

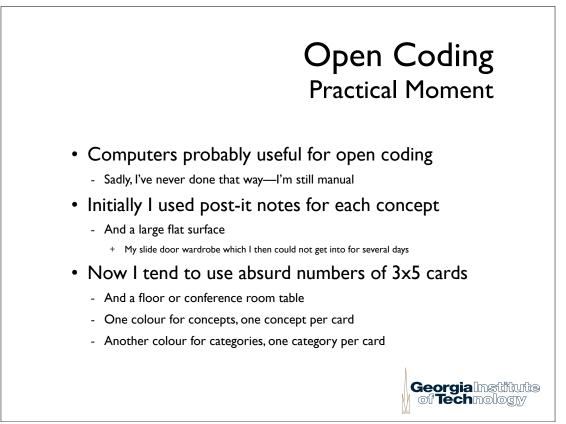
## Example: Open Coding Category Discovery and Development

Well I try to avoid **parallel development**, I grumble about it, to me it's out there, it happens in our company and in others, but it seems to me that if there's better management and better decomposition of problems then should be avoided. Number 1 solve it by *keeping things separate as far the units of work, the resolutions of work*, which in our case is source files, and number 2 when you go about *assigning this work* you could try and assign common problems to the same person so they are not doing parallel development. ... What has to happen is the last guy who checks something in has to **merge** these two together, and merging to be honest is generally pretty easy, as long as the people aren't *working on the same checks in the code*. If I'm working at the top of the file and somebody else is working on something and the bottom of the file then it's fairly easy to merge unless those changes change the overall algorithm, then it gets messy.

- Category
  - Initially, code coordination, but too broad so Individuals coordinating code

## • Properties and Dimensions

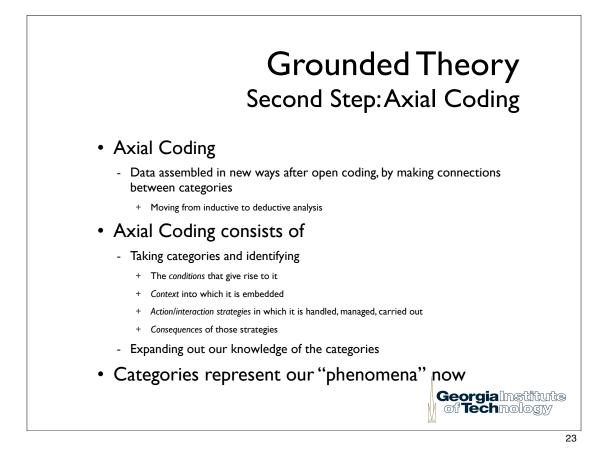
- Work: that varies from independent to dependent
  - + What's being talked about here? Work talked about -- see italics
- Module Change: varies from separate to the same
  - + Changes to the code, modules specifically, described in detail

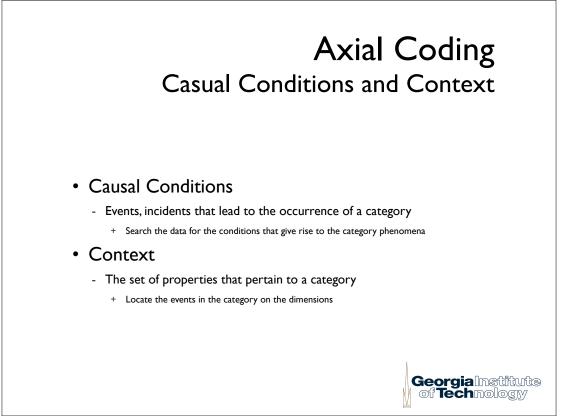


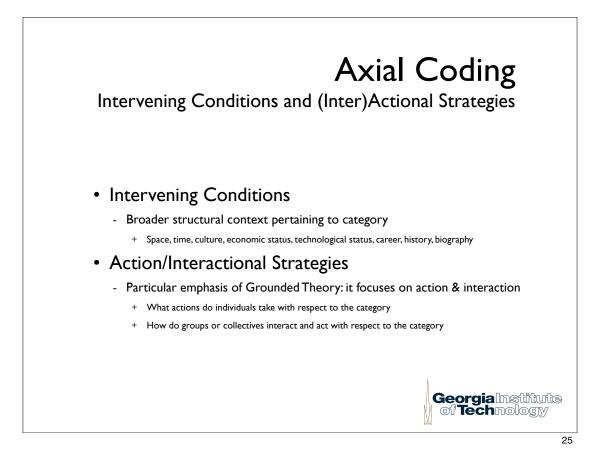
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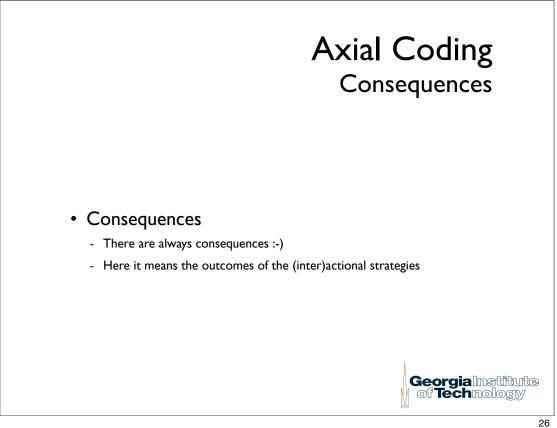
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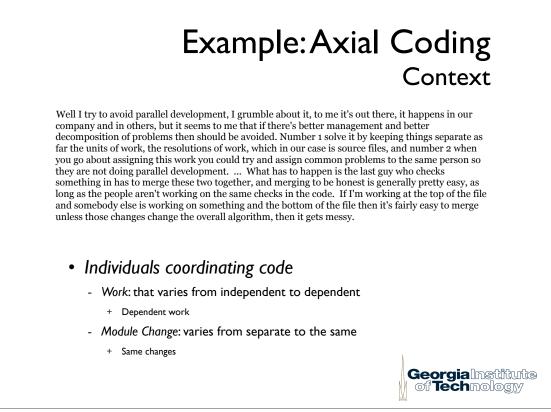




## Example: Axial Coding Casual Conditions

Well I try to avoid parallel development, I grumble about it, to me it's out there, it happens in our company and in others, but it seems to me that if there's better management and better decomposition of problems then should be avoided. Number 1 solve it by keeping things separate as far the units of work, the resolutions of work, which in our case is source files, and number 2 when you go about assigning this work you could try and assign common problems to the same person so they are not doing parallel development. ... What has to happen is the last guy who checks something in has to merge these two together, and merging to be honest is generally pretty easy, as long as the people aren't working on the same checks in the code. If I'm working at the top of the file and somebody else is working on something and the bottom of the file then it's fairly easy to merge unless those changes change the overall algorithm, then it gets messy.

- Individuals coordinating code
- What causes individuals coordinating code?
  - bad management
  - bad code
  - being in the same part of the code



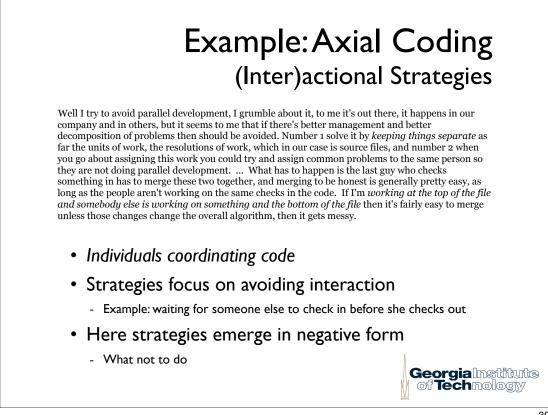
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## Example: Axial Coding Intervening Conditions

Well I try to avoid parallel development, I grumble about it, to me it's out there, it happens in our company and in others, but it seems to me that if there's better management and better decomposition of problems then should be avoided. Number 1 solve it by keeping things separate as far the units of work, the resolutions of work, which in our case is source files, and number 2 when you go about assigning this work you could try and assign common problems to the same person so they are not doing parallel development. ... What has to happen is the last guy who checks something in has to merge these two together, and merging to be honest is generally pretty easy, as long as the people aren't working on the same checks in the code. If I'm working at the top of the file and somebody else is working on something and the bottom of the file then it's fairly easy to merge unless those changes change the overall algorithm, then it gets messy.

- Individuals coordinating code
- What broader contexts might apply here?
  - Time: delivery schedules
  - Space: colocated development or geographically separated
- At this point, with this data
  - These are questions we might explore in the field



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