

Best Practices

Weekly Report 25: 3/29 - 4/4

Hobby programming is an excellent way to refine programming skills and create some wonderful and exciting new products. Despite these benefits, hobby programming can also cause a developer to utilize worse practices which may, in turn, lead to a less flexible application when creating a more serious and industrial product that can be used for larger purposes.

This past week I had the opportunity to learn about industrial practices to apply to the final product so that, in the end, there will be a versatile and easily scalable application. In doing so, I was able to ensure that the Datalizr final product was solidly built and ready for production purposes.

One of the major challenges of applying industrial practices to the current project at hand was that the way industrial practices were structured required a complete breakdown of the current code that was already written. To overcome this challenge, many modern integrated development environments have refactoring tools that could be leveraged in order to change mass amounts of code in one setting. Additionally, it was necessary to reorganize the code itself so that the project could better be managed for future additions. Through facing these challenges, I have gained skills of being able to develop products at an industry level and project managerial skills in terms of organizing code in such a way that it has the potential for extensibility and flexibility. This has grown me both as a technical developer and an organized leader.

Reflecting for the future, this week's experiences have been some of the more beneficial experiences in ISM because it teaches actual knowledge that will be extensively used in the industry standards. In going through these experiences, I have prepared myself for what is to be offered when working in the corporate world, allowing me to be a step ahead of what many other first-year applicants may be at.

