Technical Debt

for dummies



The "Debt" Metaphor Corrupted

 "A little debt speeds development so long as it is paid back promptly with a rewrite."

Term first introduced in 1992, by Ward Cunningham (OOPSLA '92 - Experience Report)

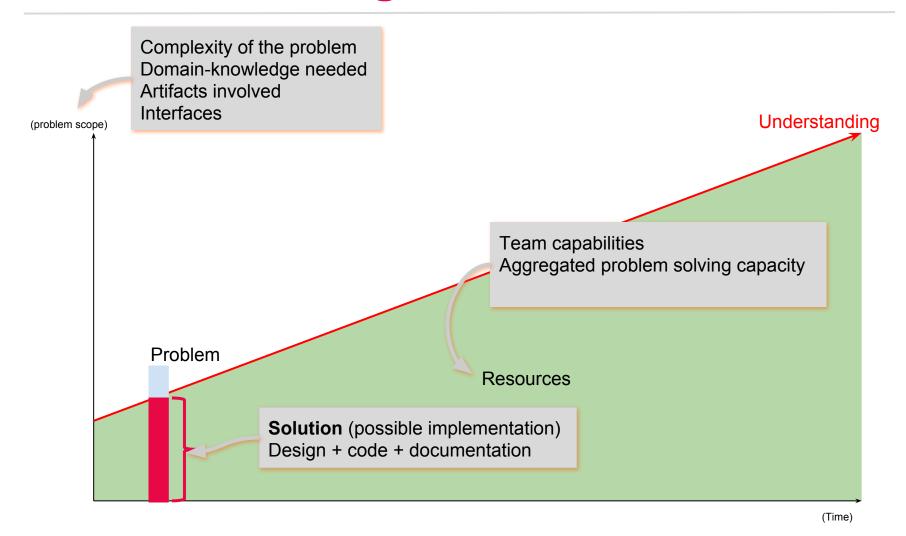
- A generally misused <u>metaphor</u>
- Another analogy: <u>shovelling forward</u>

We acquire **debt** consciously knowing that it generates an **interest** that must be paid.





Problem solving model



Problem complexity over time all is good

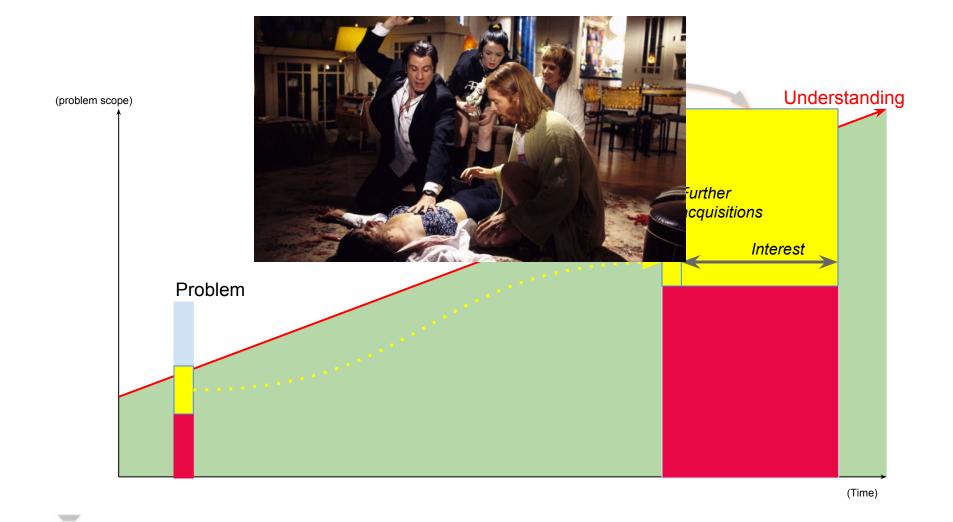


Technical debt acquisition go get it!

Understanding (problem scope) Problem **Technical debt** Sub-optimal solution (Time)



Technical debt growth out of control!





Seguir

It isn't technical debt if you aren't...

- 1) Leveraging it to get something valuable up front
- 2) Paying interest on it regularly
- 3) Treating it as a liability that you may eventually need to pay in full

Code that doesn't meet this criteria isn't debt, it's just low quality work.

Traducir Tweet





Conclusion: management be a good boy

Technical



mentation

Full-team & stakeholders responsibility



Must be managed



Tech-debt management pay your debts

- Limit by points
 - (Assumes estimated issues) Don't allow accumulating more than X points of tech-debt (pay it!)
- Limit by count
 - Don't allow accumulating more than X tech-debt issues
- Limit by age
 - Don't allow tech-debt issues older than X days/sprints/releases
- Continuous payment
 - (Assumes Scrum) Ensure that some tech-debt is paid on each Sprint





References

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- http://wiki.c2.com/?ComplexityAsDebt
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Thanks ¿Questions?

Carlos Matías de la Torre

cdelatorre@machinalis.com @py_litox