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
The first principle of distributed development:

- I would not try unless people have previously
  - worked together in a common location
Email is great, but every team needs contact

Our solution: the weekly one-hour meeting

Replaced a SB-only meeting (every Friday, until 2005)
How do we organize a meeting?

- Santa Barbara: 8 AM
- Shanghai: 12:00 AM
- Moscow: 19:00
- France: 17:00
- Zurich: 17:00
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