

Who Ever Said Programs Were Supposed to be *Pretty?*

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Wednesday, 16 November
2011

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A Scene from a Nightmare

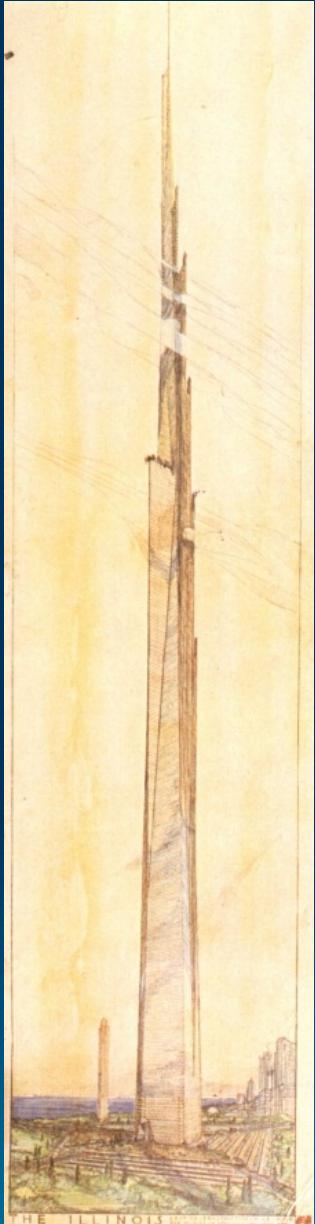
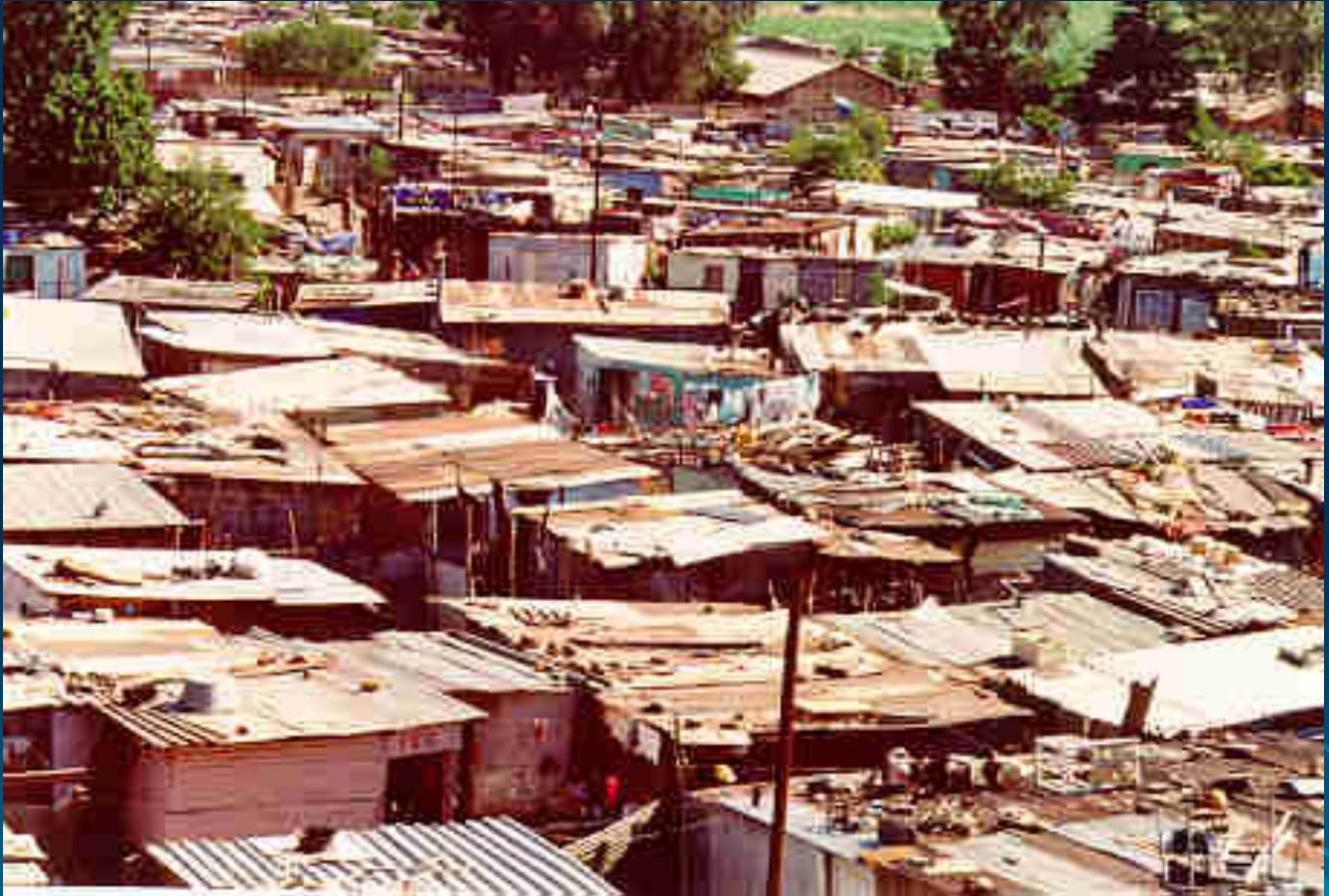


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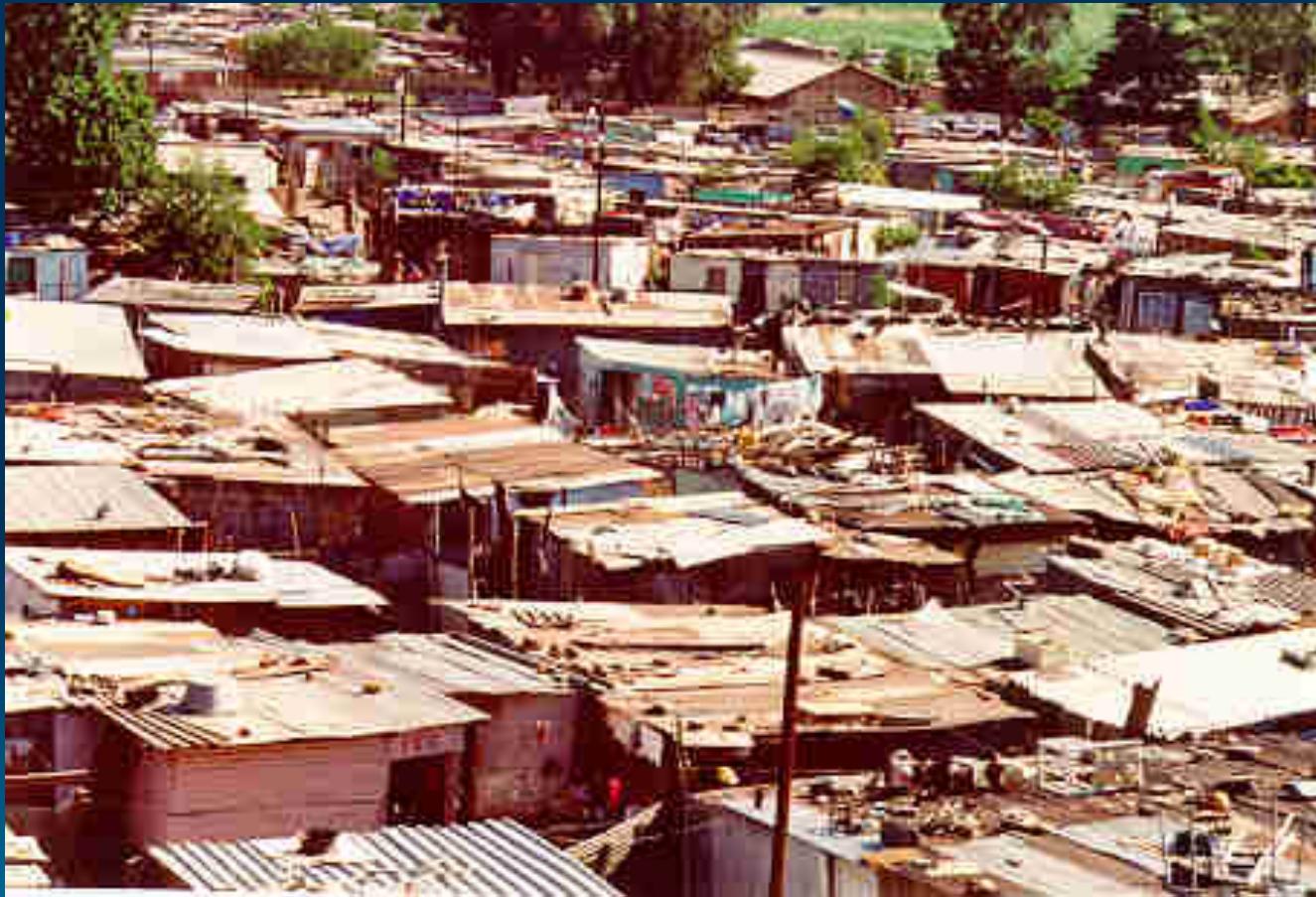
Computational Clairvoyance



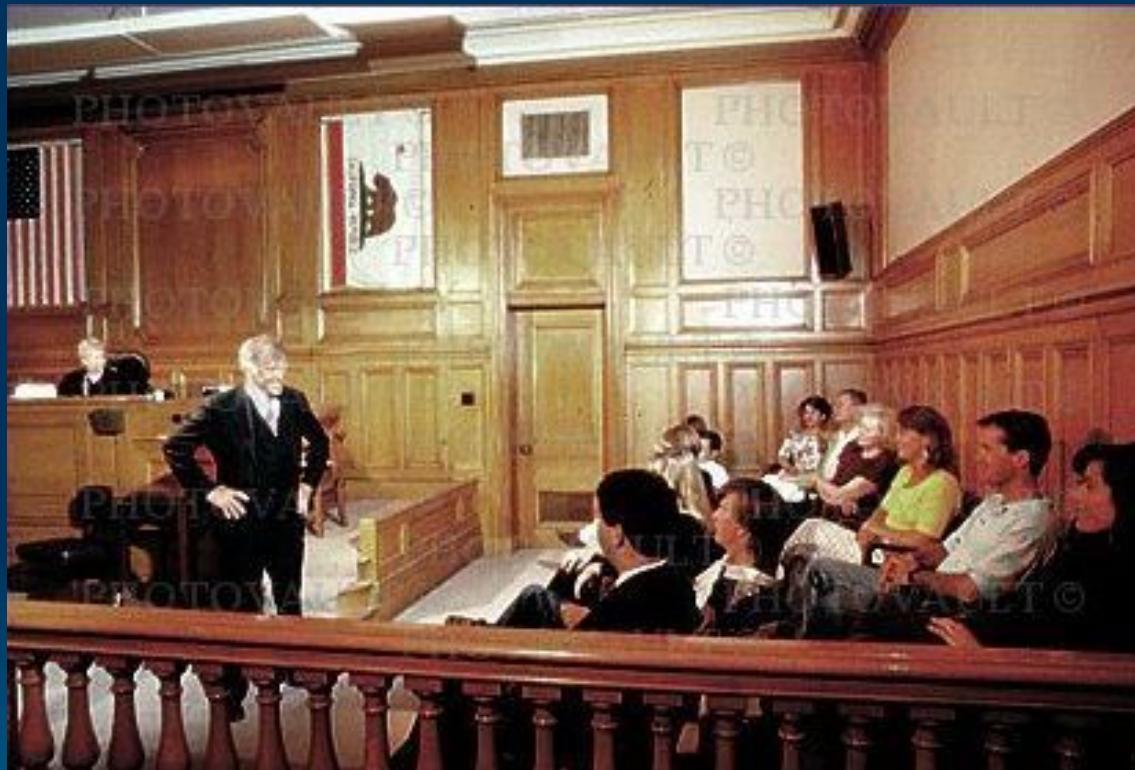
Big Ball of Mud



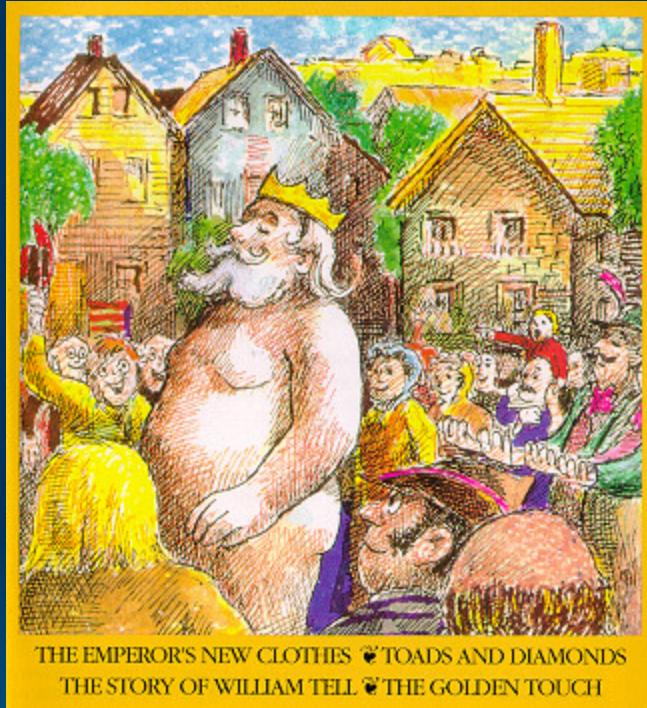
Shantytown



State of the Art

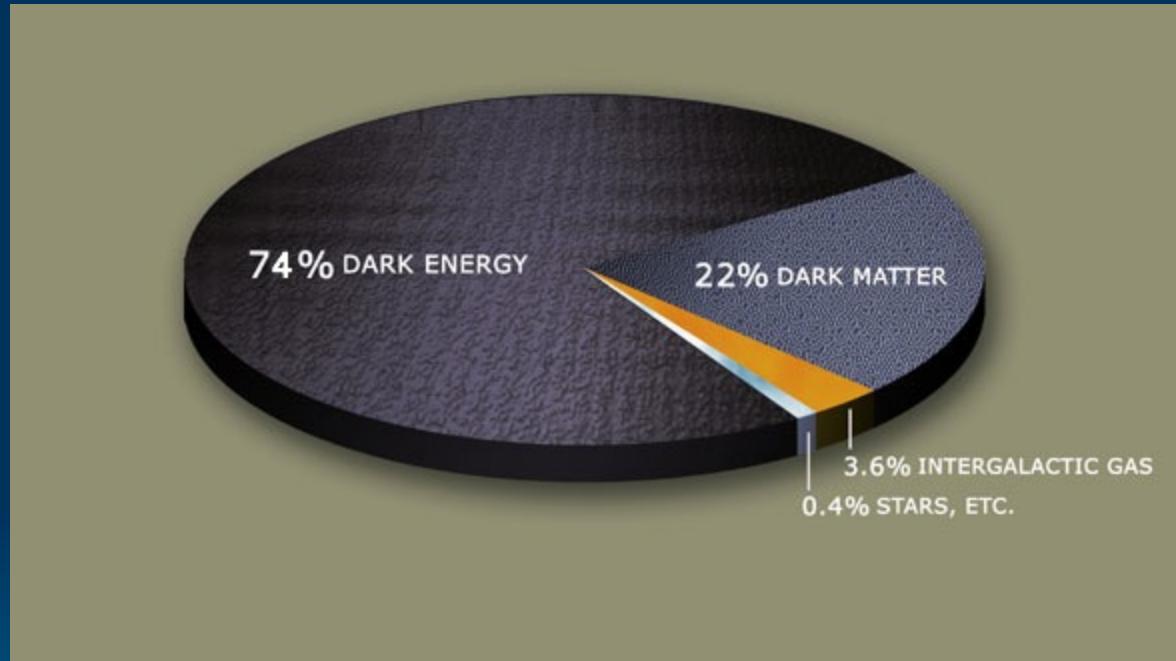


The Emperor's New Clothes



THE EMPEROR'S NEW CLOTHES © TOADS AND DIAMONDS
THE STORY OF WILLIAM TELL © THE GOLDEN TOUCH

The Mystery of Dark Matter



The Formula



A Rorschach Test



Messy Kitchen



Disposability



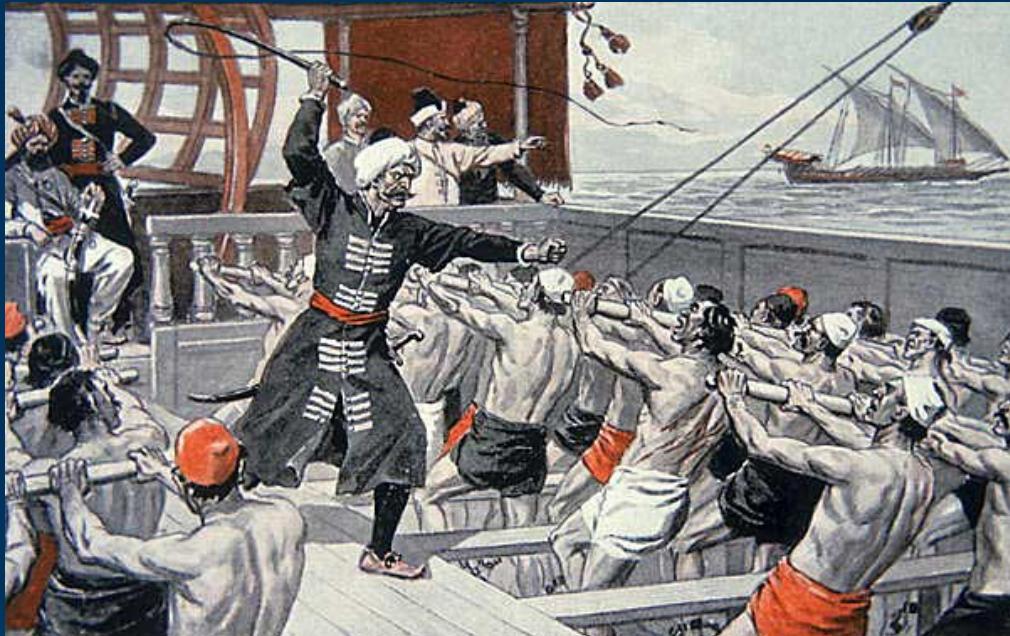
Below Average Programmers



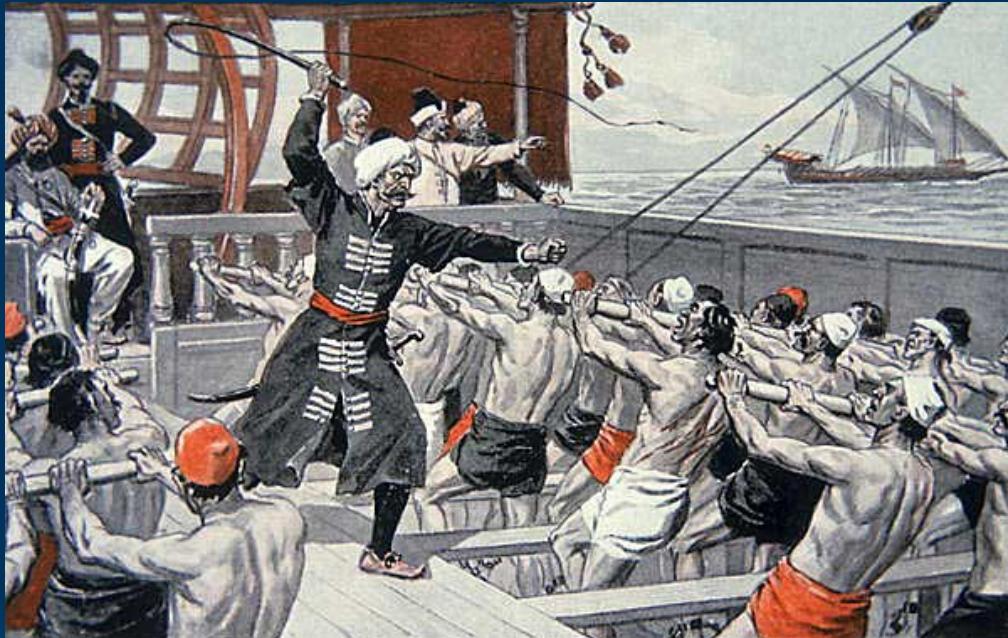
Above Average Programmers



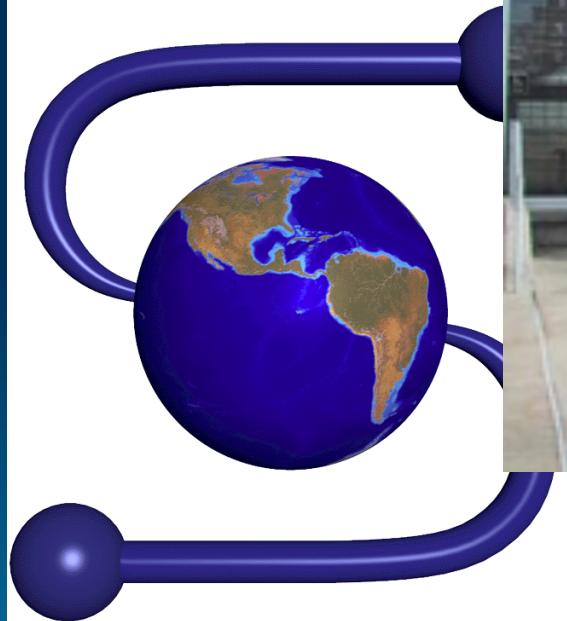
Below Average Managers



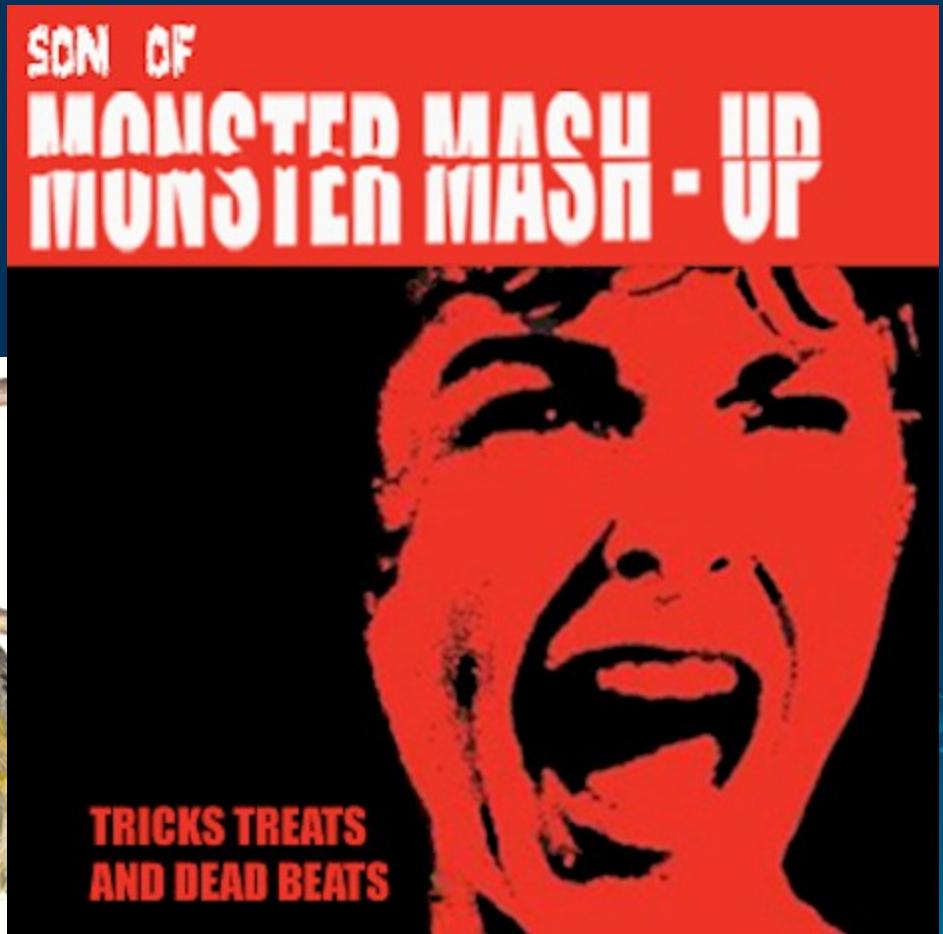
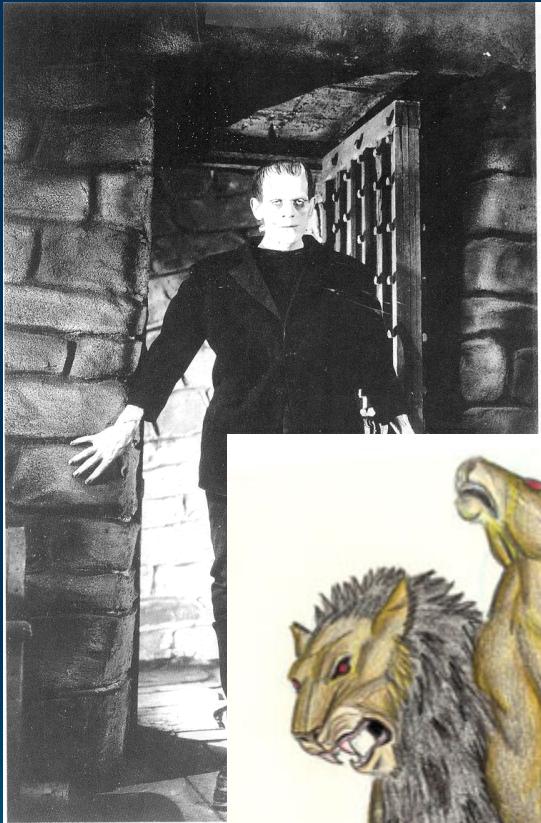
Above Average Managers



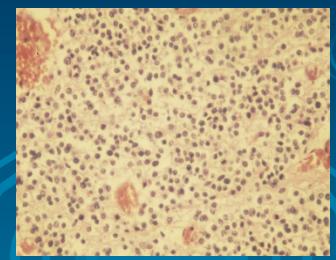
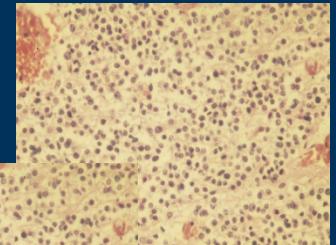
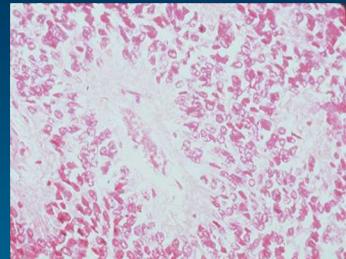
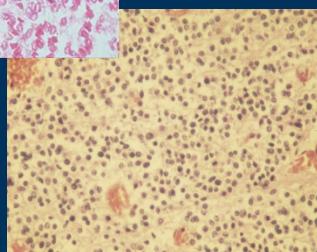
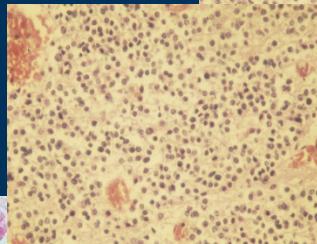
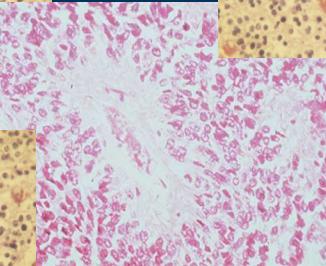
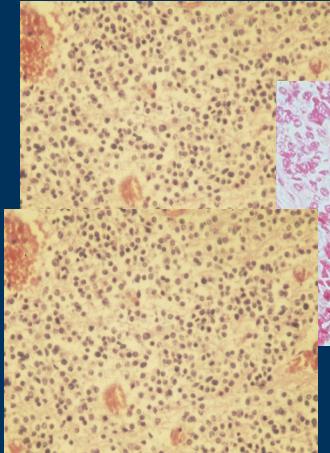
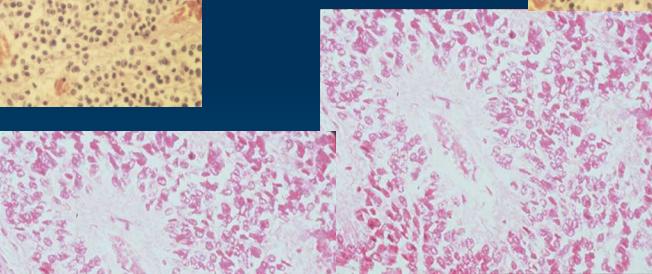
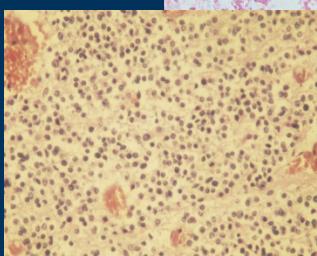
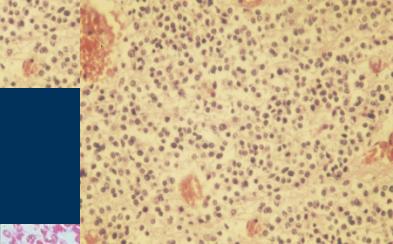
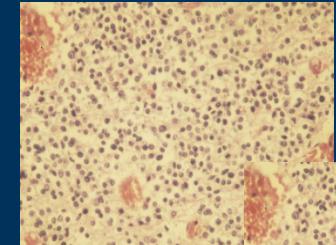
Big Bucket of Glue



The Age of Sampling



Metastasis



Copy ‘n’ Paste



Mud and Modularity



Legacy == Mud?



How Big is Big?



L'Enfant and Friends



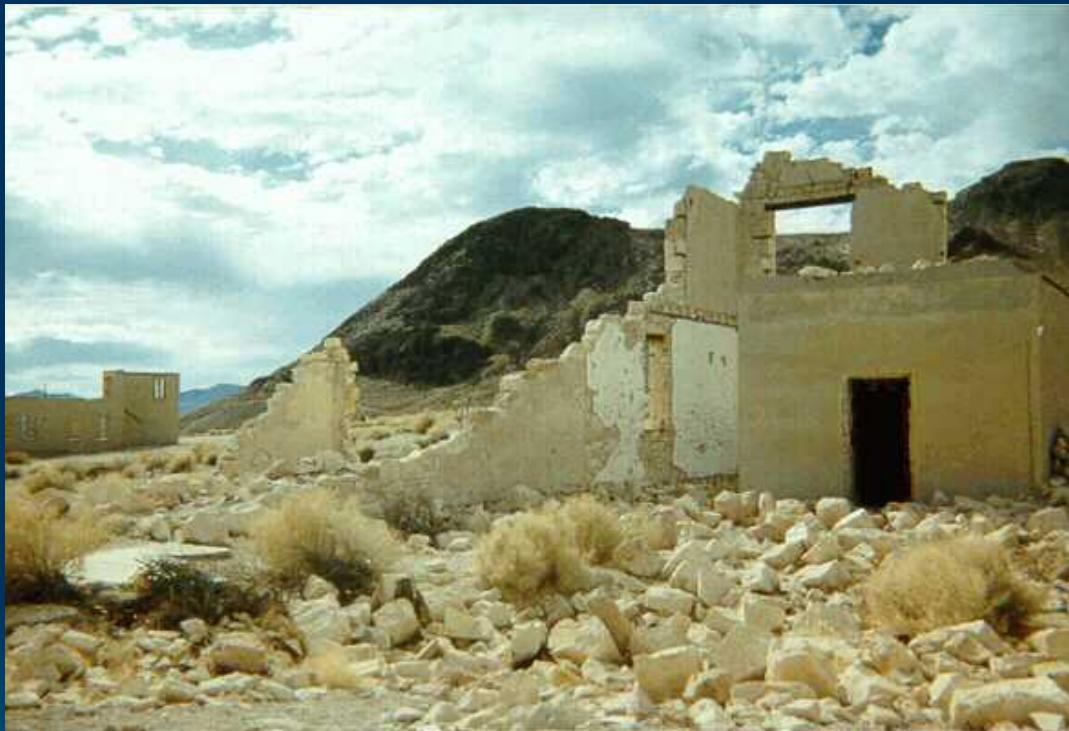
Maintenance



Software Decay



Boomtown to Ghost Town



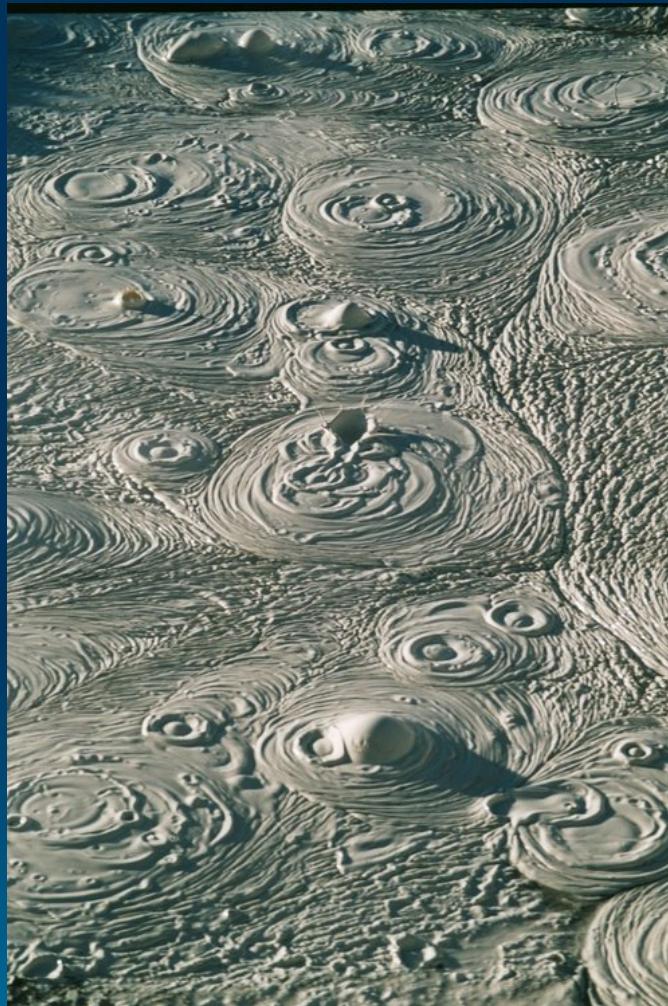
$10^{**1}, 10^{**2}, 10^{**3}$



Sprawl



Is There a Problem?



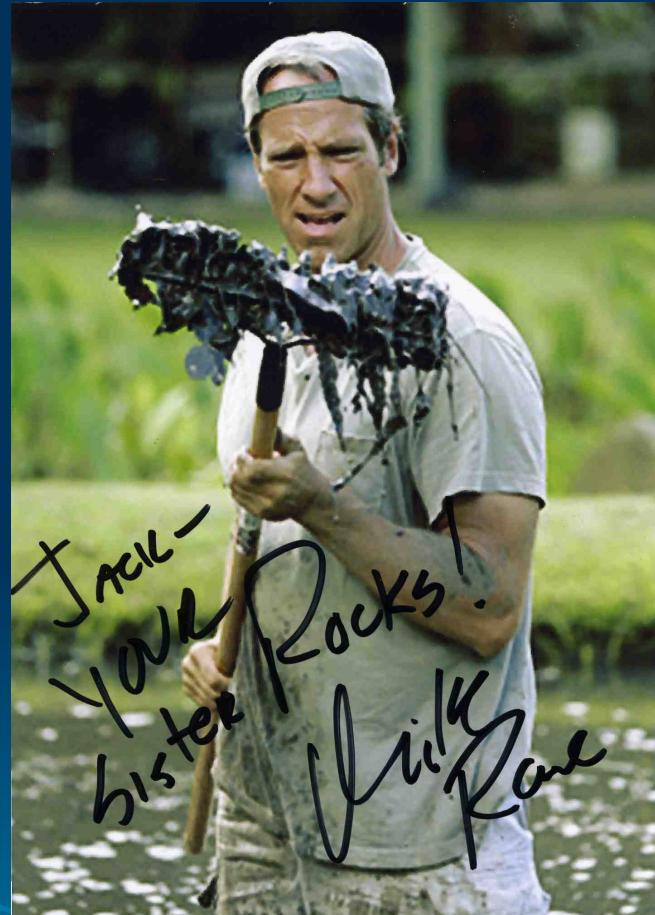
They Have a Name



r/K Selection



A Dirty Job





The Everglades



The Swamp



Swamp Guides



Starfleet Academy



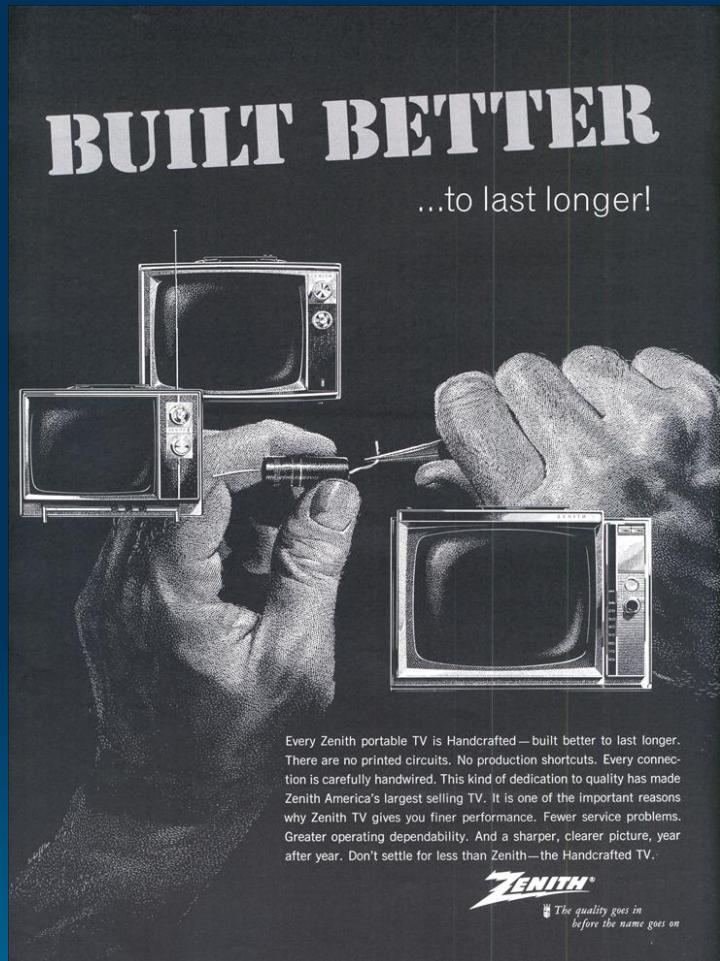
The Mound Builders



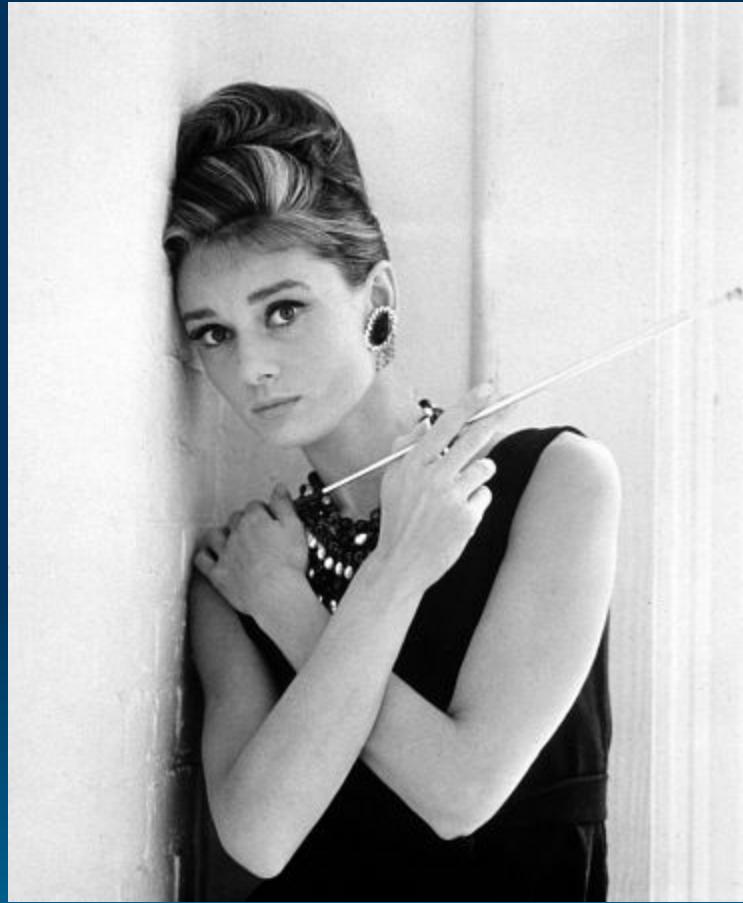
Labor Costs



The Quality Goes In



Elegance



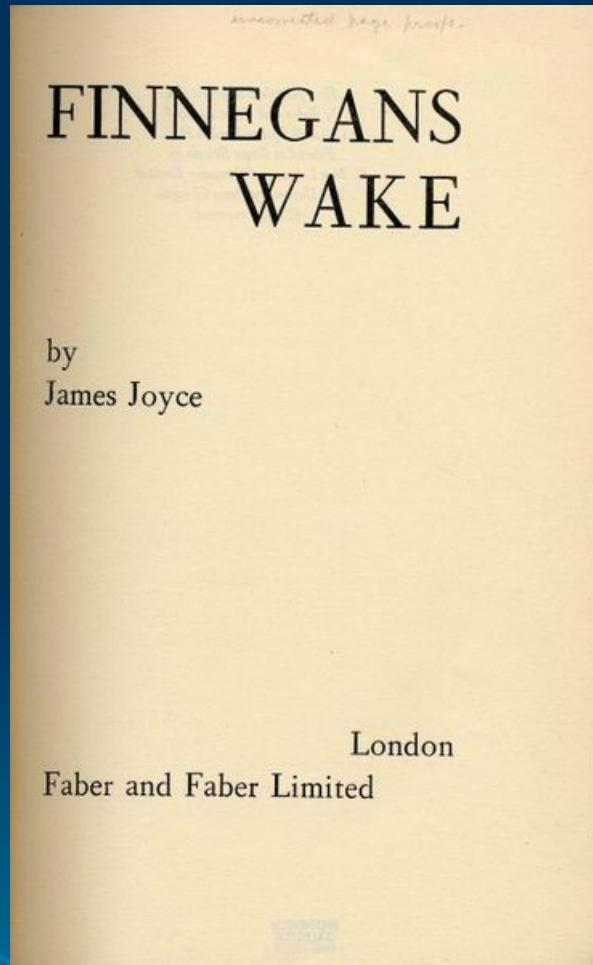
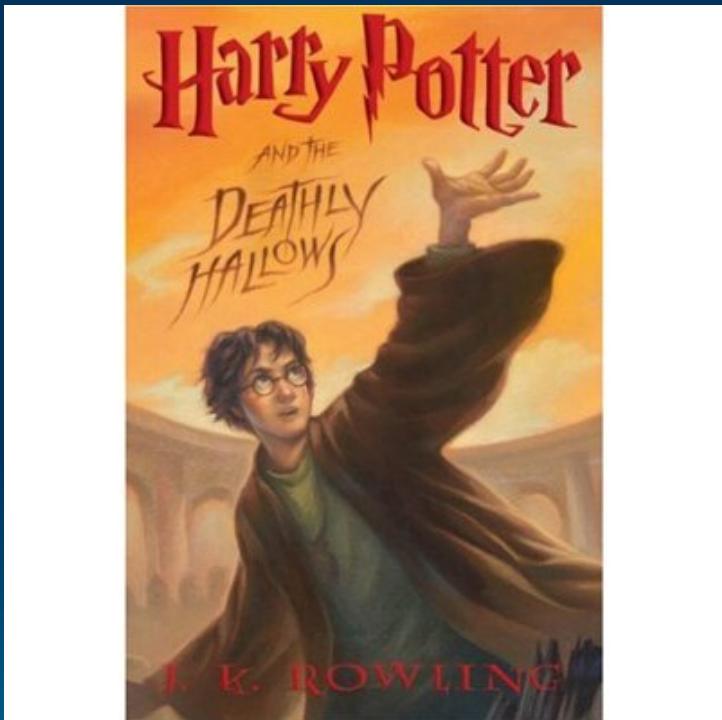
Health



Navigability



Readable



Habitability



Maintainability



Pulchritude

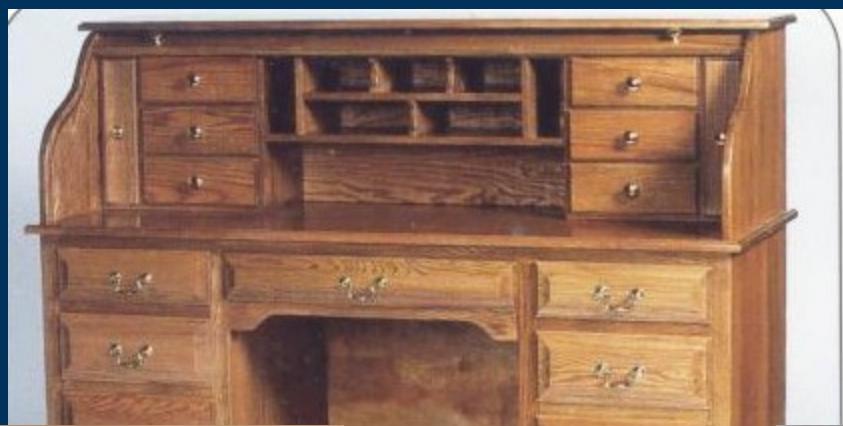


www.corbis.com

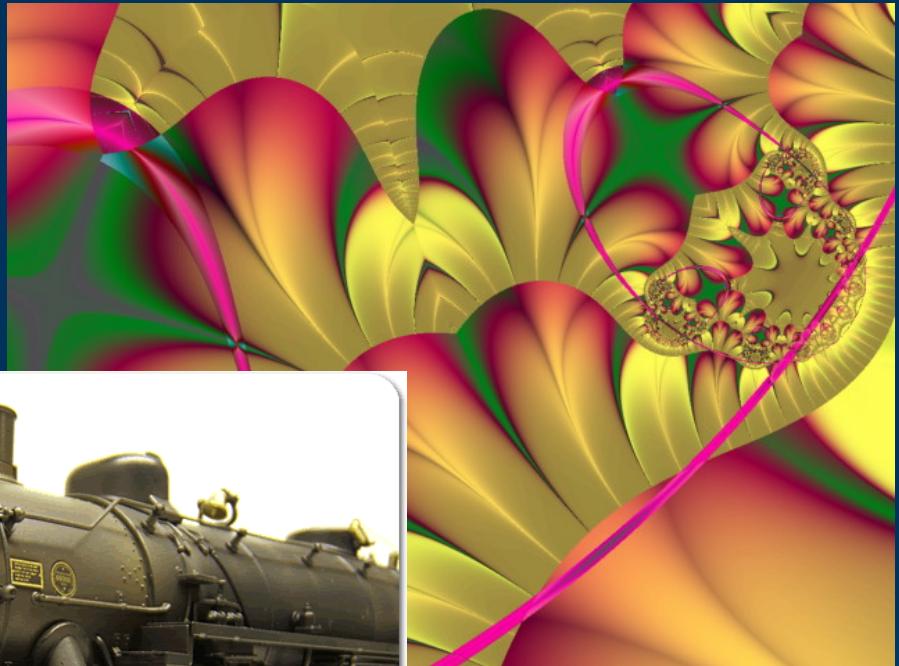
Shoddy Workmanship



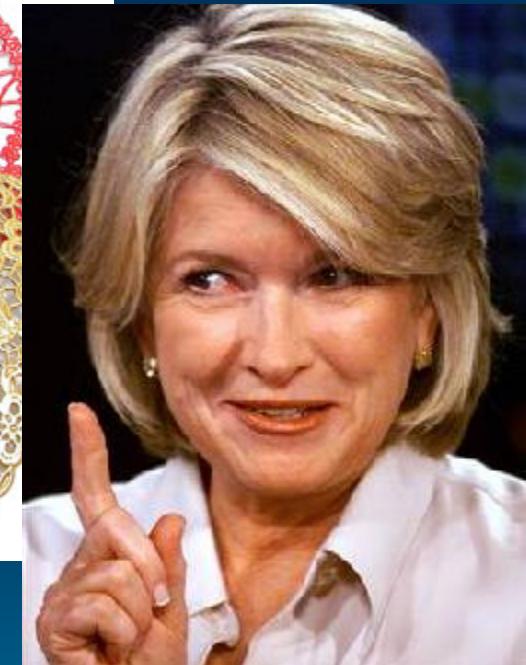
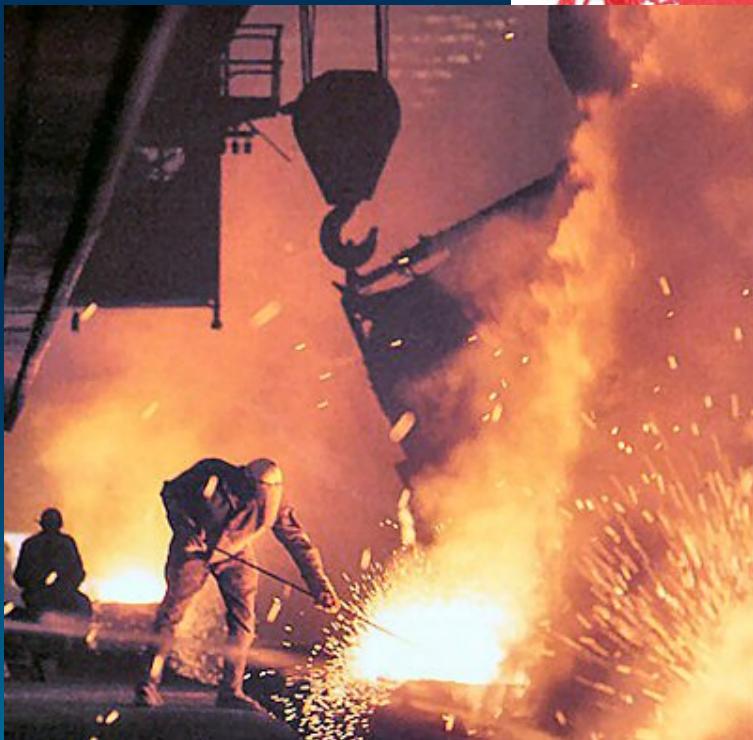
Amish Furniture



Gilded Lily



Aesthetics



Robber Crops



Commandos and Infantry



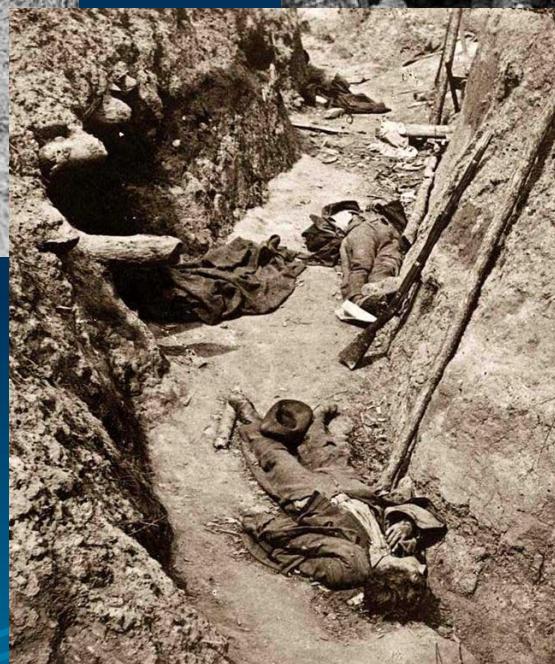
Tools and Tactics



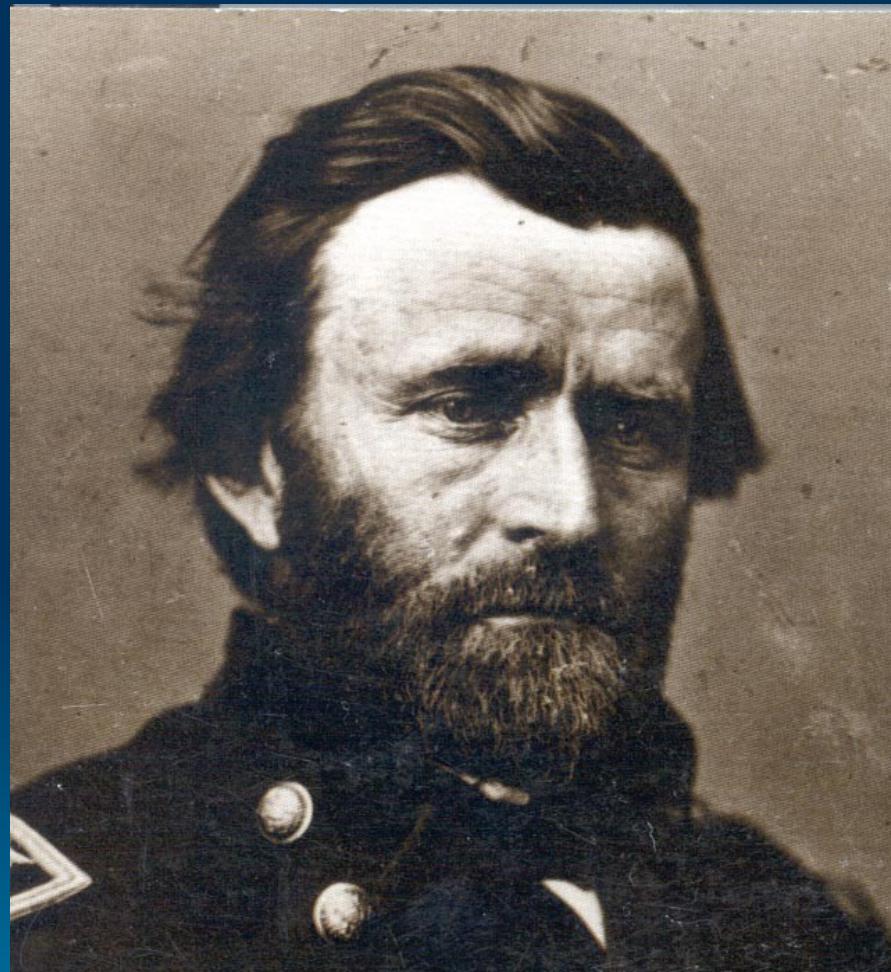
Przewalski's Horses



Trench Warfare



The Butchers



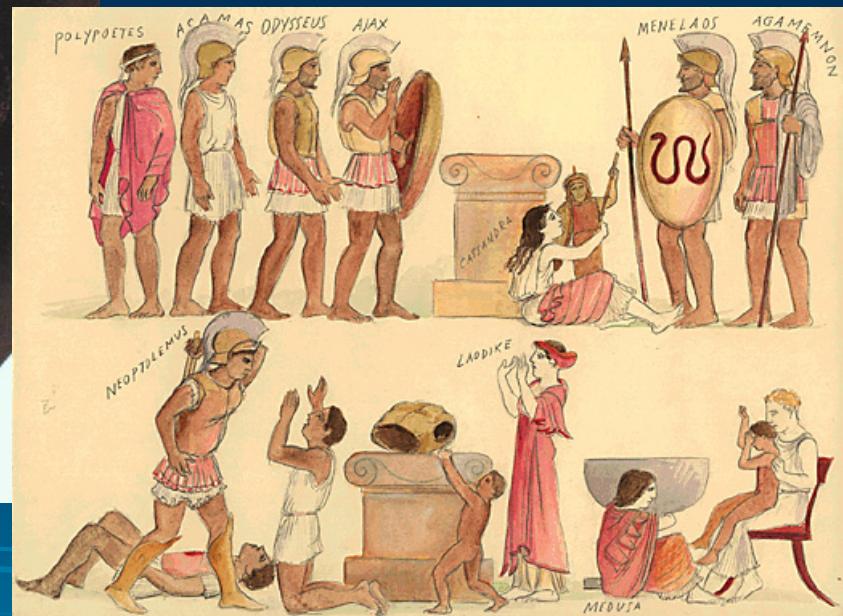
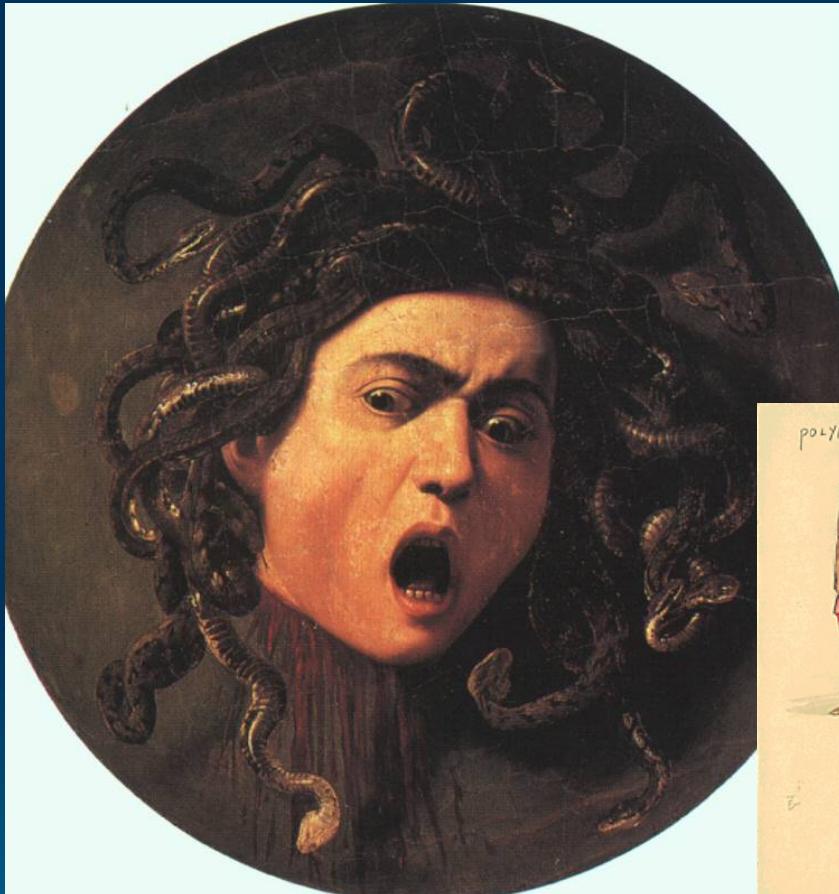
Ranchers vs. Sodbusters



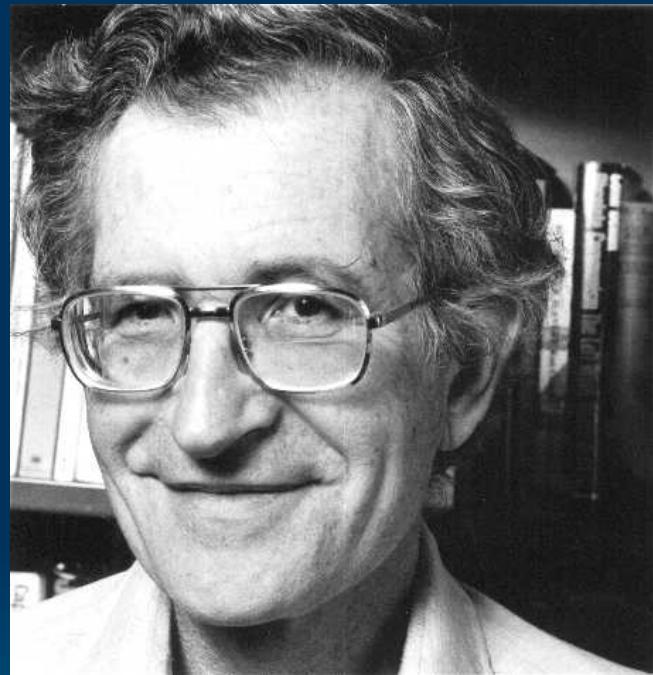
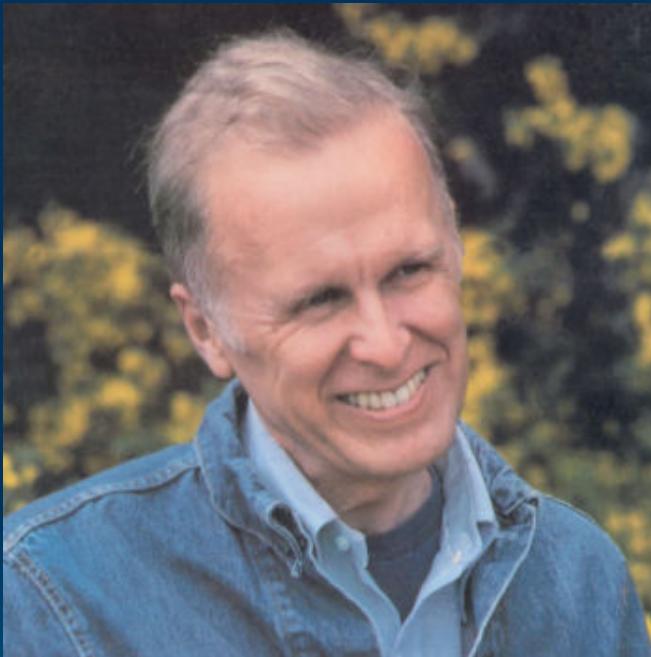
Sustainability



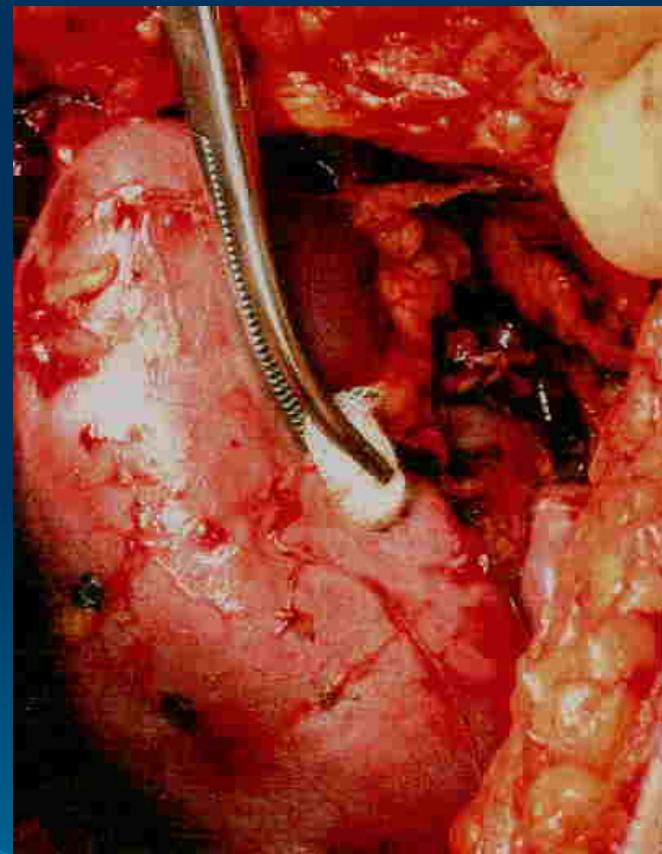
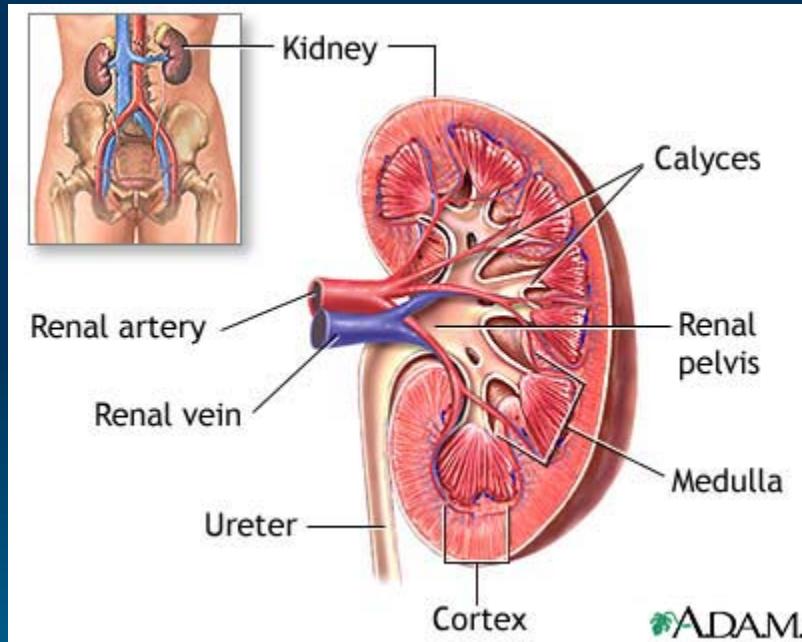
The Medusa



The Post-Linguistic Era



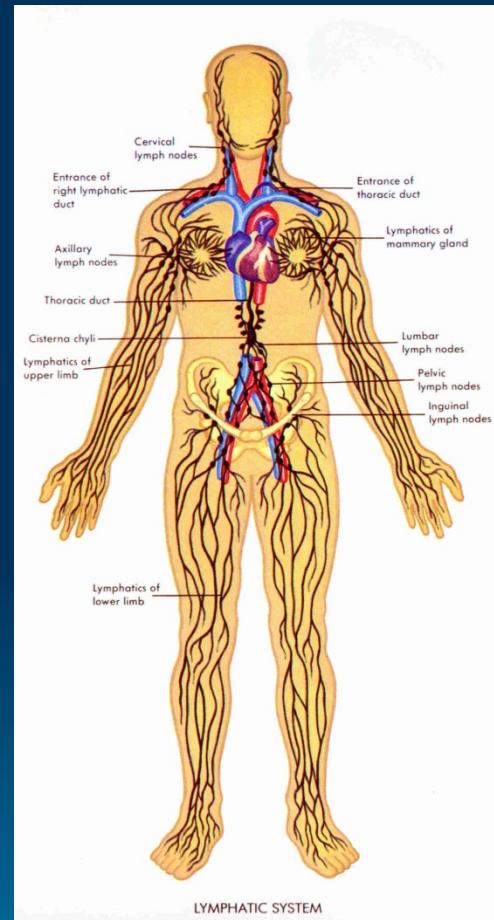
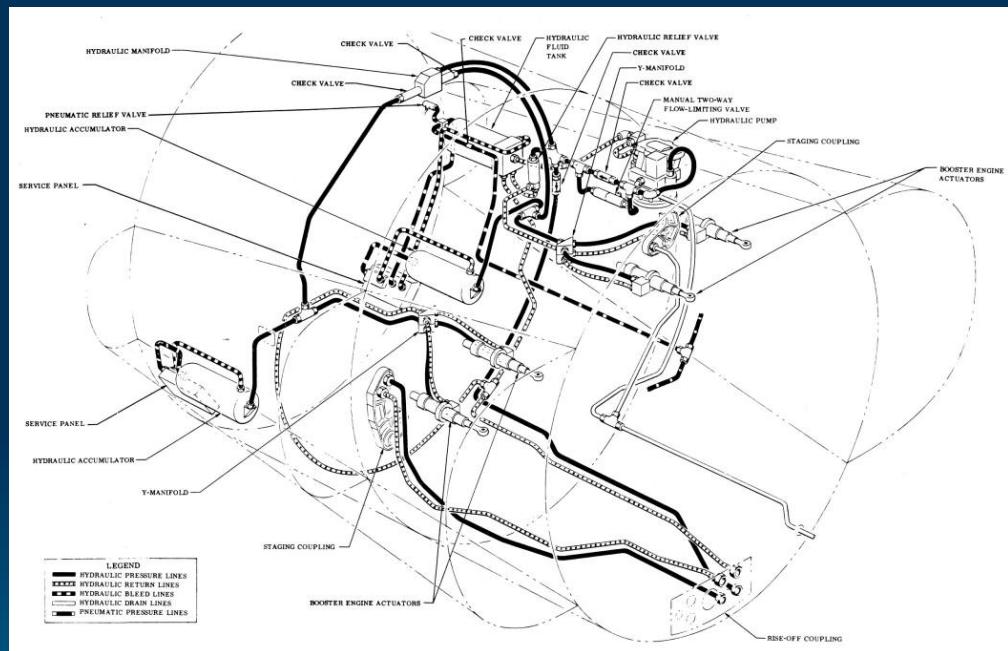
Modularity



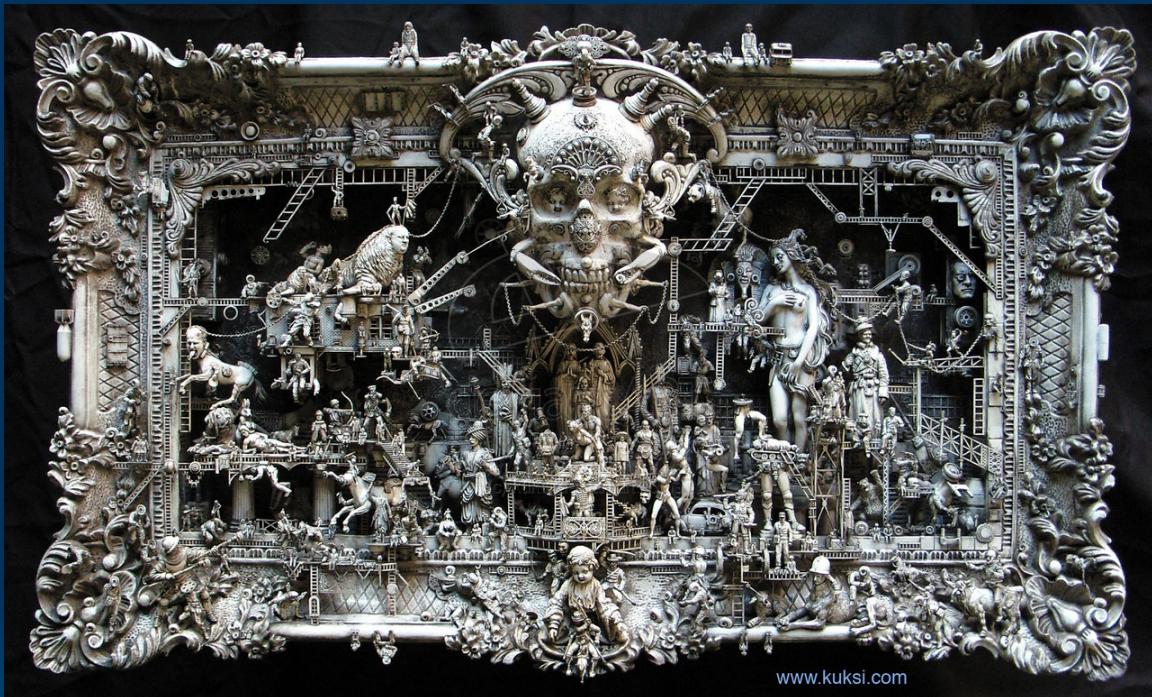
Modular Housing



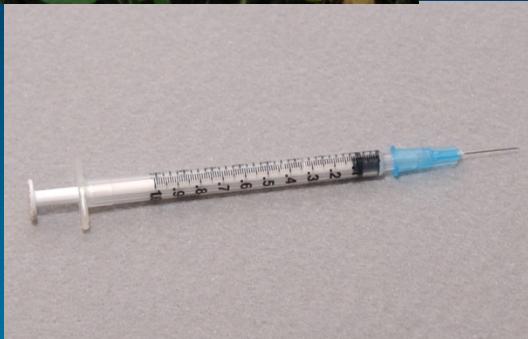
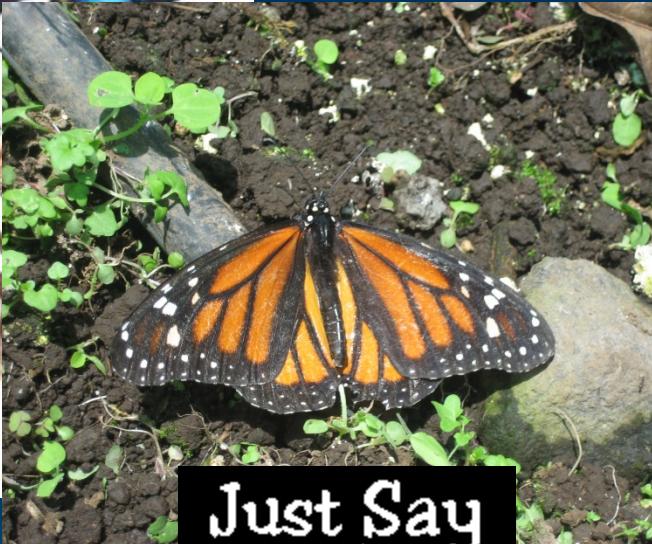
Subsystems



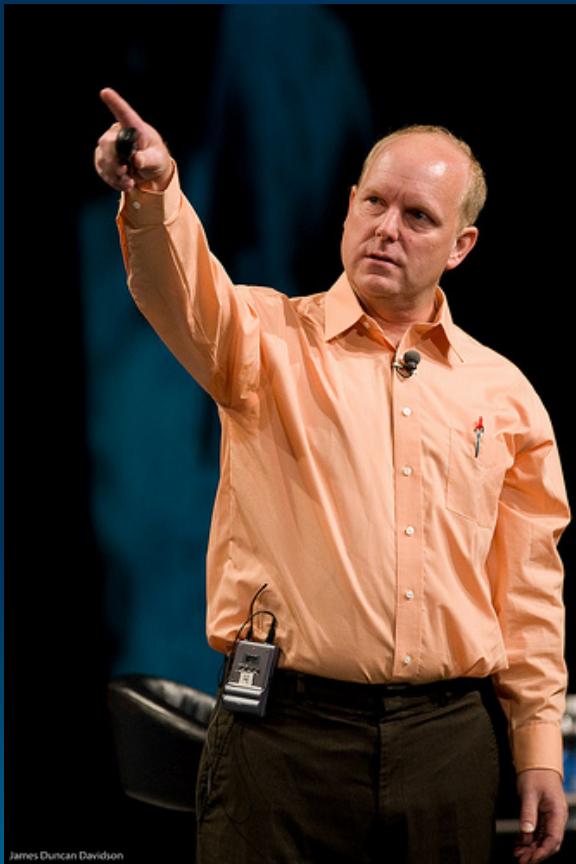
Embrace Intricacy



The War on Bugs



Beck on Good Code



James Duncan Davidson

The Golden Age of Mud





Mud Reigns



Low Hanging Fruit



Thanks

