An example of distributed development

EiffelStudio development
- Eiffel Software, in Santa Barbara (Calif.), since 1985
- Two-million line code base (almost all Eiffel, a bit of C)
- Major industry customers, mission-critical applications
- Open-source license, same code, vigilant user community
- 6-month release schedule since 2006
- My role: more active in past two years

- Developer group ecosystem:
  - Small group (core is about 10 people)
  - Most young (25-35)
  - Highly skilled
  - Know Eiffel, O-O, Design by Contract
  - Strong company culture, shared values
  - Know environment, can work on many aspects
  - Distributed
  - Mostly, we live in a glass house

Rule 1
- The first principle of distributed development:
  - I would not try unless people have previously worked together in a common location

Rule 2
- Email is great, but every team needs contact
- Our solution: the weekly one-hour meeting
- Replaced a SB-only meeting (every Friday, until 2005)

Meeting properties
- Top goal: ensure that we meet the release deadline
- Tasks: check progress, identify problem, discuss questions of general interest
- Not a substitute for other forms of communication
- Time is strictly limited: one hour come rain or shine
- (The meeting challenge: see E. Northcote Parkinson)
Meeting tools: originally

- Skype (conference call, limited to 9 people)
- Skype chat window
- Google docs