

### Never Ever Do a Total Rewrite

Roy Triesscheijn | Spaces Summit | September 30, 2024





### **Roy Triesscheijn**

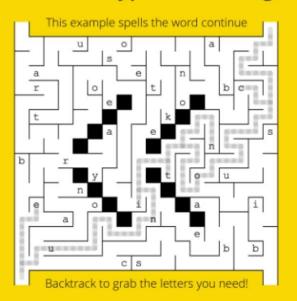
#### Tech Lead Engineering Productivity

#### **About me**

- Technical leadership, programming, videogames, bouldering, parenting
- Biggest challenge in life: weeks have only 168 hours!

### C++ Programming Puzzle Book

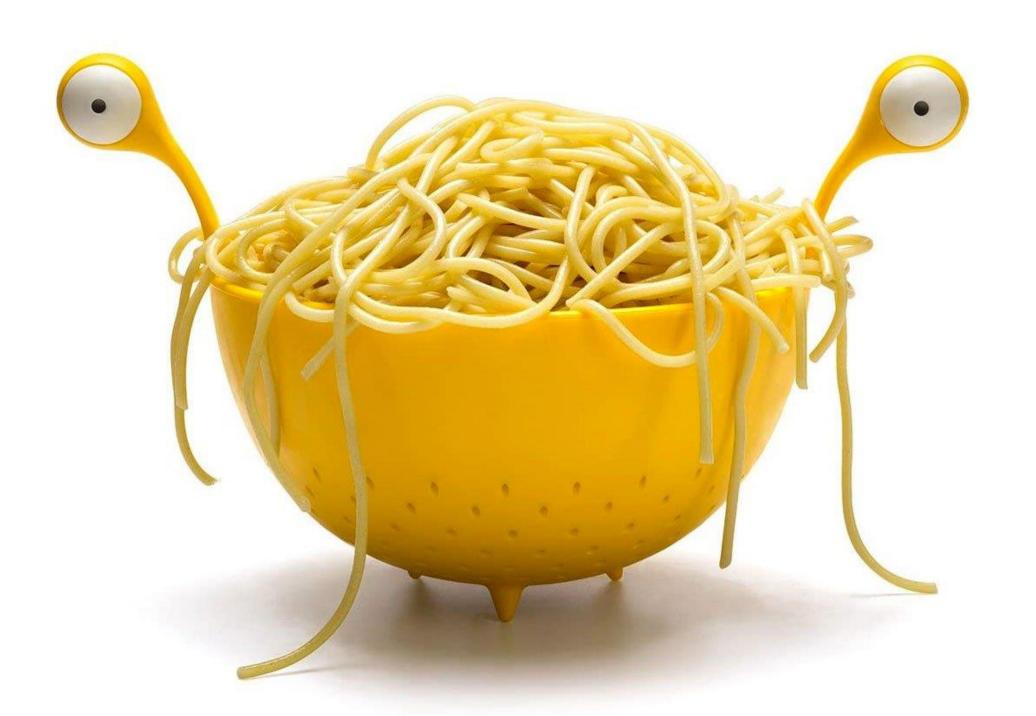
Solve modern C++ mazewords for a new type of challenge



Plus crosswords to help you understand C++ vocabulary in a fun way

For C++ Developers of All Ages <

Path Artist Publishing









#### rewrite

noun

# The act of building a new application, from scratch, to functionally replace an existing one.



### Rewrites

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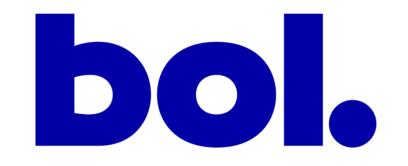
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# SONS



## NETSCAPE®



#### **Rewrites**

- Increase the maintenance burden
- Cause large monetary damages
- Are an existential threat to a company
- Don't solve the original problem





### **Anno 2025**

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### **Autonomous Deliveries**

• SPLAT is **50.000** loc

Anno 2030

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### Business – A Huge Success

### Engineering – A Huge Success

### Engineering – A Huge Failure

- SPLAT is 500.000 loc
- Knowledge gap
- Technical Debt
- Bad practices

### The Rewrite

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#### Plan

- New service, PDC
- Scope: 80% of SPLAT, some new features
- Feature freeze

#### Timeline

- 6 months, first core feature
- 1 year, satisfy 80% of dependents
- 2 years, decommission SPLAT

### **6 Months Later**

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#### **6 Months Later**

- PDC is 10.000 loc
- O features completely delivered
- All dependents still connect to SPLAT

### **Drone Picker**



### Hidden Complexity



### How To Replicate A Feature? Hom Lo Beblicate & Leature?

### **Anno 2037**

Place optional summary here



### Anno 2037

- SPLAT is 700.000 loc
- PDC, Missing Features
- PDC, Technical Depth

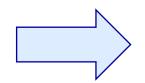
#### **Freeze Fallacy**

- Security Vulnerabilities
- Maintenance
- Other Initiatives

#### **The Second System Effect**



Spaces Summi 2024





### **Anno 2040**

Place optional summary here



#### The Outcome

- PDC is 600.000 loc
- Knowledge gap
- Technical Debt
- Bad practices

### **Different Tech; Same Organization**

# The Alternative

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### **Reasons for a Rewrite**

As an engineer... I find it hard to make changes to my application



### **Developer Experience**





# **Identify The Worst Parts**

# NE SCENE DO NOT CROSS - CRIME SCENE DO NOT CROSS - GRIME SCENE DO NOT CROSS

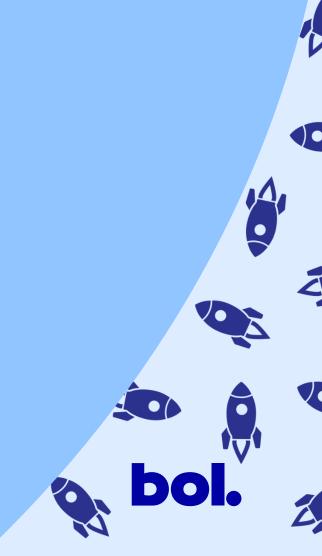
<u>USS - CRIME SCENE DO NOT CROSS - CRIME SCENE DO NOT C</u>

# Ship of Theseus

# Strangler Fig Pattern

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## **Dangers of Rewrites**

- Increase the maintenance burden
- Cause large monetary damages
- Are an existential threat to a company
- Don't solve the original problem



# **Why Rewrites Fail**

- Deliver value at the latest possible moment
- Hidden Complexity
- Freeze Fallacy
- Second System Effect
- Changing technology instead of habits



## **Benefits of Incremental Changes**

- Deliver value at the earliest possible moment
- Divide and Conquer
- Development is slowed, but not stopped
- Focused on where it hurts
- Change habits instead of technology

# **Apply This Knowledge Now!**

- Accelerate Tech Impact
- Domain Driven Design
- Architecture Decision Records
- Organizational Changes

# Never Ever Do a Total Rewrite





