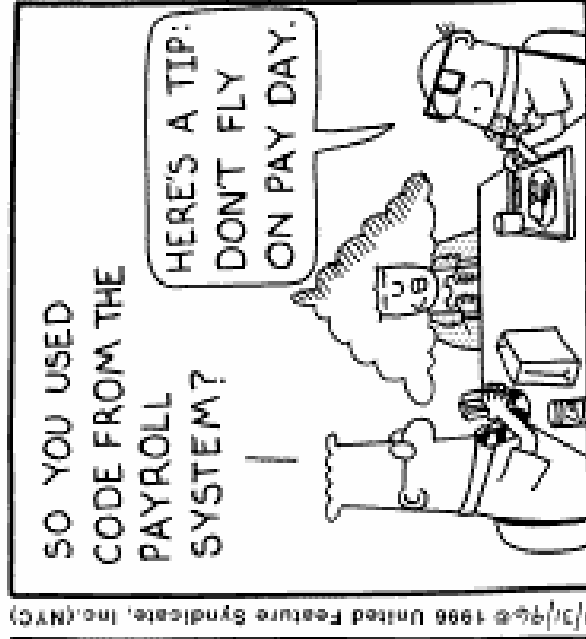
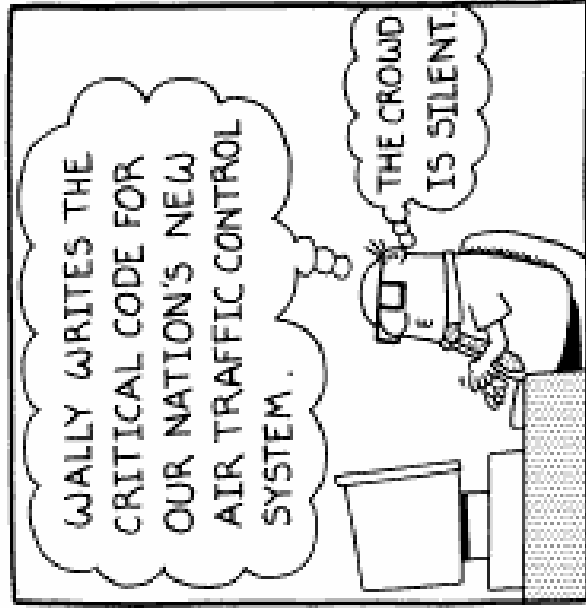


**Dave Hoover & Adewale Oshineye's
Apprenticeship Patterns**

**From Apprentice To Journeyman
Guidance for the Aspiring Software
Craftsman**

SyXPAC - 19/09/2005 - Daragh Farrell

Wally on Craftsmanship



What we're going to do in tonight's SyXPAC

look
at some
patterns

talk
about what
they are

share
our own
experiences

Apprenticeship Patterns

► The Long Road

- Craft Over Art
- Sustainable Motivations
- Nurture Your Passion
- Draw Your Own Map
- Use Your Title
- Stay In The Trenches
- A Different Road

► Construct Your Curriculum

- Primary Sources
- Read Constantly
- Study The Classics
- The Right Book At The Right Time

► Perpetual Learning

- Breakable Toys
- Enough Is Enough
- Expand Your Bandwidth
- Learn How You Learn
- Practice Practice Practice
- Record What You Learn
- Share What You Learn
- Reflect As You Work
- Create Feedback Loops
- Use The Source

► Wearing the White Belt

- Wear The White Belt
- Unleash Your Enthusiasm
- Expose Your Ignorance
- Retreat Into Competence
- Confront Your Ignorance
- Over Your Head

► Orphanage

- Ask Questions
- Dig Deep
- Your First Language
- Concrete Skills
- Familiar Tools
- Solutions Arent Always Technical

► Accurate Self Assessment

- Be The Worst
- Find Mentors
- Kindred Spirits
- Rubbing Elbows
- Sweep The Floor

Tonight Discussion – The Long Road

- **Craft Over Art**
- **Sustainable Motivations**
- **Nurture Your Passion**
- **Draw Your Own Map**
- **Use Your Title**
- **Stay In The Trenches**
- **A Different Road**



Craft Over Art

"I would describe programming as a craft, which is a kind of art, but not a fine art. Craft means making useful objects with perhaps decorative touches. Fine art means making things purely for their beauty."

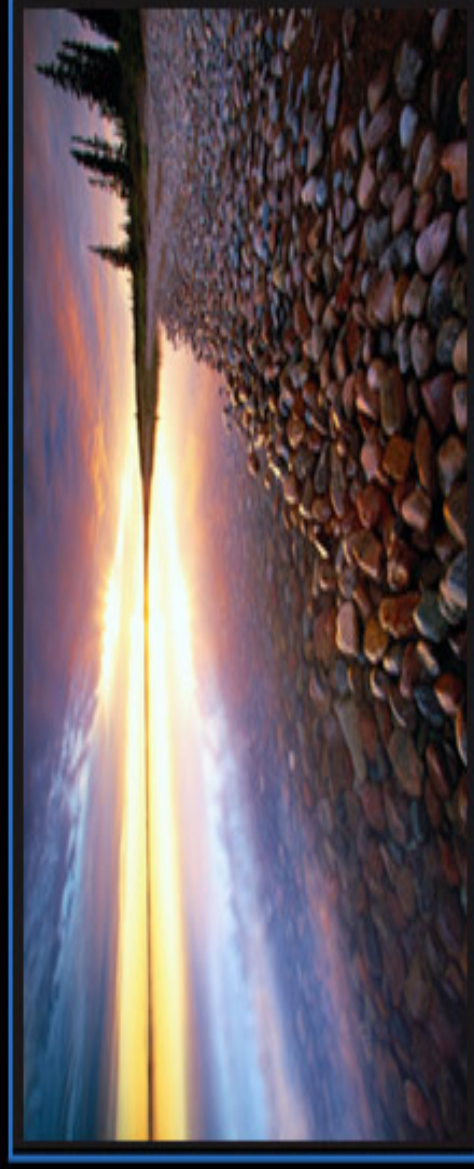
– Richard Stallman in "Art and Computer Programming" by John Littler



Sustainable Motivations

"Anyone who has ever seen a programmer at work...knows that programming itself, if the programmer is given the chance to do it his way, is the biggest motivation in programming."

– Jerry Weinberg, *The Psychology of Computer Programming*



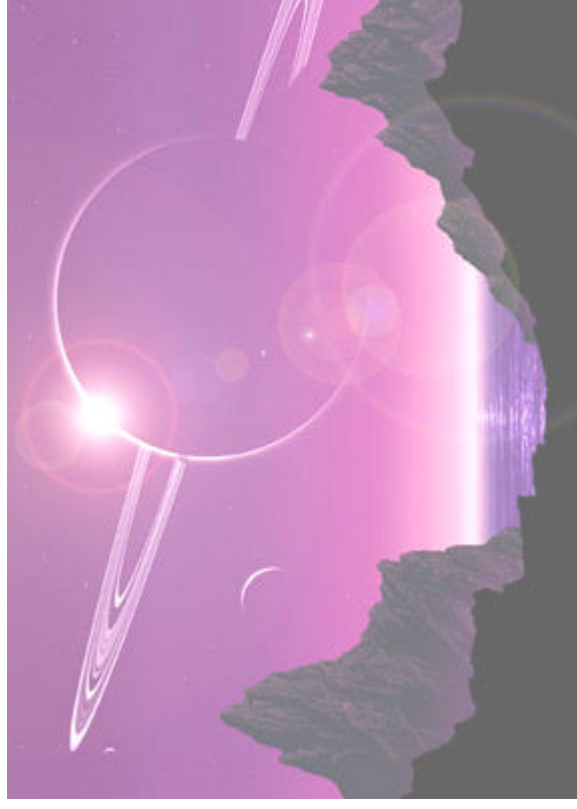
MOTIVATION

IF A PRETTY POSTER AND A CUTE SAYING ARE ALL IT TAKES TO MOTIVATE YOU,
YOU PROBABLY HAVE A VERY EASY JOB. THE KIND ROBOTS WILL BE DOING SOON.

Nurture Your Passion

"To only a fraction of the human race does God give the privilege of earning one's bread doing what one would have gladly pursued free, for passion. I am very thankful."

- Frederick Brooks, The Mythical Man Month



Draw Your Own Map



Use Your Title



Stay In The Trenches



"Seduced by the siren song of a consumerist, quick-fix society, we sometimes choose a course of action that brings only the illusion of accomplishment, the shadow of satisfaction."

- George Leonard, *Mastery*

A Different Road

“You have Drawn Your Own Map and followed it diligently. Yet the map you have drawn leads you away from The Long Road. Follow your own map and remember what you learned on The Long Road.”

- Dave & Ade



Further Reading

The Latest Releases

<http://redsquirrel.com/dave/work/a2j>

Dave Hoover's Blog

<http://redsquirrel.com/cgi-bin/dave>

Some Reference Books

- ▶ *A Pattern Language*, Christopher Alexander et al
- ▶ *Mastery*, George Leonard
- ▶ *Organizational Patterns of Agile Software Development*, Jim Coplien
- ▶ *Situated Learning*, Jean Lave & Etienne Wenger
- ▶ *Software Craftsmanship*, Pete McBreen
- ▶ *The Pragmatic Programmer*, Andy Hunt & Dave Thomas
- ▶ *The Timeless Way of Building*, Christopher Alexander

