

Jonathan Wakely – Smarter Than The Average Pointer

Seb Rose – Transformation Priority Premise

Aaron Ridout – Advocating References

Mike Long - Metricide

Anna-Jayne Metcalfe – Don't Let The Big Ball of Mud Sneak

Up on You

Roger Orr – Code Critiques

Pete Goodliffe – The C++ Cathedral & The Bizarre

Peter Sommerlad – C++'s “hello, world” Considered Harmful



@meekrosoft

METRICIDE

(The curious consequences of
counting)

The Manager Said

- That No Manager Should:
 - Sit on his hands and
 - Expect software be good

The Problem you see..

- Is I haven't the time to:
 - Read all the code
 - Line after line

But I Measure!

- Complexity
 - And lines of Code
-
- The proofs in the numbers
 - (or so I'm told)

Things like complexity

- Are:
 - ✓ Easy to explain

Things like complexity

- Are:
 - ✓ Easy to explain
 - ✓ Easy to measure

Things like complexity

- Are:
 - ✓ Easy to explain
 - ✓ Easy to measure
 - ✓ And easy to game





**WHEN MY MANAGERS
MANAGER TALK OF
TIMEFRAMES**

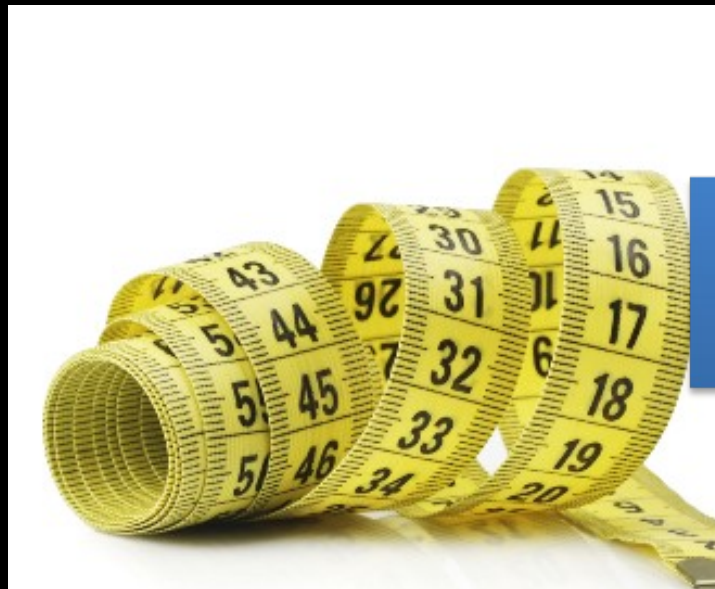
**I CAN SAY WE HAVE BIGGER
PROBLEMS TO TAME.**

NOT

- A solution
- A direction
- A vision
- Insight

“If you can't measure it you can't manage it”

- The Managers Delight:



Magic



“I want an objective for coverage degree.
Results I can measure. Results I can see.”

“I want an objective for coverage degree.
Results I can measure. Results I can see.”

“We might just make it!”,
they said with glee

“90 percent coverage!”*

“90 percent coverage!”*

*(assertion free)

- Developers complain (like they always do)
 - Things we can measure are not things we should use
- Coupling, cohesion
 - help like they should

BUT WHERE IS THE METRIC FOR:

BUT WHERE IS THE METRIC FOR:

“Naming things good”?

BUT WHERE IS THE METRIC FOR:

“Naming things good”?

(Thank you)