Continuous Inspection

Fight back the 7 deadly sins of the developer!

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Back in old times
Industrialisation has entered the game...

- Project under version control
- Project under continuous integration
- Technical and functional traceability
What is the mission of today's developer?
Sustainable development
(Almost) Everything is maintenance!

Creation of an application

Maintenance of an application
Nothing is more important than code
But source code is nothing alone
Old times are over
Software factories evolve

- Makefile
- Issue Tracker
- Continuous Integration
- IDE Refactoring
- Unit Tests
- Continuous Inspection
- VI / Emacs
- SCM
- Continuous Integration
What is quality?

« A well-written program is a program where the cost of implementing a feature is constant throughout the program's lifetime. »

Itay Maman
The end does not justify the means

Doing the *right* software

Doing the *software* right
How to measure quality?

The only valid measurement of code quality: WTFs/minute
The technical debt

30%  40%  50%
The 7 deadly sins?

Applied to source code

- Duplications
- Bad distribution of complexity
- Spaghetti Design
- Lack of unit tests
- No coding standards
- Potential bugs
- Not enough or too many comments
The mission of Sonar

Augment everybody's **capability**
to reduce, reuse and recycle source code
Sonar in numbers

- 5,600+ downloads per month (300 in 2008)
- 800+ subscribers to user mailing list
- 500+ subscribers to dev mailing list
- 60 plugins in the open source forge
- X?,000 instances in the world
Sonar is only a tool!

- What should happen in case new defects are added?
- How, when and who should make quality standards evolve?
- How to train new joiners?
- Any measure reported must be analysed
• Developed
• Tested
• Approved by the « Product Owner »
• Technical debt under control
Give Feedback on the Sessions

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