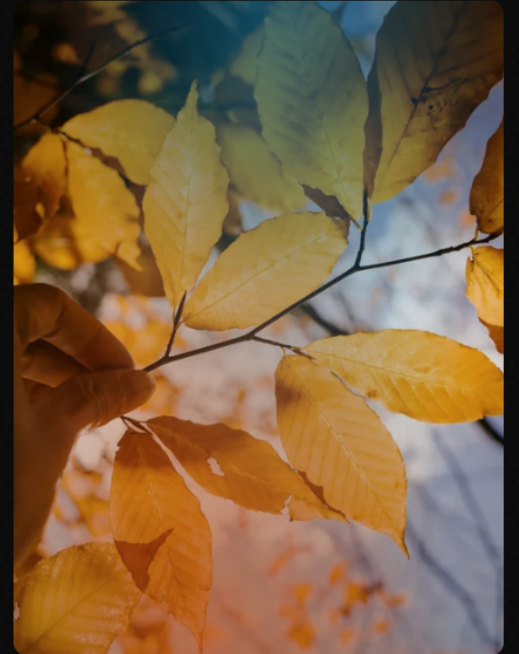
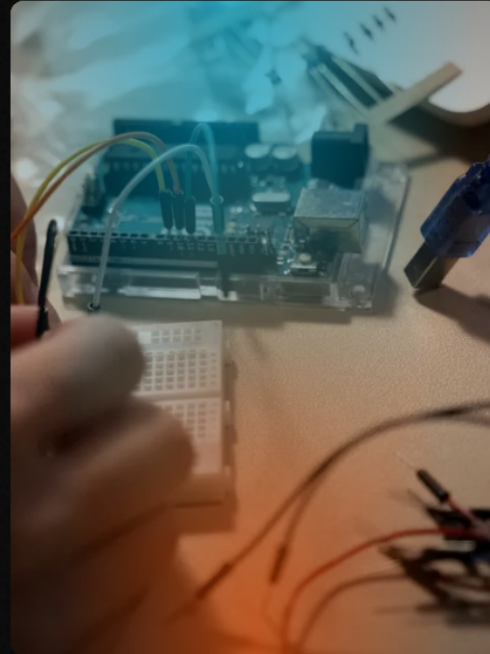
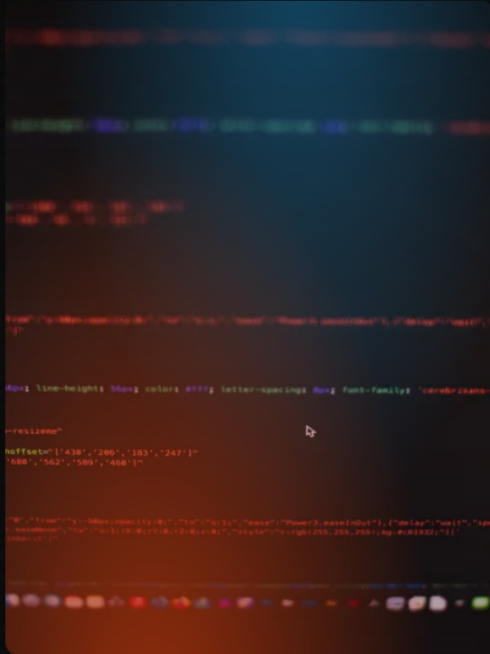


Design Review

TALK NOTES



Inventing on Principle



THE PRINCIPLE

Victor's guiding principle is that creators need an immediate connection to what they create. When you change something, you should see the effect right away.

Most coding breaks this. You edit text blindly, compile, run, and only then see what you made. He calls that working without a connection to the thing you are actually making.

1

GUIDING PRINCIPLE

5

LIVE DEMOS

3



PARTS OF THE TALK

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What the demos show

01

Live drawing

A tree drawing redraws as he drags numbers in the code.

02

Time in a game

Pause a platform game, rewind, change the jump code, and see the character's future trail.

03

Visible algorithms

Binary search shows the values of every variable on every line as you type.

0

COMPILE AND RUN STEPS

Code

SHOWN NEXT TO ITS RESULT

Data



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BEYOND CODE

The idea is not only for programmers. Victor shows a circuit where every wire's voltage is drawn over time, and an animation tool where he moves a leaf with his hand while the scene records.



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So much of creation is discovery, and you cannot discover what you cannot see.

Find a cause you believe is **important, necessary and right**, then let it guide your work.

Larry Tesler

At Xerox PARC in the mid-70s he fought modes in text editors, so you could just type.

Elizabeth Cady Stanton

Victor's example of a person defined by a principle, women's suffrage, not a job title.

Not following passion

Victor offers this as a different path from "do what you love".



Shorten the loop between **a change and its result.**

Hot reload

Treat slow feedback in dev tools as a bug worth fixing.

Show the data

Prefer tools that show real values over ones that show only code.

Name our principle

Agree on one principle the product stands for and test features against it.



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