David Fanning wrote:
> Paul van Delst writes:
>
>> 1) Developer publishes to the developer email list what he/she is planning on doing.
>> 2) Interested parties respond (good idea, bad idea, waste of time, etc).
>> 3) Prior to commit (of completed, or partially complete, code), the developer makes code
>> available for review (with a lead time to permit adequate evaluation of code)
>> 4) Interested parties review the code and provide feedback regarding adherence to coding
>> standards, overall design, efficacy of algorithms, etc
>> 5) Development lead for the affected portions of code gives go ahead or refusal for
>> commit. (each "portion" of code has a Grand Poobah person that has veto power for a
>> commit. What "portion" means for a group is defined by them)
>> 6) Developer commits code (or provides a tarball for commit if they don't yet have access).
>> 7) Developer is also responsible for providing documentation and test cases for code.
>
> Ah, I needed this reminder of why I work alone. :-)

Yes, there are advantages to going solo. However, it doesn't scale too well when you are
trying to model the earth. :o) Any one person who's brain is big enough to grok the big
picture has long since become a manager.....

But still, even you're not really working alone. You work for people/companies that have
some larger purpose, no? You must be - how else are you paying for all those recent
computer upgrades? :o)

cheers,

paulv