Right sidebar with a close button (X), 'Who to follow' section, and 'Trends' section.

 **Patrick McKenzie**
@patio11



Patrick McKenzie
@patio11



Following

I have an app running on Rails 2.3. It will today cash a \$X,000 check cut by the Accounts Payable department of Doesn't Give A Fsck.

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@patio11 there's a generation gap on this kind of thinking

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@ianlandsman @patio11 but guys guys that's, I mean, that's completely unrelated to the guy's critique and not a position he argued about.

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IAN LANDSMAN @ianlandsman · May 9
@Chris_Ashworth @patio11 Let's move this convo to reddit

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1. Craft

2. Cathedrals

Begun
1248, halted
in **1473**
Restarted in
1842 &
finally
finished in
1880



“The immense Salisbury Cathedral began, in 1220...as a set of stone posts and beams... The builders had a **general idea of the cathedral's eventual size, but no more**”



“Designs for the building were worked out **at full scale** on tracing floors covered in soft plaster”

This presentation layout is based on work by [Alice Bartlett](#) and [Russell Davies](#)

Thanks!

Stop me and ask me about goldsmiths,
master builders, potters and shepherds

Jay Caines-Gooby