Software Developers' Charter

Successful and harmonious engagement with the software development community

1. Price ≠ Cost

Whilst we are at liberty to arbitrarily define the former, we have less control over the latter; don't assume free labour and pizza should bridge the two. *Price and cost equally applies to resource, time and quality.*

2. No upfront thought ≠ low risk strategy

Whilst we do not wish for excoriating upfront analysis, we equally do not expect to solve every problem ourselves; some problems are more effectively resolved before we start.

3. Executable code = solution (significant part of)

Customers demand solutions, not plans, requirements or designs for solutions. Whilst there is value in these intermediary steps, we must maximise investment in what ultimately matters.

4. Developers ≠ general dogs body

Developers make great developers. Although we try hard, we are not always experts in planning, hardware, managing stakeholders etc., and we are definitely not productive if stuck in meetings; that is why we ask for the support from other disciplines.

Electronic copy: http://www.nonose.co.uk/whitepapers/sdc.pdf

5. One day delay = one day lost

Whilst we accept delays are sometimes inevitable, a day lost before development commences is still a day lost. Don't assume we can absorb delays.

6. Poor tooling = frustration

Poor tooling reduces our effectiveness and can impact the quality of what we produce. Tried to complete a crossword with a broken pencil recently?

7. Estimate ≠ Certainty

An estimate is an estimate, essentially it is an educated guess (however it may be dressed up). Whilst we strive to be more accurate, don't confuse an estimate with an empirical certainty.

8. Developers = humans (mostly)

Code can be complex, and there is usually a lot of it! Whilst we strive to produce great code, sometimes, despite our best endeavours, we make mistakes. Please factor the human element into plans.

"About the author"
With over 20 years in the IT industry, **Stefan Brittain** is currently a Senior Manager and lean development proponent at a leading UK defence company. www.nonose.co.uk/whitepapers

*"**The fate of most projects has been preordained by culture and contract long before the first production line of code is cut; this may not be widely realised until developer(s) reach the project's event horizon; however, this does not make it their fault.**"* S.Brittain

This guide is intended to inform those who work with the software developer community. Nov 2013