

# GOTO **CHICAGO 2023**

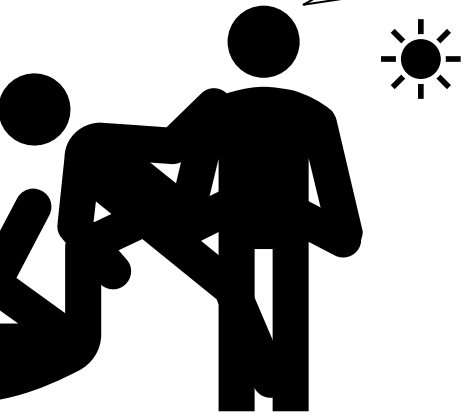
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**#GOTOchgo**

Are we *really* engineers?

# Is Software Development a Branch of Engineering?

If builders built houses the way  
programmers built programs, the first  
woodpecker to come along would  
destroy civilization.



Gerald Weinberg

Software development is only like bridge building if you're building a bridge on the planet Jupiter, out of newly invented materials, using construction equipment that didn't exist five years ago.



# Advertisement

```
fun leftpad(str, size=0, c=' ') {  
  while(str.len() < size) {  
    str = c + str;  
  }  
  return str;  
}
```





[Redacted]

Jan 11, 2019



9/ Contrast this to a building or a bridge which would not suffer if its creators left. Others could figure it out from plans and inspection, and take stewardship



7



2



8



[Redacted]

Jan 11, 2019



10/ Not so in software.

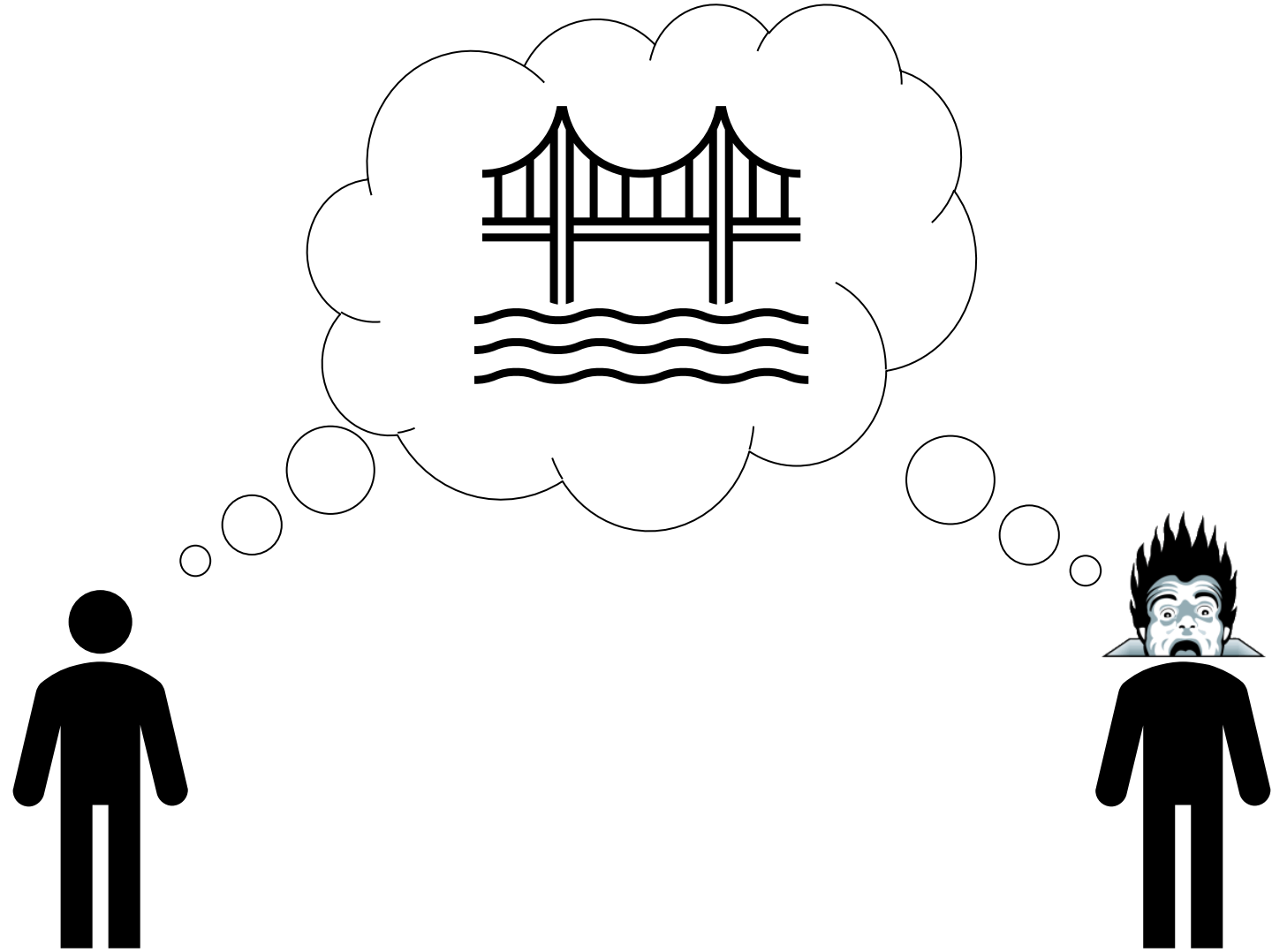


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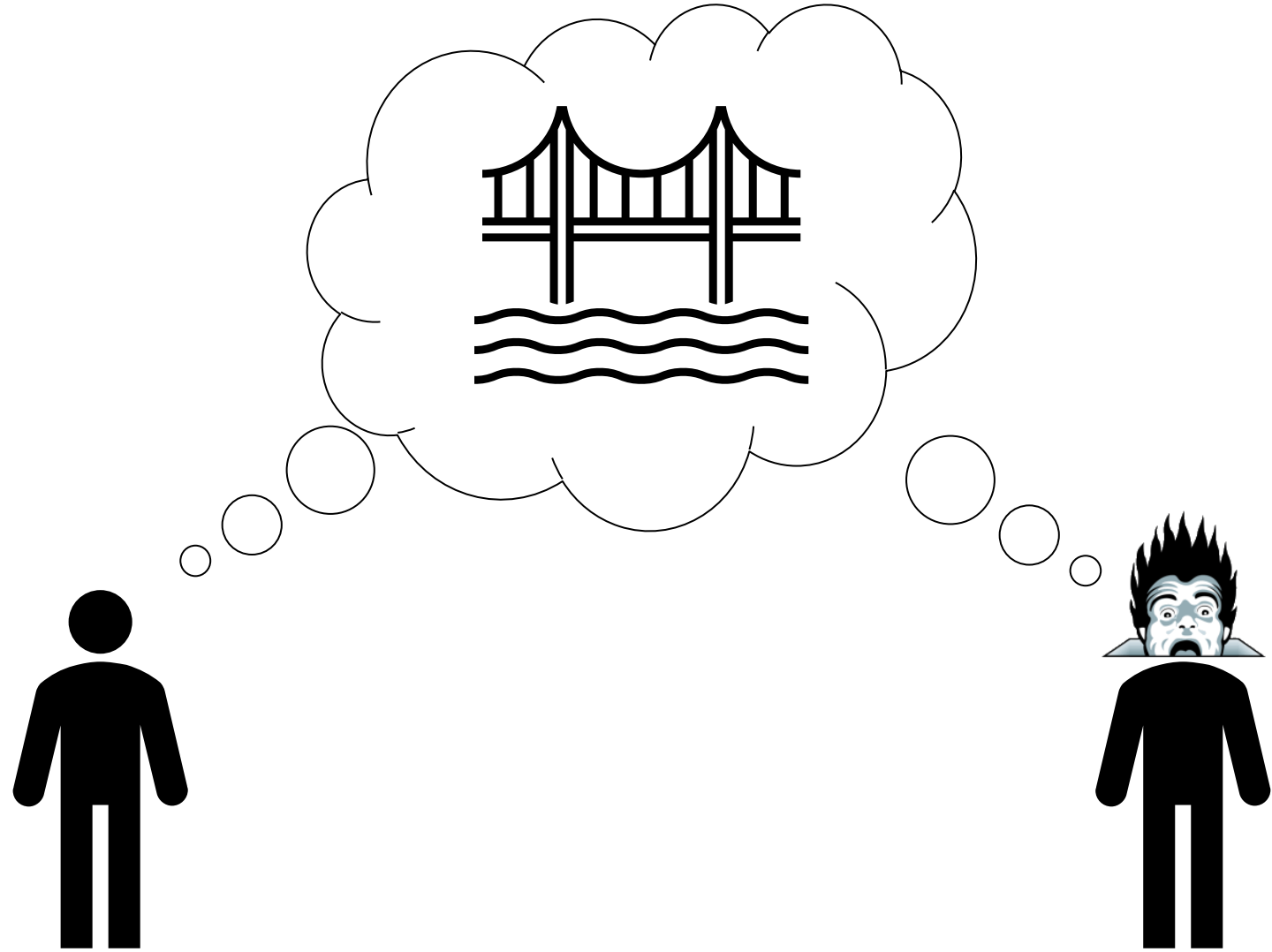


5











# Mega Advertisement

Let's **talk** to engineers!

Crossover: someone who worked in both software and "real" engineering.

- I. Are we really engineers?
- II. How similar are we to engineers?
- III. What can we learn from each other?



**Hillel**

@hillelogram



I'm looking to interview people who've worked as both a "traditional" engineer and a software engineer. If you're interested, or know anybody who would be, please DM me!

"Traditional" also includes process engineers, environmental, chemical, biomed, automotive, architects, etc

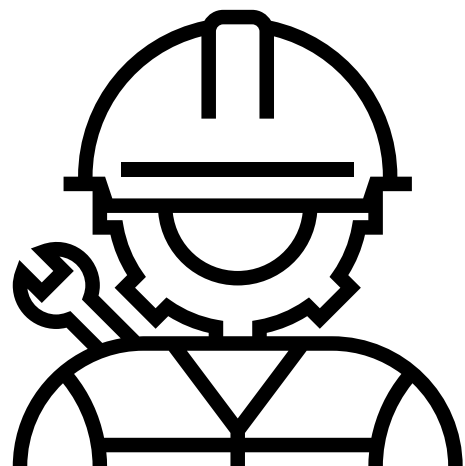
2:07 PM · Aug 1, 2019 · Twitter for Android

 View Tweet activity

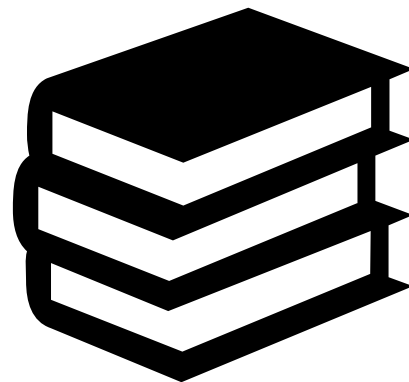
**112** Retweets   **3** Quote Tweets   **109** Likes



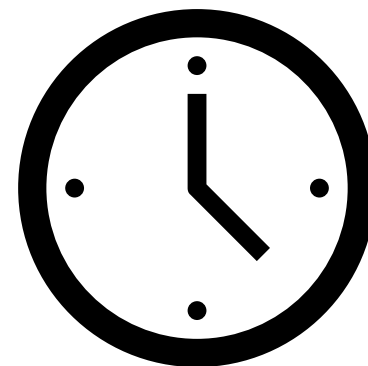
17



6



12



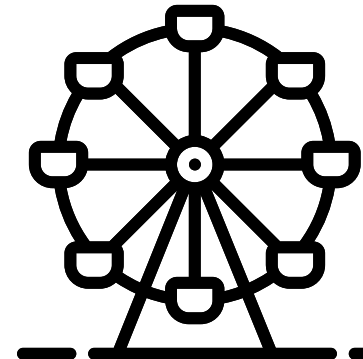
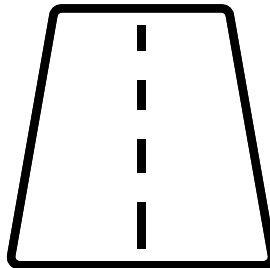
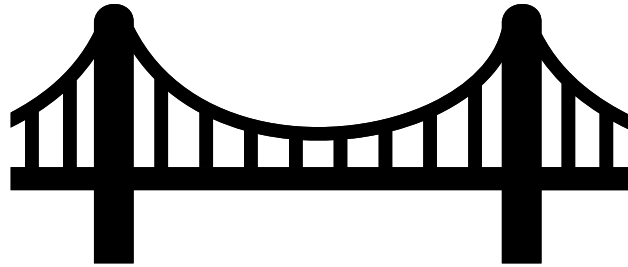
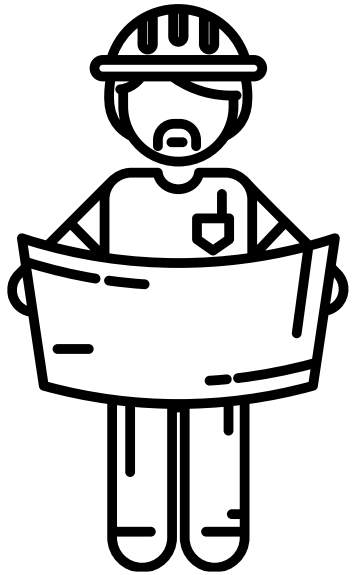


I. Are we really engineers?

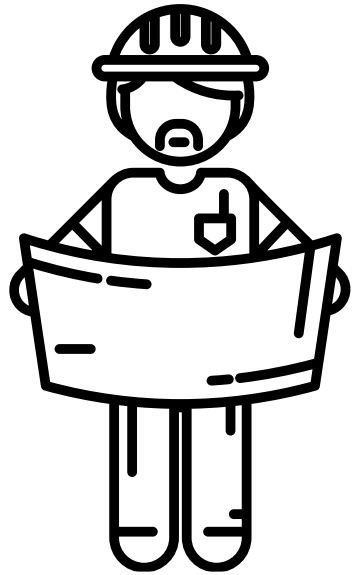
What's "engineering"?

# "Anything required for a living city"

20%



20%

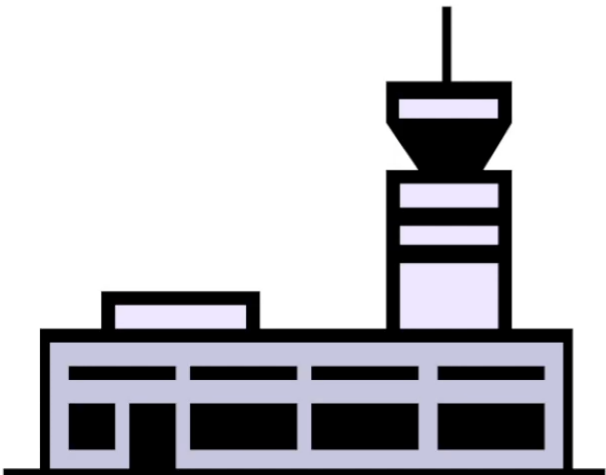


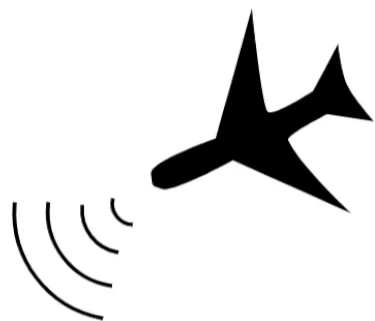
Mechanical  
Electrical  
Chemical  
Industrial  
Nuclear  
Aerospace

# Engineering is:

- a. physical
- b. consequential
- c. licensed

a. "Engineering is physical."







## **Uniqueness Principle**

Each project should be regarded as different from previous seemingly similar projects.

## **People-Design Principle**

Stakeholders must have a role in finding and implementing the solution.

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Each project should be regarded as different from previous seemingly similar projects.

## **People-Design Principle**

Stakeholders must have a role in finding and implementing the solution.

Agile

# Engineering is:

- ~~a. physical~~
- b. consequential
- c. licensed

b. "Engineering is consequential."

# A preventable coding error knocked out 911 service for millions

24

*In a new report, the FCC also says such outages are on the rise*

By [Colin Lecher](#) | [@colinlecher](#) | Oct 20, 2014, 11:14am EDT

Source [FCC](#)

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[www.hillelwayne.com](http://www.hillelwayne.com)

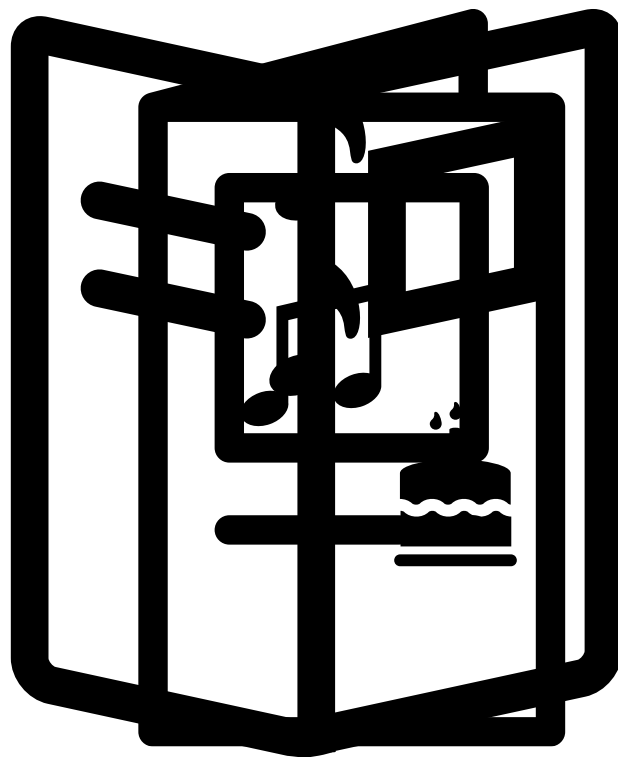
  
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# Engineering is:

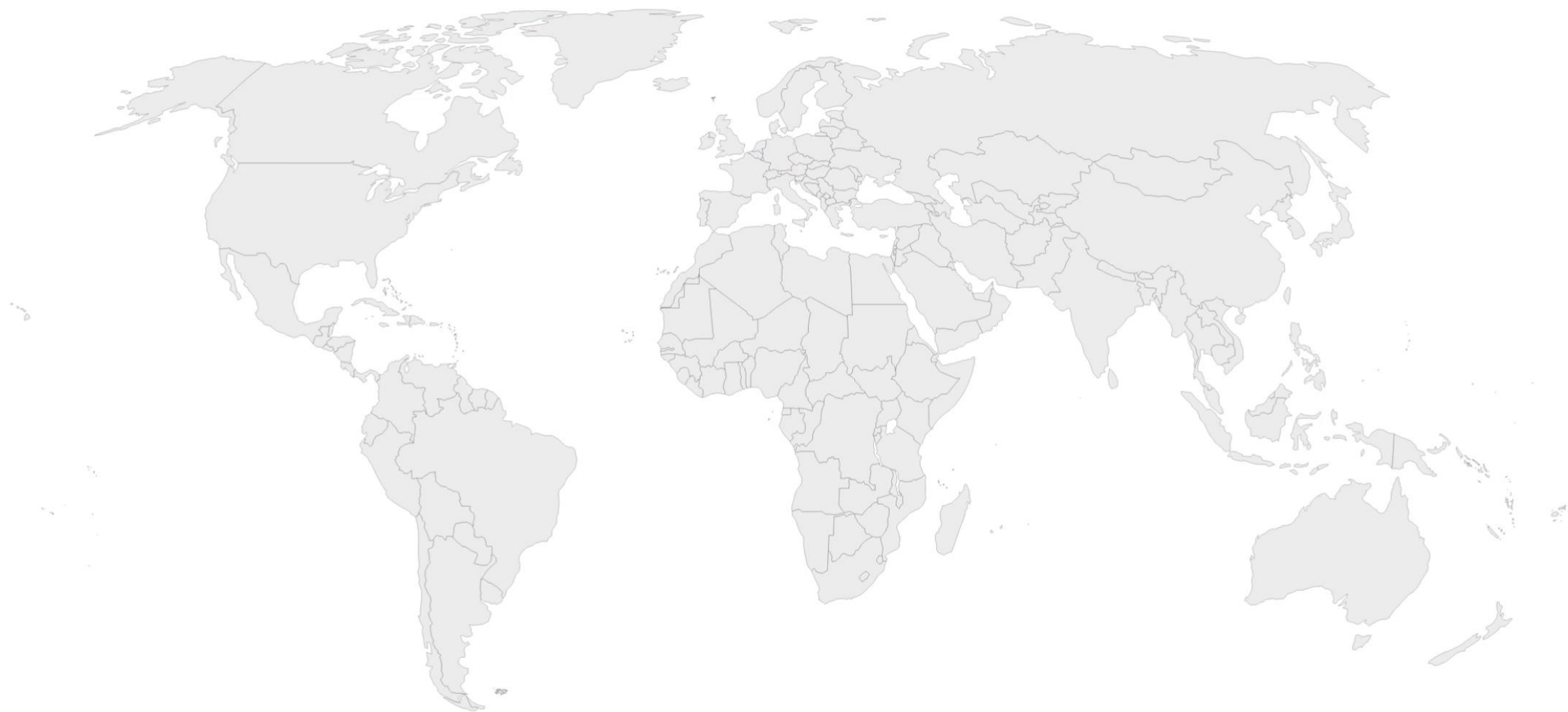
~~a. physical~~

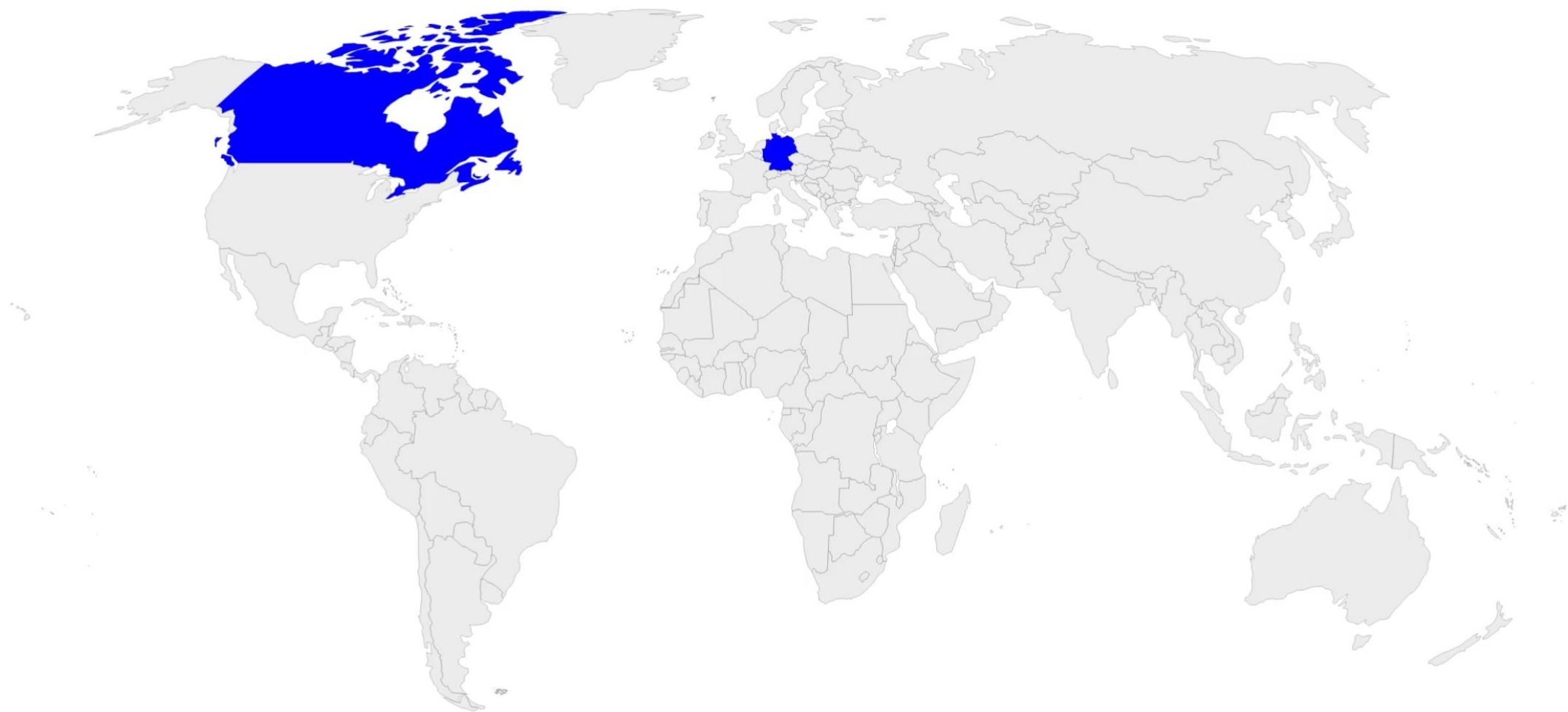
~~b. consequential~~

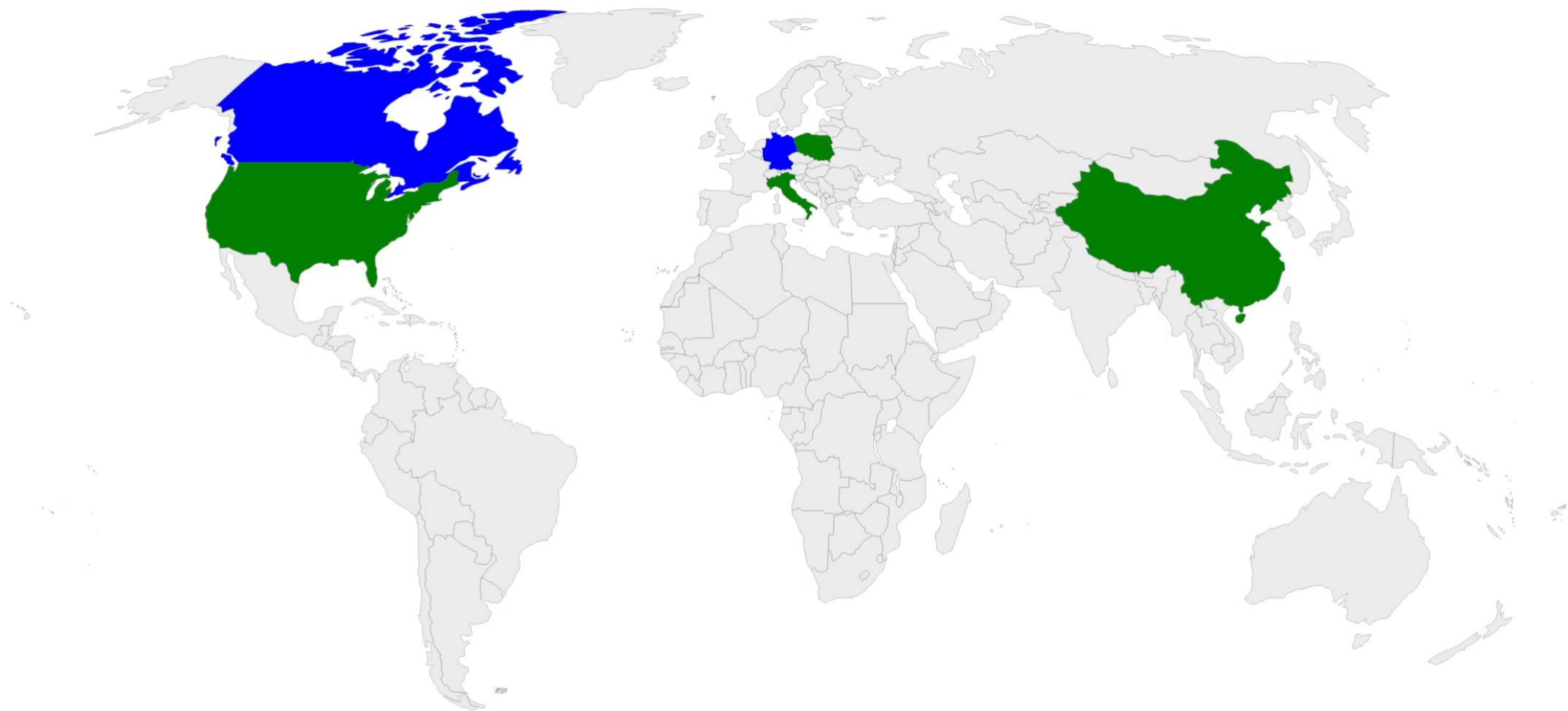
c. licensed

c. "Engineering is licensed."







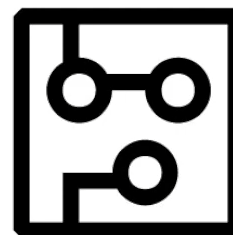
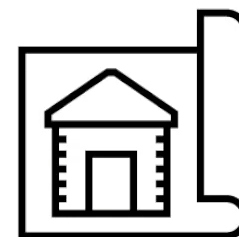
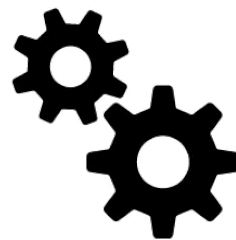
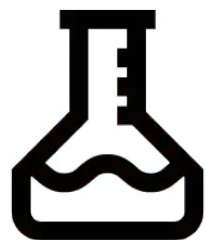


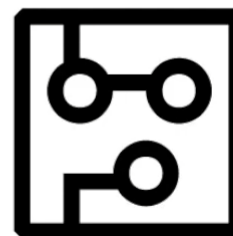
# Engineering is:

~~a. physical~~

~~b. consequential~~

~~c. licensed~~





# Engineering is:

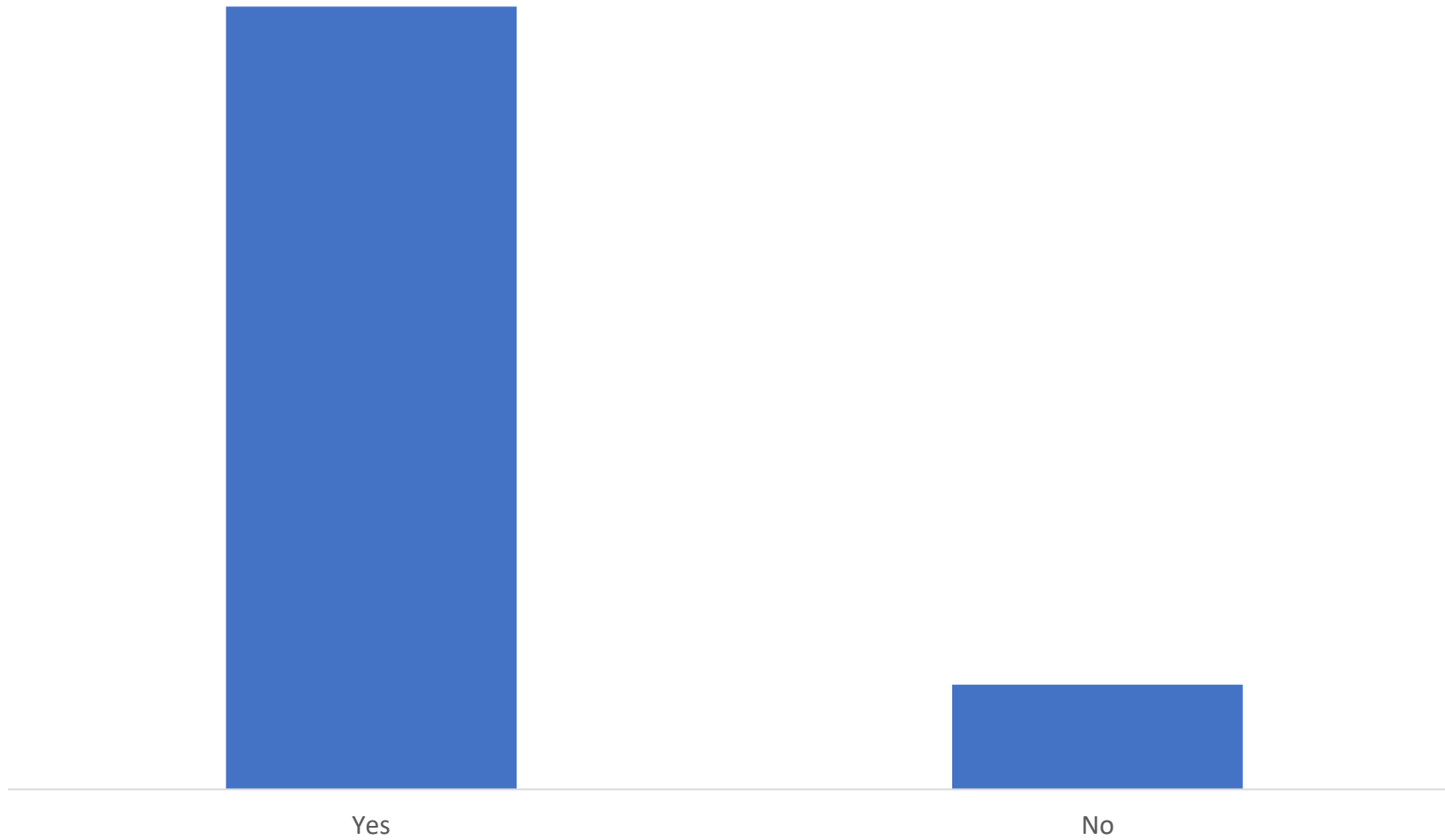
~~a. physical~~

~~b. consequential~~

~~c. licensed~~

**d. what engineers do.**

"Are we engineers?"





Engineering

Electrical Engineer

Software Engineer

Electrician

???

Tradecraft

[www.hillelwayne.com](http://www.hillelwayne.com)



# Software Craftsmanship

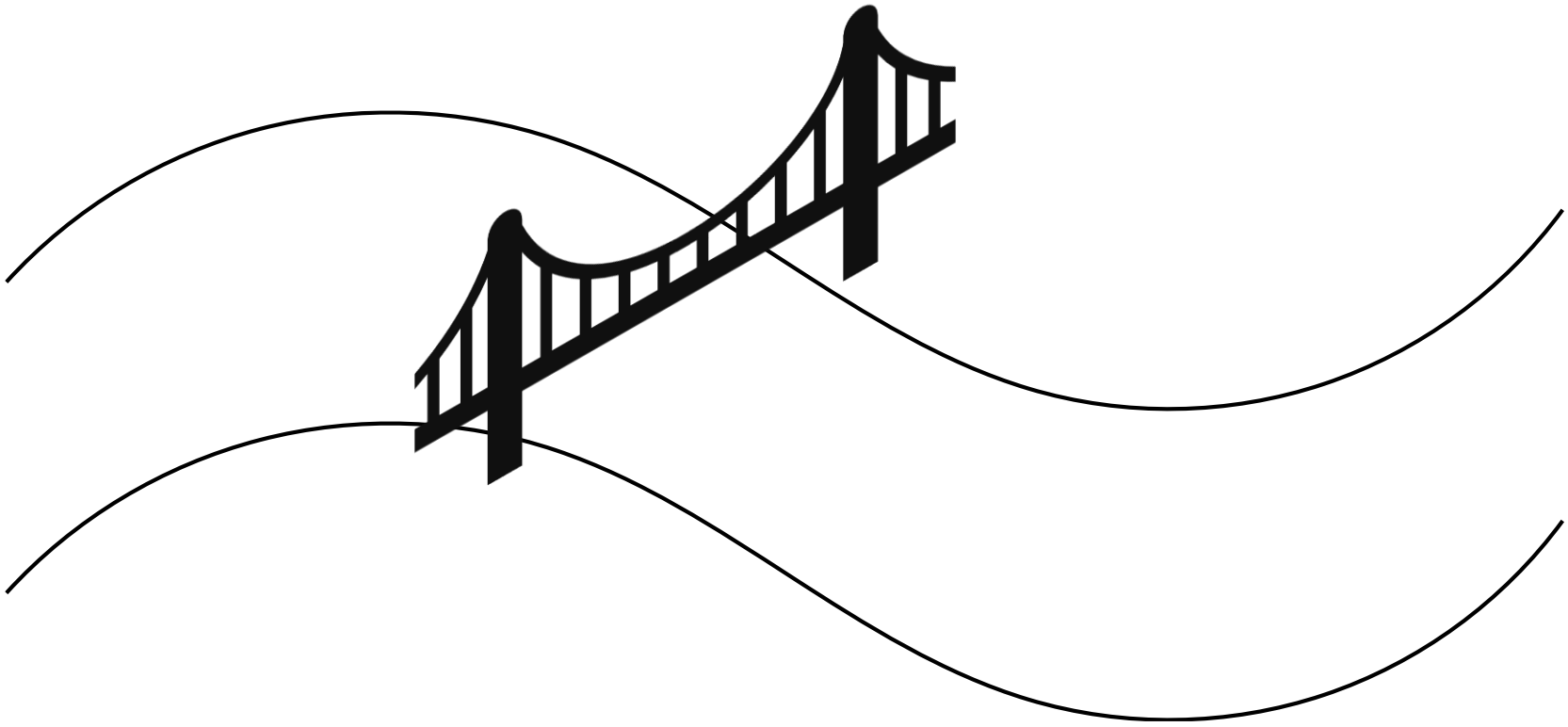


*The New  
Imperative*

Pete McBreen  
*Foreword by Dave Thomas*

## II. How is Software Different from Trad?

Are We Special?



# Software

Agile

Unpredictable

Informal

# Traditional

Waterfall

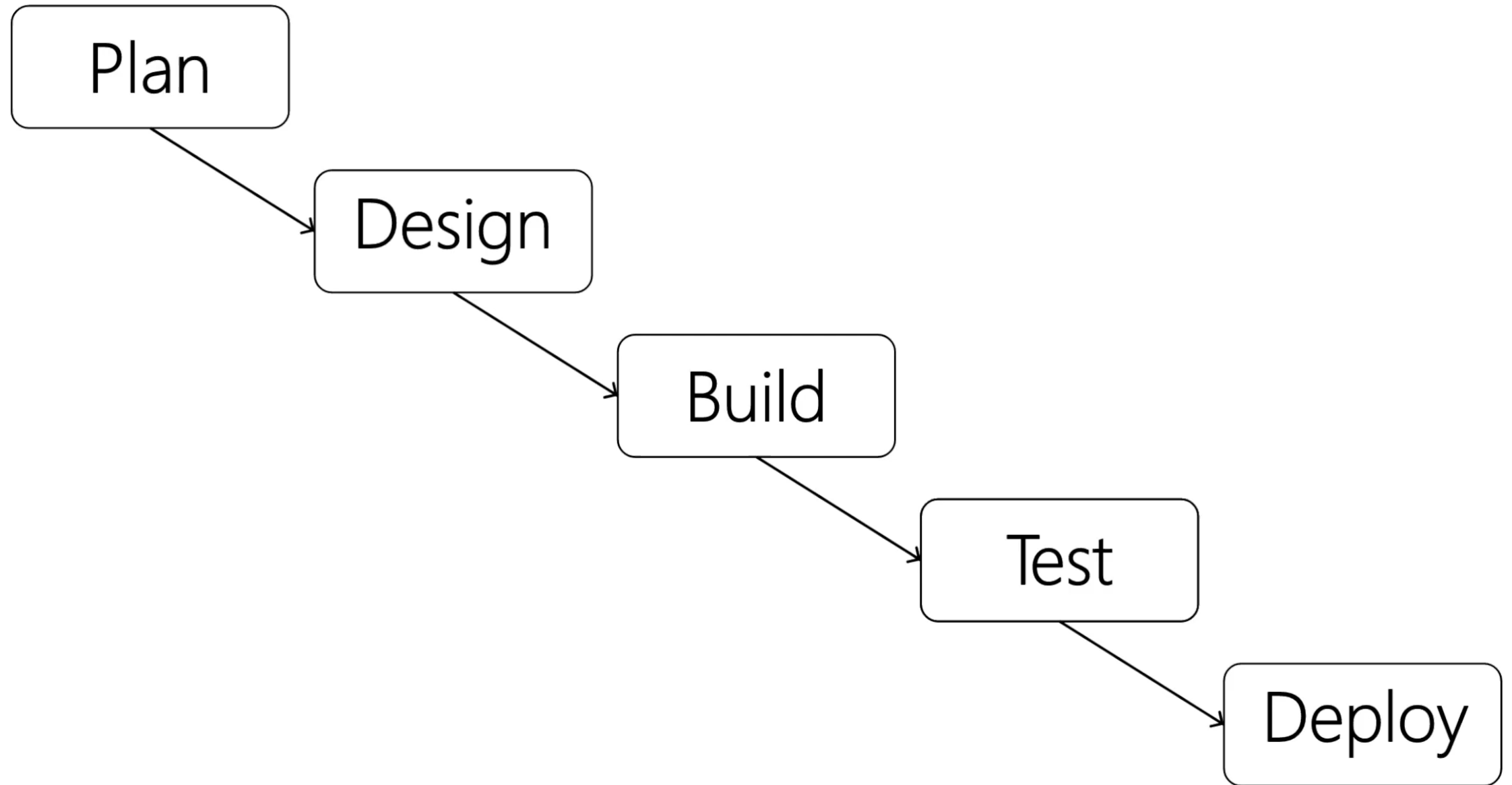
Predictable

Rigorous

# 1. Software is agile



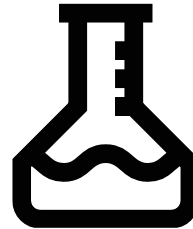
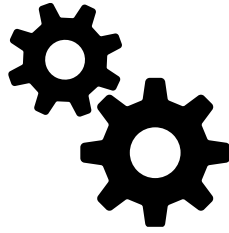
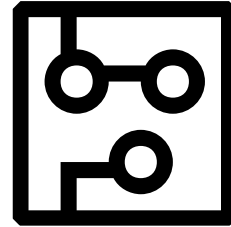
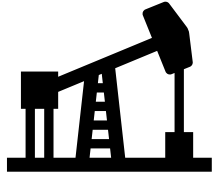
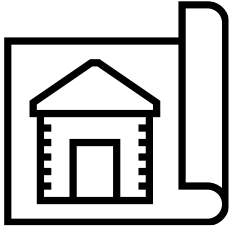




# Waterfall

「\\_(ツ)\_/」

# Agile



## 2. Engineering is predictable

# MOVING HISTORIC BRIDGES

MOVING A BRIDGE CAN BE A COMPLEX PROSPECT. BELOW ARE THE MAJOR STEPS IN THE PROCESS:

1. TxDOT and/or local government identifies Historic Bridge in project ▼
2. TxDOT conducts engineering studies, needs at crossing ▼
  - The next stages for adopting a bridge can take up to one year or more. ▼



## Steps

03

TxDOT puts availability of bridge online, social media, newspapers

04

Potential new owner prepares Reuse Proposal Checklist

05

TxDOT reviews and approves new owner

06

Agreement is signed to transfer liability/responsibility to new owner.

07

Contractor bids on project

08

TxDOT accepts bids

09

New owner works with contractor to get bridge off the roadway

10

TxDOT demolition funds MAY help pay to move bridge to new location

11

Bridge set at new location

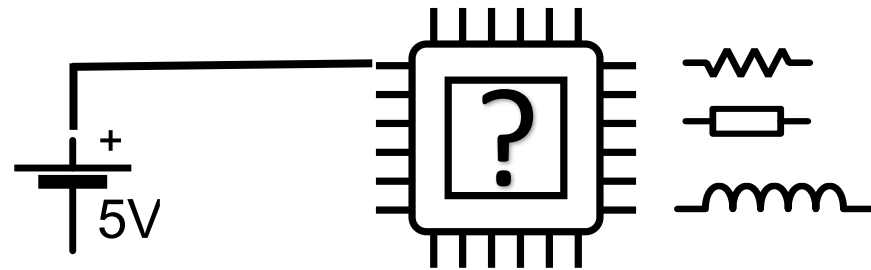
12

New owner rehabilitates the bridge

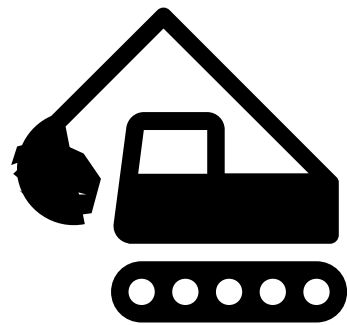
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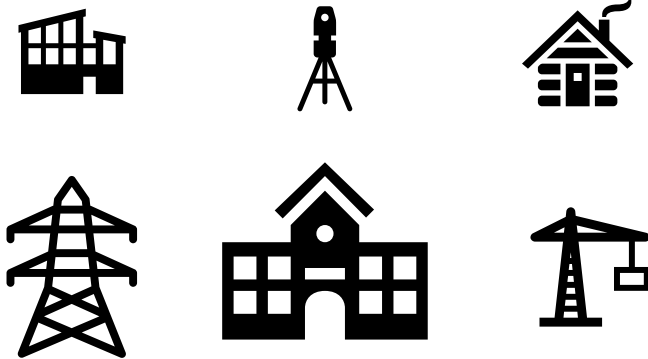
Project opens to the public

# 1058

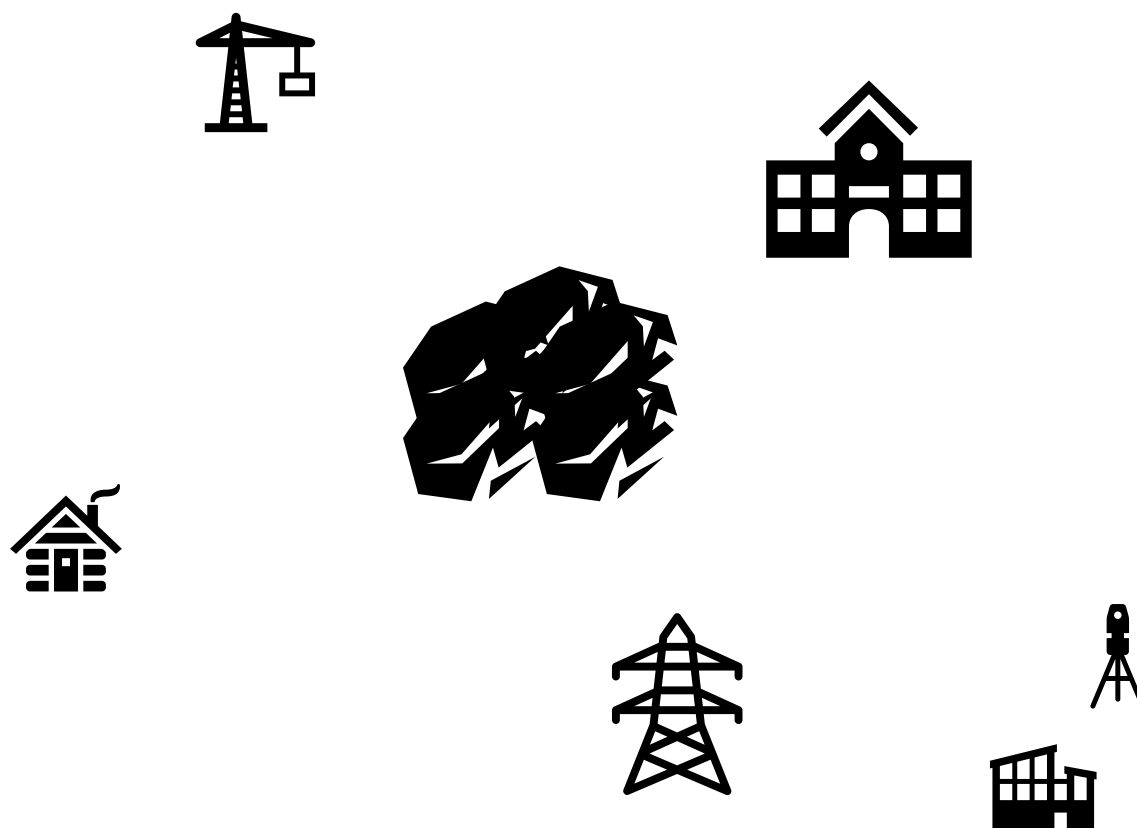






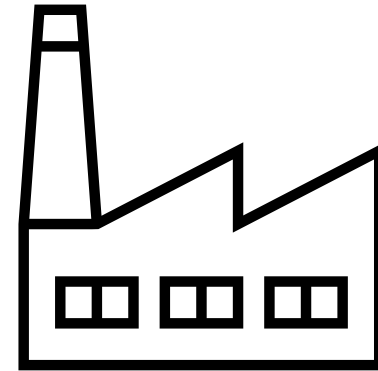




# New Austrian Tunneling Method



### 3. Engineering is more rigorous



# Project?

# Software Fix?

P01



P02



P03



P04



...

P760





# Software

Agile

Unpredictable

Informal

# Traditional

Waterfall

Predictable

Rigorous



# Software

Iterative

Unpredictable

Informal

# Traditional

Iterative

Unpredictable

(sometimes) Informal

What's Different?

# What's Different?

1. Velocity

# What's Different?

1. Velocity
2. Constraints

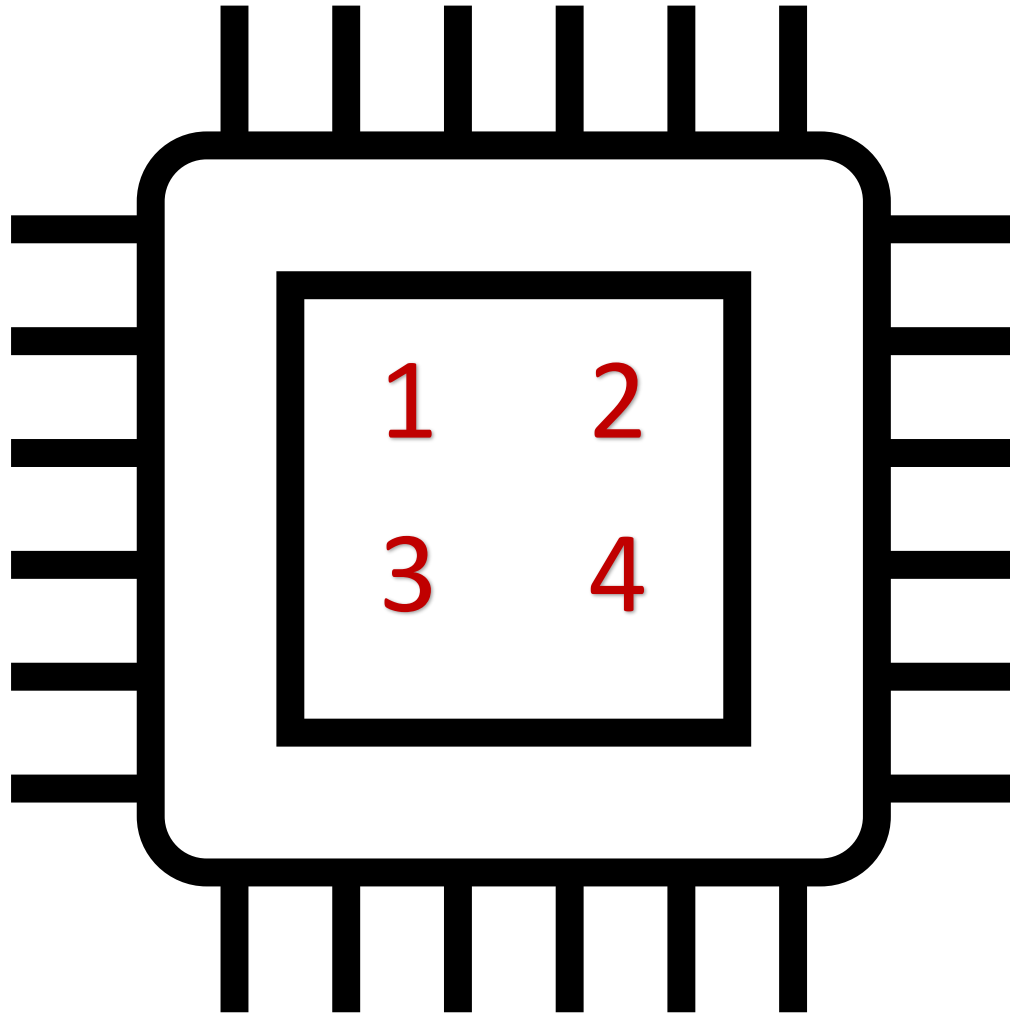
# Engineering a Safer World

Systems Thinking Applied  
to Safety

Nancy G. Leveson



Many software requirements problems arise from what could be called the *curse of flexibility*. The computer is so powerful and so useful because it has eliminated many of the physical constraints of previous machines. This is both its blessing and its curse: We no longer have to worry about the physical realization of our designs, but we also no longer have physical laws that limit the complexity of our designs. Physical constraints enforce discipline on the design, construction, and modification of our design artifacts. Physical constraints also control the complexity of what we build. With software, the limits of what is *possible* to accomplish are different than the limits of what can be accomplished *successfully* and *safely*—the limiting factors change from the structural integrity and physical constraints of our materials to limits on our intellectual capabilities.



# What's Different?

1. Velocity
2. Constraints
3. Consistency

```
def sort(l):  
    if l == []:  
        return l  
  
    lo = [x for x in l if x < l[0]]  
    fs = [x for x in l if x == l[0]]  
    hi = [x for x in l if x > l[0]]  
    return sort(lo) + fs + sort(hi)
```

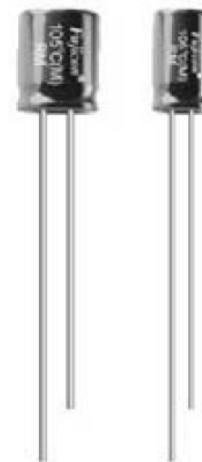
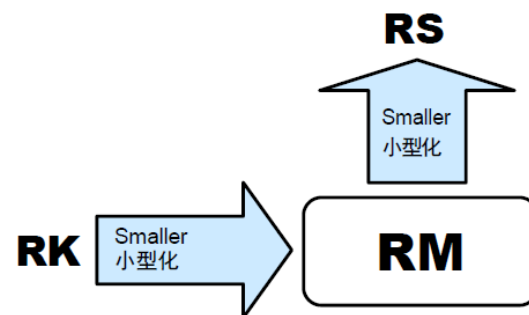


## RM Series

### WIDE TEMPERATURE RANGE, HEIGHT 7(9)MM

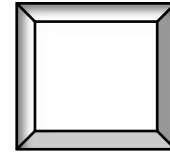
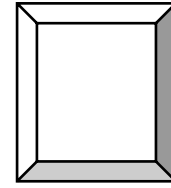
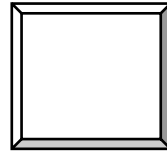
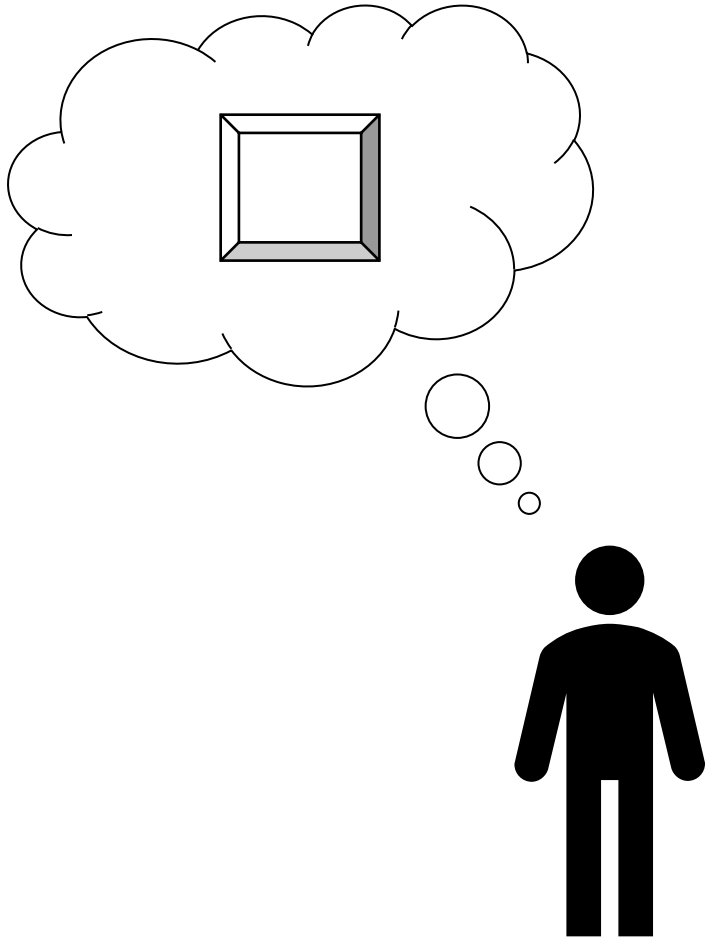
#### 7(9)MM 高，寬溫品

- Super miniature series with 7(9)mm height  
7(9)mm 高，超小型系列
- High performance and excellent temperature characteristics  
高性能和卓越的溫度特性
- Load life of 1000 hours at 105°C  
在 105°C 環境中負荷壽命 1000 小時
- Comply with the RoHS & REACH  
符合 RoHS 與 REACH



#### □ SPECIFICATIONS 特性表

Items 項目	Characteristics 主要特性
Operation Temperature Range 使用溫度範圍	-40 ~ +105°C
Voltage Range 額定工作電壓範圍	4 ~ 63V
Capacitance Range 靜電容量範圍	0.1 ~ 1000μF
Capacitance Tolerance 靜電容量允許偏差	±20% at 120Hz, 20°C



# Software

Iterative  
Unpredictable  
Informal  
Rapid  
Consistent  
Unconstrained

# Traditional

Iterative  
Unpredictable  
(sometimes) Informal  
Slower  
Inconsistent  
Constrained

So are we special?

No.

# III. What can we learn from each other?

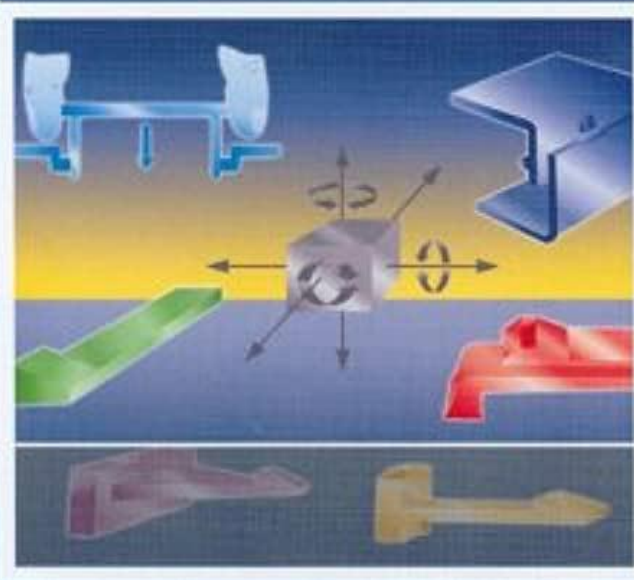
# What we can learn

- Up-front planning time
- Responsibility

Paul R. Bonenberger

# The First Snap-Fit Handbook

Creating and Managing Attachments  
for Plastic Parts



2nd Edition

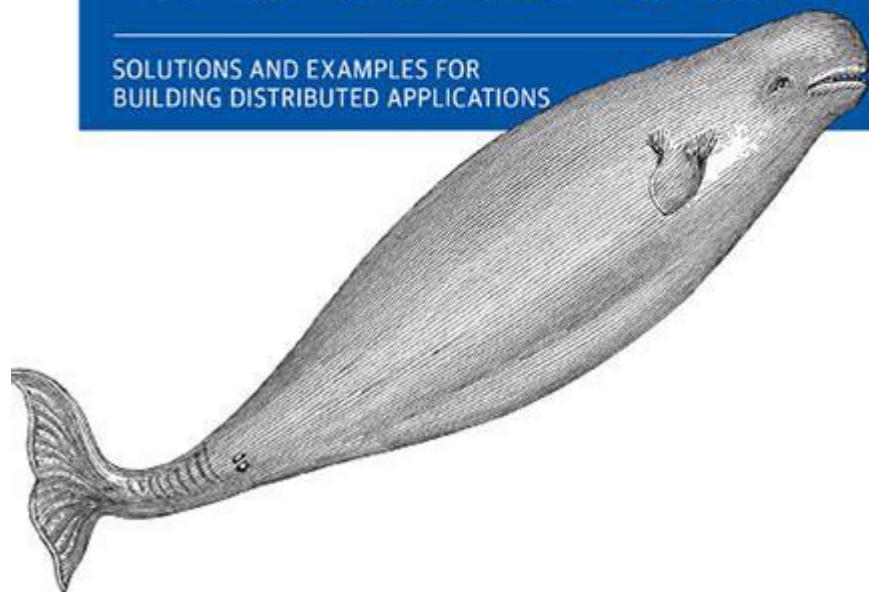
HANSER



O'REILLY®

# Docker Cookbook

SOLUTIONS AND EXAMPLES FOR  
BUILDING DISTRIBUTED APPLICATIONS



Sébastien Goasguen

- Tag Systems
- API Versioning
- Supporting plugins
- Coupons
- etc

# What we can teach

# GOTO **CHICAGO 2023**

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**#GOTOchgo**



# Version Control

# In Conclusion

1. We're engineers
2. We're not special
3. There's a lot we can teach and learn

# Learn more!

<https://www.hillelwayne.com/tags/crossover-project/> (All new examples!)

<https://www.hillelwayne.com/talks/crossover-project/> (Not up yet)

This was really easy!

# Things I didn't ask about

- Actual techniques (tagout/lockout)
- Meetings
- Certification Process
- Software → Trad Crossovers
- Engineering in the Global South
- Nuclear Engineering



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# Shilling

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