

DEVELOPER PRODUCTIVITY == SOFTWARE QUALITY?

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Software quality largely concerns itself with the “-ilities” of a piece of software—reliability, scalability, readability, testability, maintainability, et cetera. Many tools, measures, and methodologies have been created to help wrangle these problems, such as code coverage tools, complexity measures, and test-driven development, for just a few examples.

On the other hand, we have the concept of developer productivity, a possible definition of which is how efficiently a person can add value to a code base. Often looming over value-add activities is the specter of technical debt—the decisions of the past made for whatever reason (expediency, incomplete information, wrong requirements)—limiting the ability for the software to grow and hampering productivity.

How are these two amorphous concepts related? Is developer productivity just another facet of software quality? A function of software quality? Or is software quality a function of developer productivity? Are they indeed equivalent? In this teatime, we’ll discuss how these two concepts are related, and discuss how tools, measures, and methodologies meant for one, may in fact be for the other as well.

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