

From code banks to software

Lifeline of a coding project and key decisions developers must make

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Pydata Lancaster, January 2024

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Currently

- » Ph.D. candidate at Lancaster University
- » Research focused on epidemic modeling



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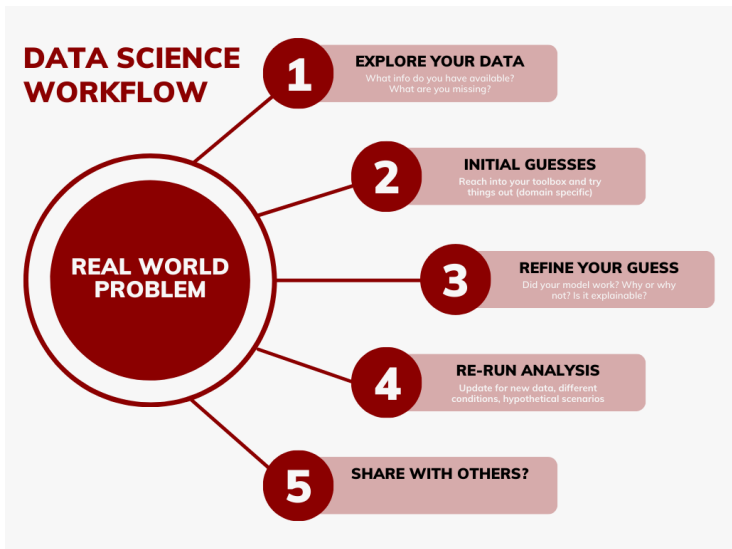
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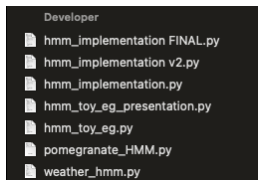
Never

- » A software developer

Typical data science project



Fall out of data science projects



- » Overwhelming amount of files
- » Duplicate code/work

Figure: An *old* project of mine



Figure: A *recent* project of mine

Fall out of data science projects

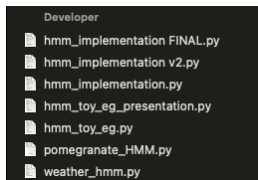


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⇒ Leads to confusion, redundancy

Checkpoint!



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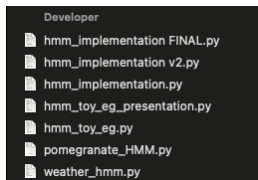


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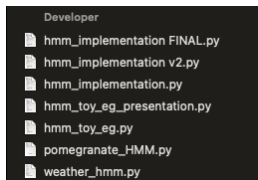


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Code bank

A collection of useful, but not necessarily organized bits of code that you can reference later

Fork in the code 🍴

Once you have a code bank, you have some decisions to make:

1. Leave it as is </>
 - » *Pros*: No additional work required, solves a specific problem quickly
 - » *Cons*: Easily forgotten, tends to be messy/disorganized, hard to share

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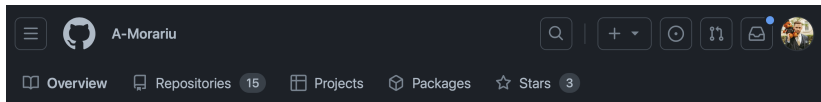


Figure: One option for sharing code is GitHub

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Rigid, structured interfaces
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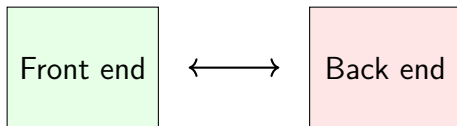


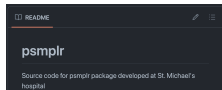
Figure: A software package

Documentation

We have to tell people **how** to use our code?

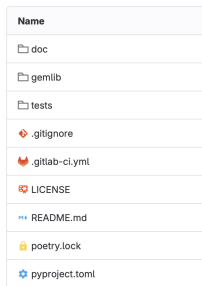
Easy

- » Include a README.md file
- » Some descriptions & comments within the code
- » Fork a Github repository



Hard

- » Include a README file
- » Handle dependencies
- » Detailed descriptions of functions and examples



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- » As libraries mature so do the requirements for managing them
 - » Early stages - research, development, expand feature set
 - » Later stages- refine features, expand user base, handle bugs

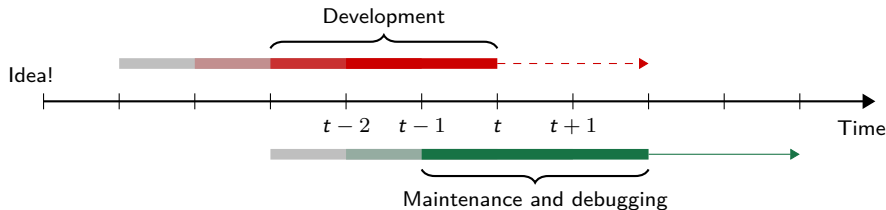


Figure: Time focus shifts over the lifeline of a project from research and development to maintenance and refinement

THANK YOU!

Hope you found some inspiration to take into your next data project! :)

Contact

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^aSlides can be found here

