

DayTick - Immerse Yourself in Code for a Day

The participants learn to use the **Tick-the-Code** rule cards in their work. The theory parts emphasize the importance of a Quality Attitude. Several rules are practiced and the results measured. Everybody can directly see the improvement in their peer review skills.

If investing a whole day for a training seems too much, think again. With a focused training day, you can show you're willing to invest more than the absolute minimum for quality. You can send the right message. You can show that you as a manager have the Quality Attitude already.

Target Audience

The training course is aimed at anybody producing software source code. Beginners, seasoned programmers and gurus alike can benefit from the courses. Even testers can benefit.

Objective

The participants learn how to check software source code in an efficient and effective way, which enables them to use it regularly, i.e. to make it into a habit with ever growing gains.

The participants leave the course more quality-conscious.

Prerequisites

The participants should be familiar with a programming language (the rules are guaranteed to work with C/C++/Java/C# code). Many other languages have been tried and as long as it is a language using text statements most of the rules will work. Languages like Python, Perl, and Visual Basic have been used, for example.

Duration

The course lasts for one whole day (7h + lunch break).

Class Size

5-10 participants is optimal.

Trainer

The course trainer is Miska Hiltunen.

Language

The course is held in English, Finnish or German.

Location

The training course is held in-house.

Material

All participants get to keep

- 4 rule cards containing 24 rules,
- a summary card and
- a "Commitment to Quality" certificate.

Teaching Method

- The participants learn to tick by ticking for real.
- They get to practice on 15 rules.
- Quality theory is intertwined with the practical exercises throughout the course.

Topics

- **The Vicious Circle of Busyness:** How time or the lack of it affects quality?
- **Dilemma of Quality:** How to make sustainable improvements?
- **Paradigm Switch:** Still Wanna Shoot a Bear?
- **Feelings in Software Development:** Why do I feel anxious or bored at work?
- **No Causality:** Software IS Different (Boris Beizer)
- **Quality Attitude:** How to Ensure Quality in Practice?
- **Measure the Improvement:** How much better do you check afterwards?
- **Ideal Development Week:** How often should you check?
- **Checking Method Comparison:** Just-changes, walkthroughs and spec checks

Optionally, time permitting

- The Principles behind the Rules
- Errors and Freedom of Choice
- Measuring Software: Standardize the Checking
- All That's Urgent Isn't Important
- We're All in the Same Boat