

Extracted from:

The ThoughtWorks Anthology 2

More Essays on Software Technology and Innovation

This PDF file contains pages extracted from *The ThoughtWorks Anthology 2*, published by the Pragmatic Bookshelf. For more information or to purchase a paperback or PDF copy, please visit <http://www.pragprog.com>.

Note: This extract contains some colored text (particularly in code listing). This is available only in online versions of the books. The printed versions are black and white. Pagination might vary between the online and printer versions; the content is otherwise identical.

Copyright © 2012 The Pragmatic Programmers, LLC.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior consent of the publisher.

The Pragmatic Bookshelf

Dallas, Texas • Raleigh, North Carolina

The
Pragmatic
Programmers

The ThoughtWorks® Anthology 2

More Essays on
Software Technology
and Innovation



Edited by Michael Swaine

The ThoughtWorks Anthology 2

More Essays on Software Technology and Innovation

Farooq Ali	Ola Bini
Brian Blignaut	James Bull
Neal Ford	Martin Fowler
Luca Grulla	Alistair Jones
Aman King	Patrick Kua
Marc McNeill	Julio Maia
Mark Needham	Sam Newman
Rebecca Parsons	Cosmin Stejerean

The Pragmatic Bookshelf

Dallas, Texas • Raleigh, North Carolina

Introduction

by Neal Ford

I love anthologies. When I was a lad, I was a huge fan of science fiction. I was lucky to have access to a rich ecosystem of sci-fi magazines. Every year, each magazine would take its very best stories and anthologize them, presenting the cream of the crop.

I whiled away many hours reading those best-of collections. I loved those anthologies because each story had a different author; the change in style was refreshing as I moved from story to story. I loved the fact that each story has its own universe, with its own assumptions and context.

In later years, I edited and contributed to several (nonfiction) anthologies, including the first *The ThoughtWorks Anthology [Inc08]*. In the rapidly changing world of software, anthologies fill an important temporal niche, between blogs and magazines at one end and single-topic books at the other. Anthologies like this one represent a snapshot in time. With multiple authors and themes, they can cover process, technology, philosophy, and many more ideas currently at the forefront.

This is the second *The ThoughtWorks Anthology [Inc08]*. For the first one, Rebecca Parsons sent out a call for papers and received enough quality submissions to produce an excellent and broad-ranging anthology. When it came time to create a second edition, we sent out a similar call. However, in the interim, everyone had heard about the first anthology, so interest was much higher for the second round. We received more than 100 abstracts, many of them stunningly good. Because of the overwhelming response, we pulled in the ThoughtWorks Technology Advisory Board, an internal body that assists the CTO, to help filter and evaluate the abstracts. The board members

winnowed the submissions to this select group. This edition of *The ThoughtWorks Anthology [Inc08]* represents the best of the best.

As Rebecca's preface to this edition shows, ThoughtWorks is a company that values diversity, and that includes diversity of thought. Some of the most enjoyable things we do at ThoughtWorks are to hang out after hours to see what odd hobbies are being indulged and participate in lunchtime conversations that range far and wide, frequently far beyond software. You get a feel for that diversity, I think, in these essays. While they all pertain to software development, they are otherwise quite individual.

This diversity allows you to browse the book in several ways.

If, like me, you enjoy the jolt of shifting contexts that different authors bring, you can safely read this book front to back. But you can also consume it along several broad themes.

If you are an Agile software process fan, check out [Chapter 11, *Driving Innovation into Delivery*, on page ?](#). This chapter discusses techniques to inject innovation into your delivery pipeline, or you could start with [Chapter 9, *Taming the Integration Problem*, on page ?](#), which covers sophisticated techniques for the sticky problem of integrating disparate systems.

If, on the other hand, you want to step down the spectrum toward the intersection of Agile and technical topics, check out [Chapter 7, *Building Better Acceptance Tests*, on page ?](#); [Chapter 5, *Extreme Performance Testing*, on page ?](#); and [Chapter 6, *Take Your JavaScript for a Test-Drive*, on page ?](#)—all of which cover aspects of testing in projects.

Leaning further toward purely technical topics, we have [Chapter 10, *Feature Toggles in Practice*, on page ?](#); [Chapter 4, *Functional Programming Techniques in Object-Oriented Languages*, on page ?](#); [Chapter 8, *Modern Java Web Applications*, on page ?](#); [Chapter 3, *Object-Oriented Programming: Objects over Classes*, on page ?](#); and [Chapter 2, *The Most Interesting Languages*, on page ?](#).

Finally, if you believe the adage about pictures and words, [Chapter 12, *A Thousand Words*, on page ?](#) shows how to create compelling visualizations from technical artifacts.

Of course, there is no wrong order to read this book. All of the authors composed these essays in their own nonexistent “spare” time, forsaking (for the duration) family, friends, and fun. That passion and dedication for conveying information comes across in the essays. We hope you enjoy reading them as much as we enjoyed writing them.