

# Nomads do not build Cathedrals

Marcus Denker

<http://www.marcusdenker.de>

*Inria*  
INVENTEURS DU MONDE NUMÉRIQUE





FreeFoto.com

Software

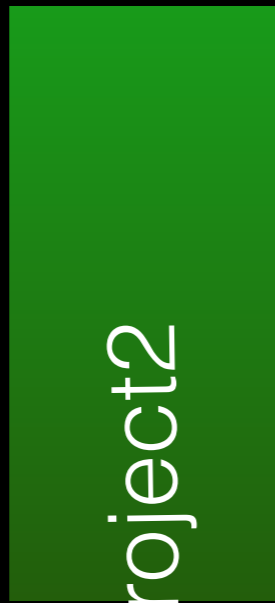
Strange Talk...

No idea if it will work

Jump to large



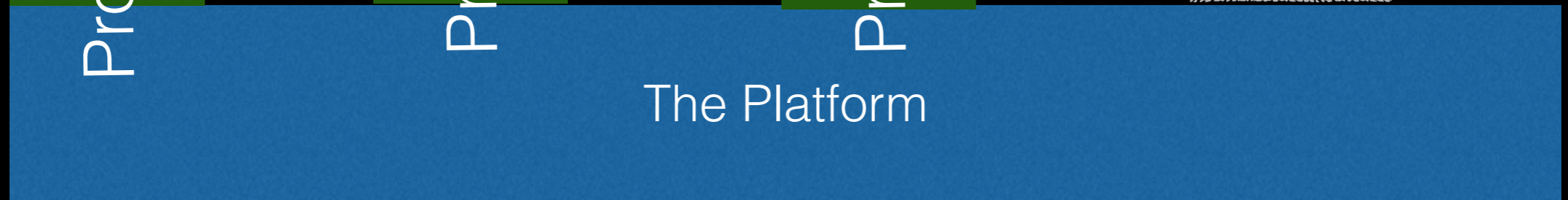
Project1



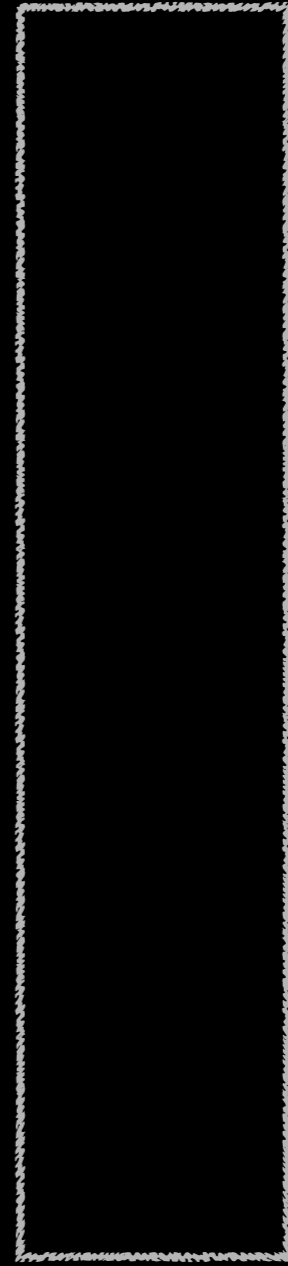
Project2



Project3



The Platform

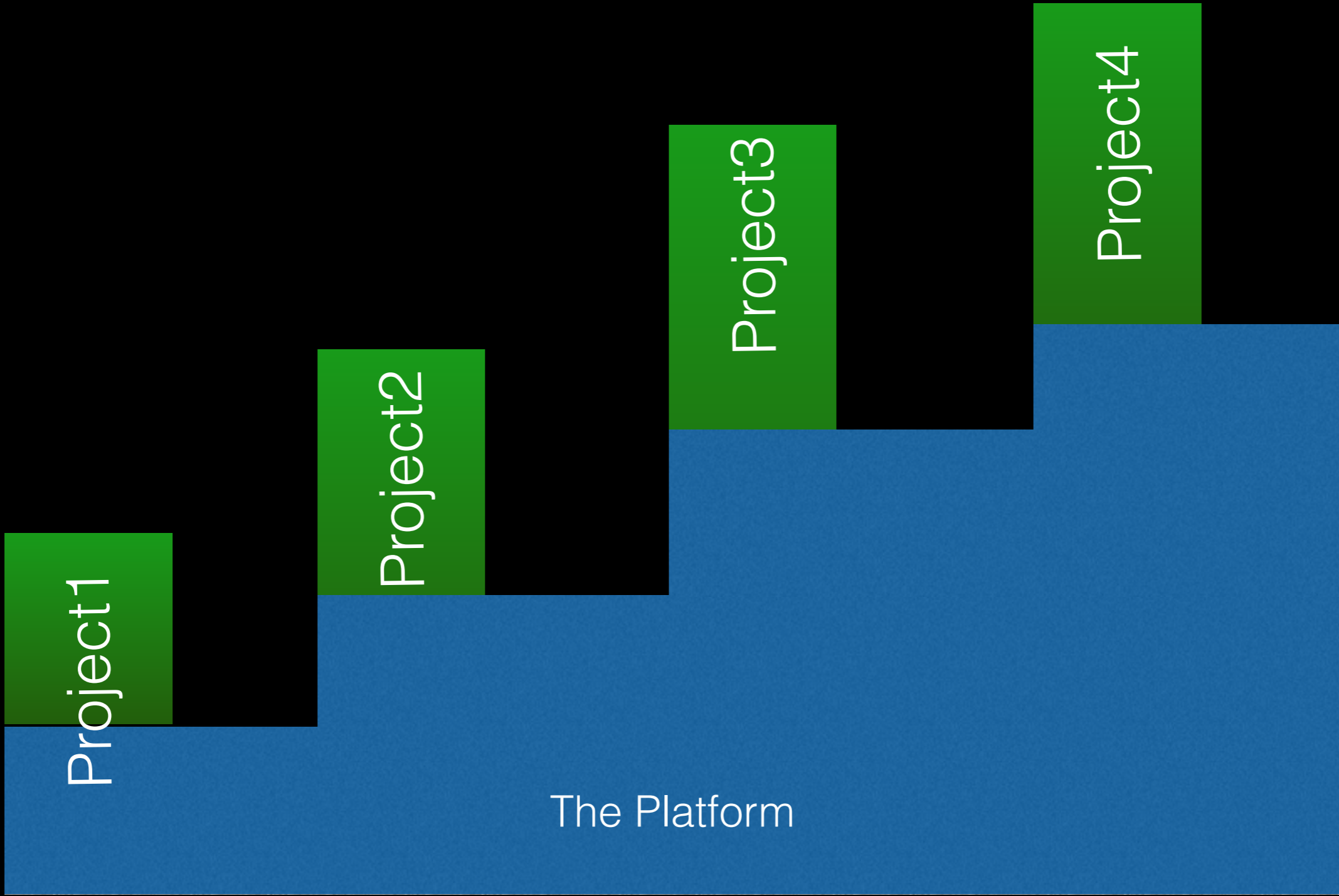


# Nomadic Solution

- Do not build infrastructure
- Use resources until depleted
- Move on



Jump Possible



Project1

Project2

Project3

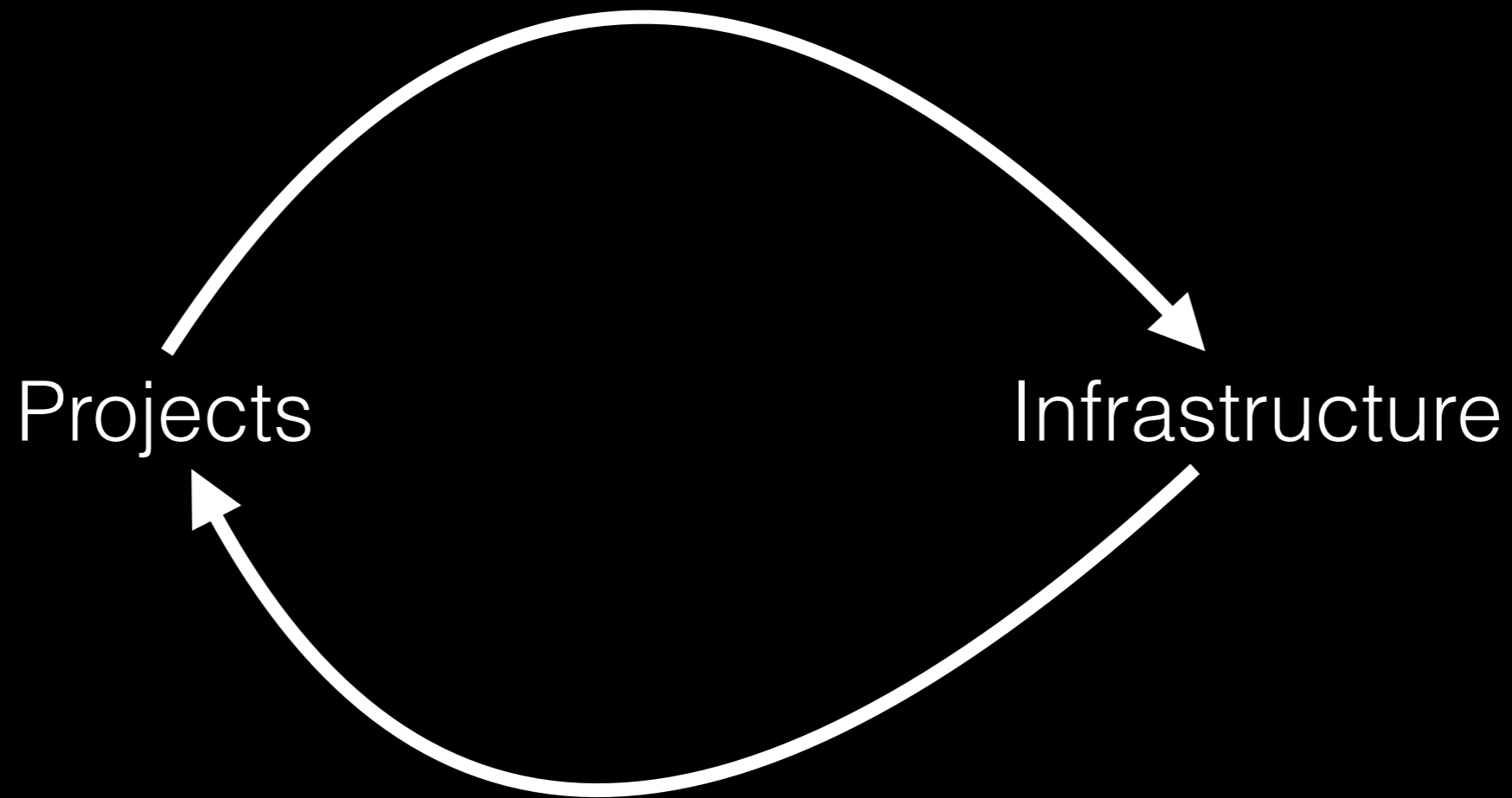
Project4

The Platform

# Better?

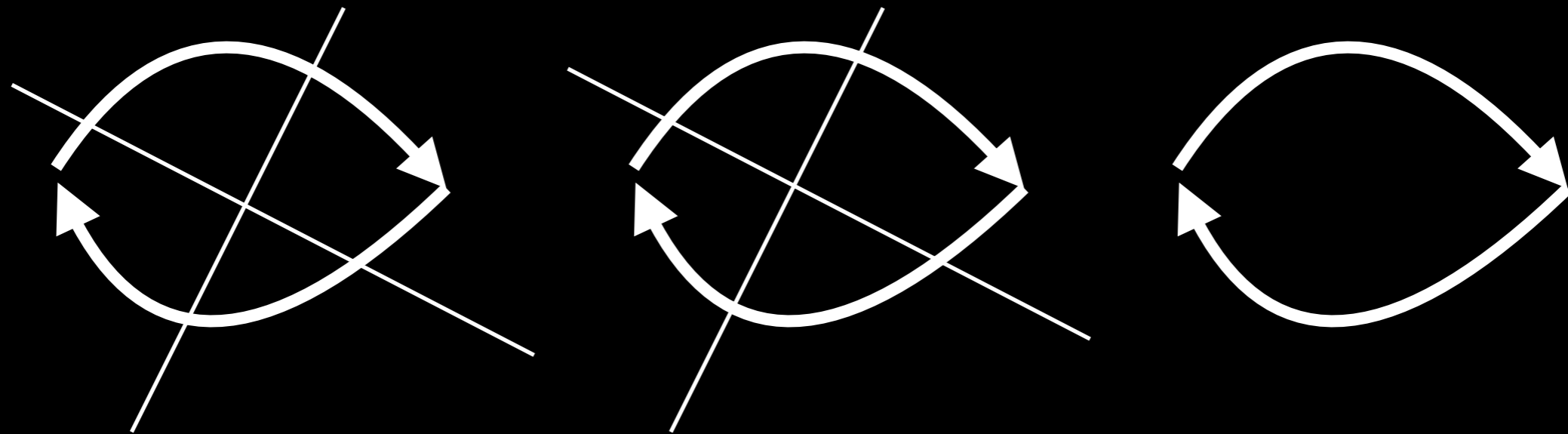
- Invest in infrastructure
- Build new abstractions

# Feedback Loop



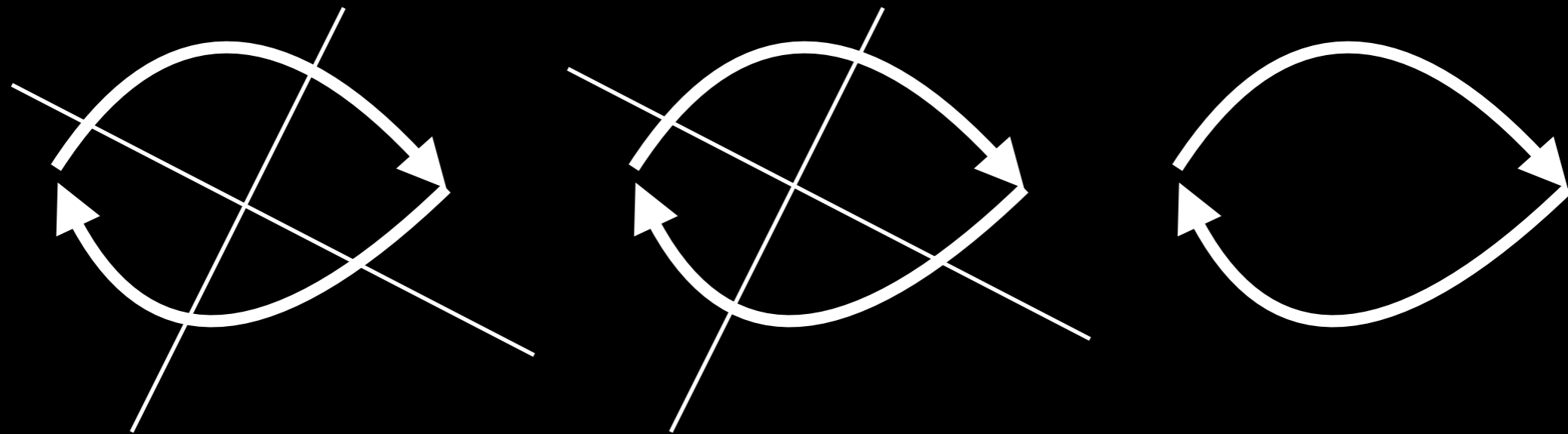
## Feedback loop is not enough

Add until it is unmaintainable.  
Throw everything away.



## Feedback loop is not enough

After the first line of code you are in maintenance



## **Sustainable Feedback**

- Constant Cleanup
- Constant Improvement







To build a cathedral you  
need to build a toilet first

The toilet is not the  
cathedral

Yet there can not be a  
cathedral without building  
a toilet first

Effects?

Perfection



FreeFoto.com

Constant “in Progress”



Scaffolding



System is not an Artefact

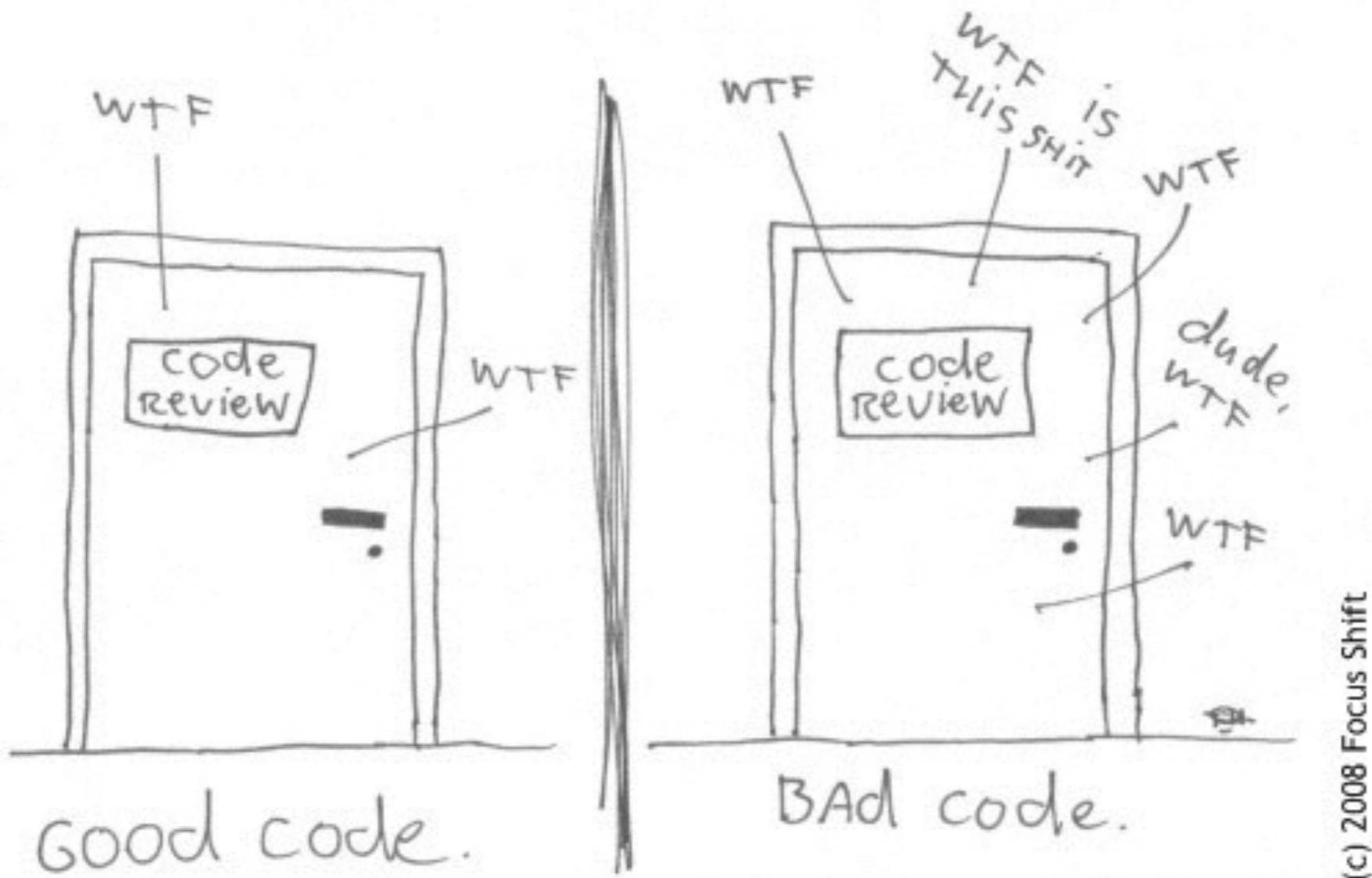
Always a Result

...instead of dreaming of  
perfection

# Trivial Changes

Every improvement has an  
effect

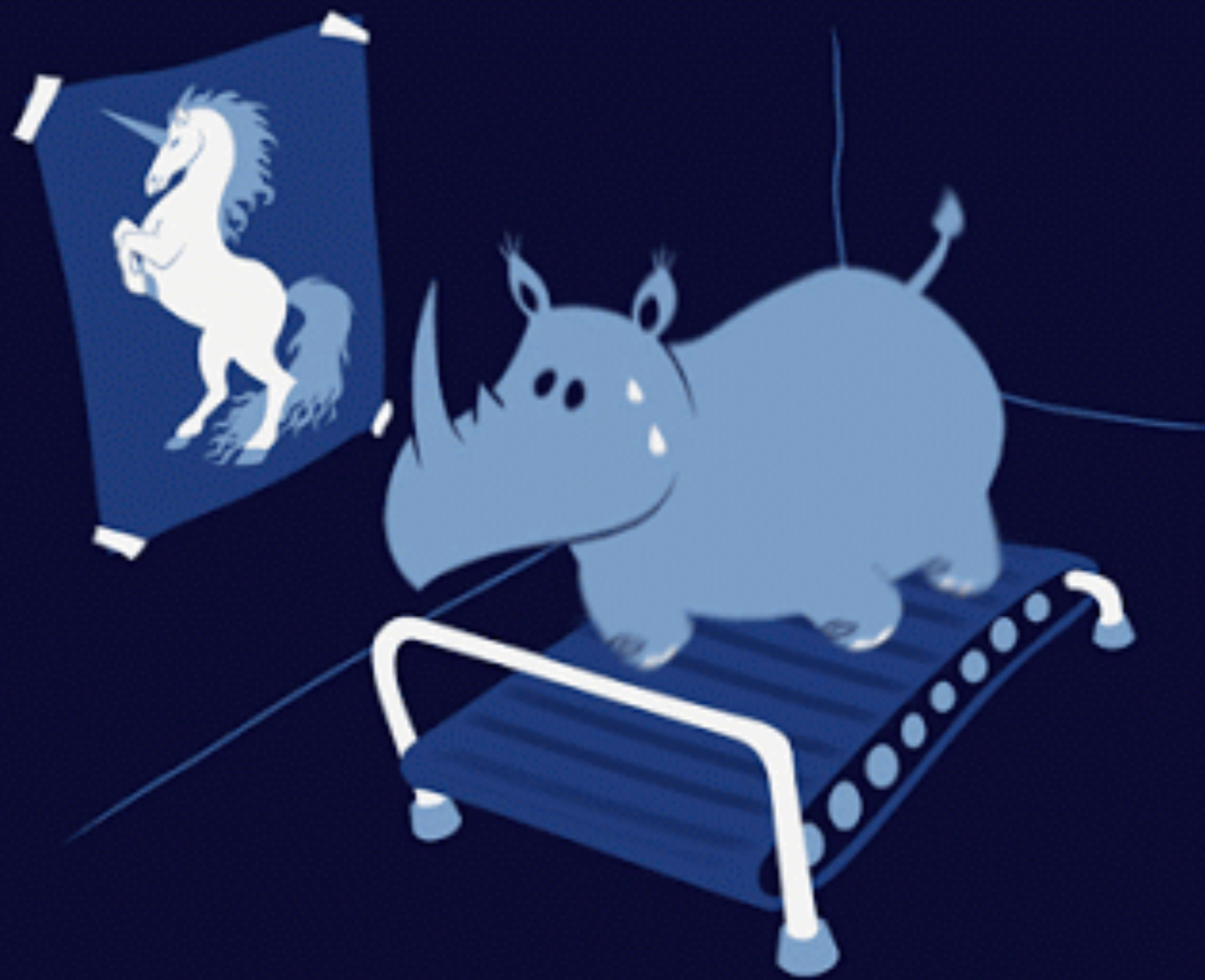
The ONLY VALID MEASUREMENT  
OF CODE QUALITY: WTFs/MINUTE



Starting point for  
contributors

Only trivialities?





No!

Exponential effect

# Compound Interest



Scaffolding

Today's system is scaffolding  
for tomorrow

The whole system could be replaced within just some iterations

