**SFSCON 2024** 

# Designing open source tools for Citizen Coders

Empower non-professional developers to drive innovation!

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Software Architect

7 November 2024

Bolzano, IT

**01** A citizen coder is someone with little experience in formal coding, IT, or computer science

**02** Citizen coders work as hobbyst or as employee of non-tech companies.

O3 The citizen coder is able to use a low code tool (and of course no code tools) in order to met specific business requirements

# The Citizen Coder: Profile

**Citizen coder - Citizen developer** 



# Beginner's All Purpose Symbolic Instruction Code

- 01
  - accessible.
- 02
- 03

Long time ago, in the 1960s, John George Kemeny and Thomas Eugene Kurtz set out to make computer programming

They created a language simple enough for non-engineers to learn and use: **BASIC** 

Their idea: anyone with interest should be able to instruct a computer.



# Principles of BASIC

- 1. Be easy for beginners to use
- 2. Be a **general-purpose** programming language
- 3. Allow extra features to be added for experienced programmers.
- 4. Be interactive
- 5. Provide clear and friendly error messages
- 6. Fast results for small programs
- 7. Does not require knowledge about computer hardware
- 8. Stop the user from editing the operating system



# Who am I and Why This Matters

### Luca Rainone

- Software Architect, 20+ years of experience.
- Co-host of an Italian developer podcast. GITBAR
- 1,500+ member developer community.

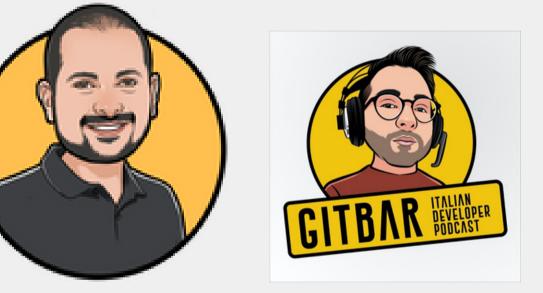


## The Citizen Coder Awakening

After a low-code podcast episode, I was contacted by an archaeologist. She asked precise technical questions, developing a tool for her work. Surprised to discover she wasn't a developer.

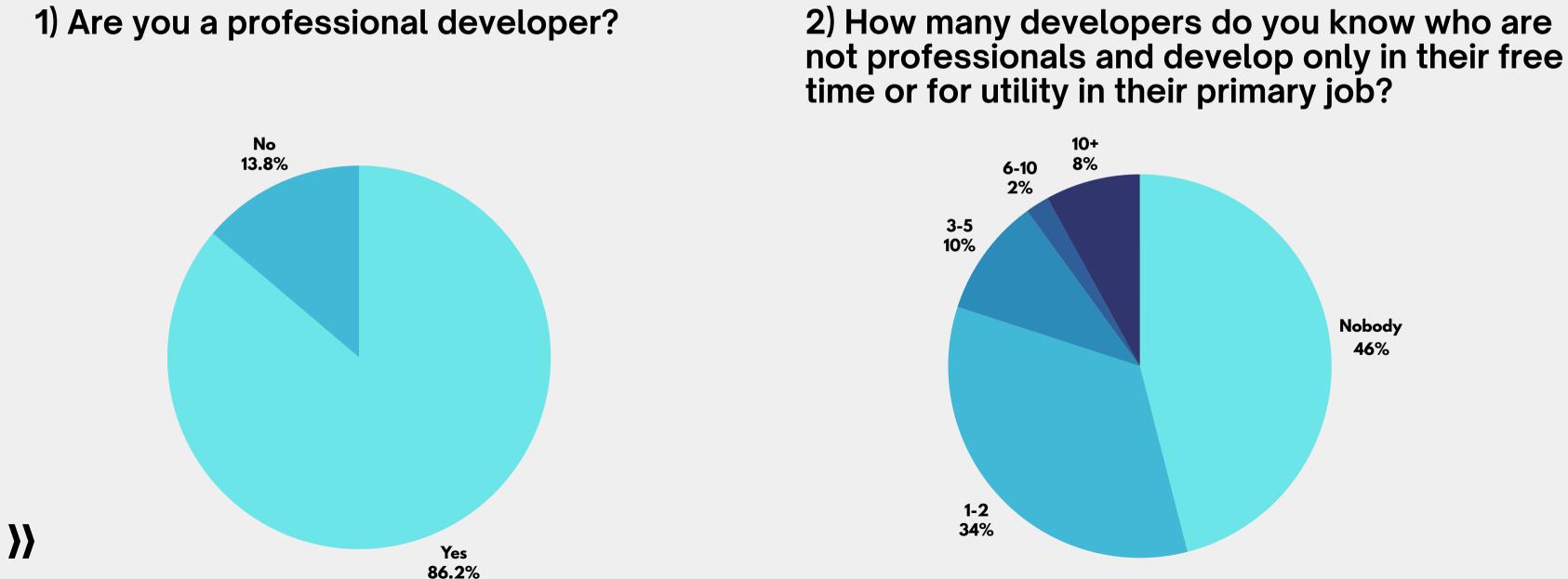
## Sparked curiosity: How many "silent" citizen coders are out there?







# Survey in Gitbar community





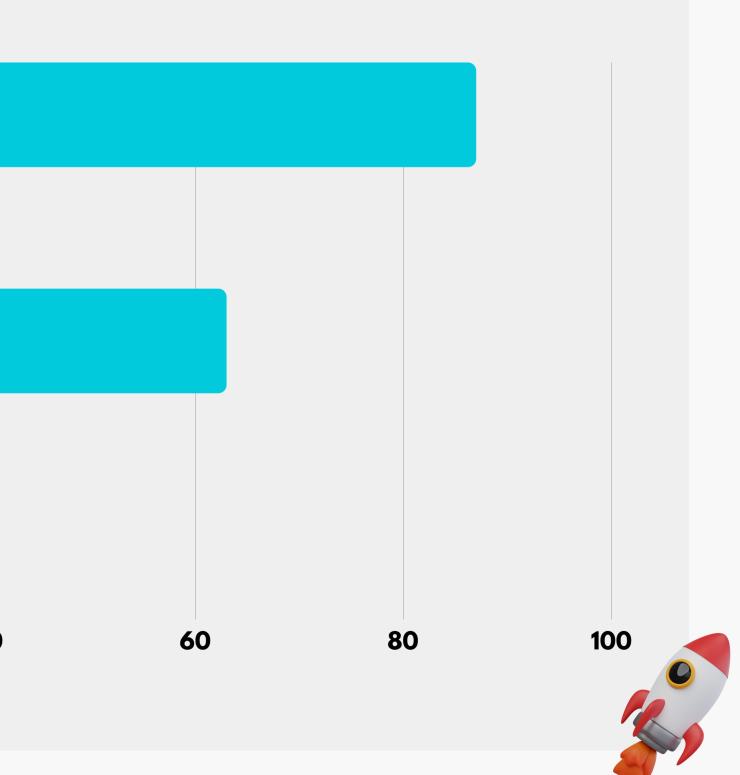


## Survey in Gitbar community/3

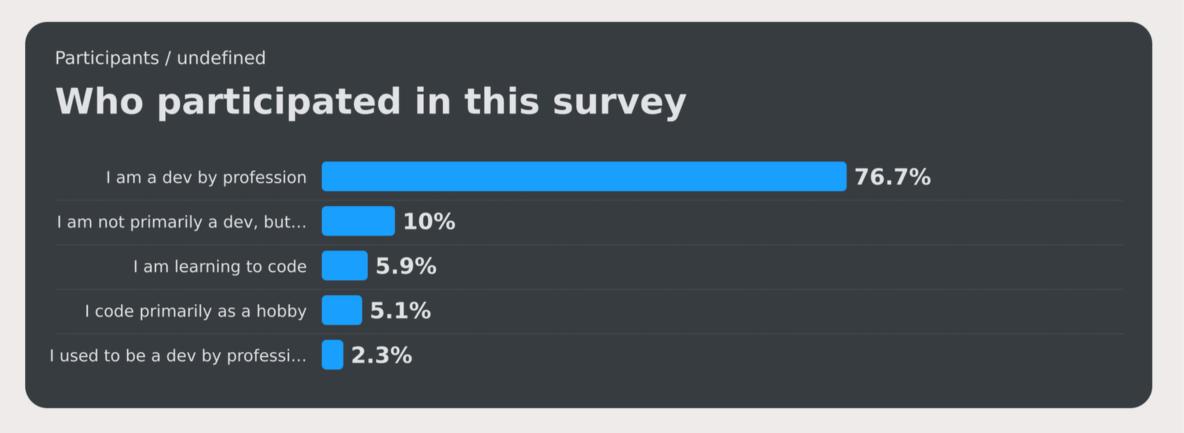
#### 4) Thanks to my non professional IT skills (multiple choice):

I created tools for my primary job.	<b>87</b> %		
I created tools for my house. (domotic)	<b>38</b> %		
l created tools for my hobbies	63%		
l created generic tools	38%		
I contributed to the development of existing software.	13%		
	0 2	20	40





# 2024 Developer Survey

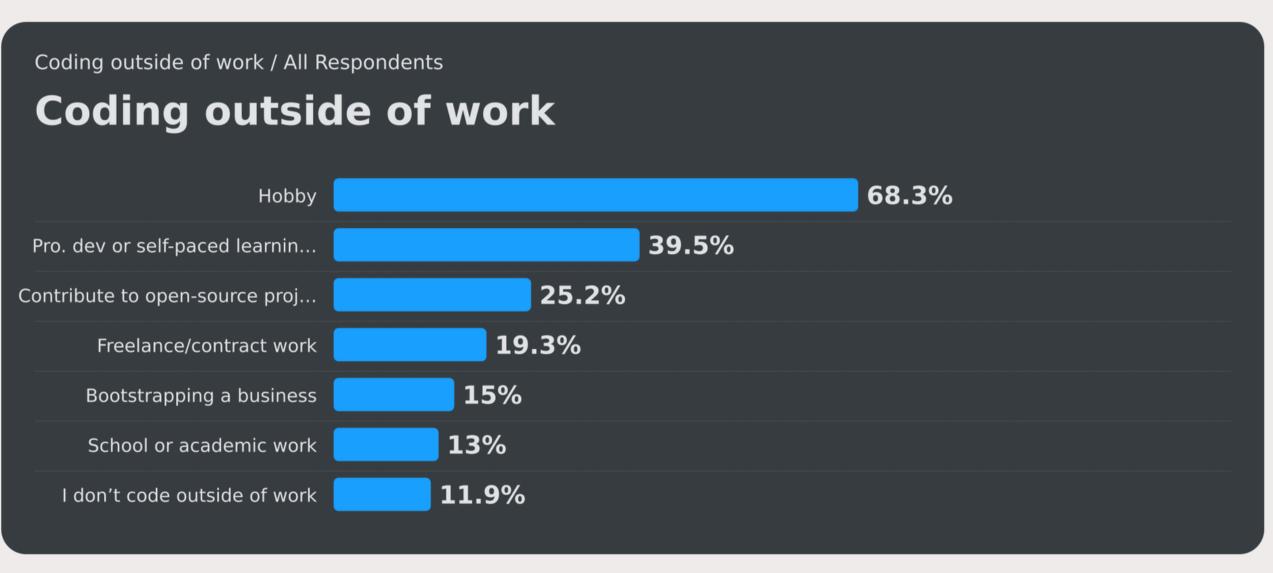




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# **2024 Developer Survey**





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# What we can do?

## • Recognizing Their Existence: We know they exist and are many.

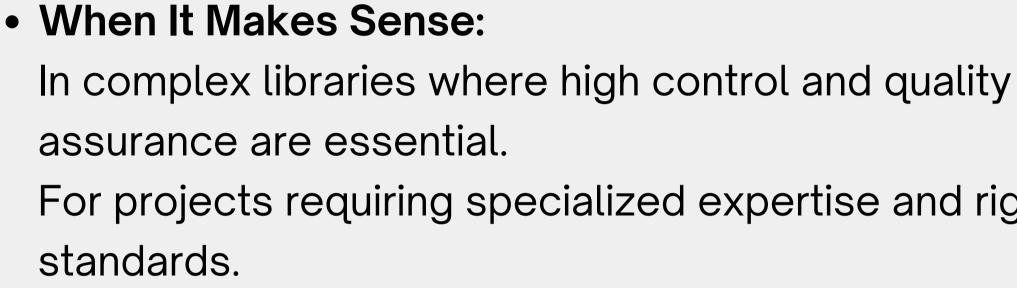
### What are our options? Three choices:

- Ignore Them
- Fight Them
- Value Them





# Fighting Citizen Coders



#### • How:

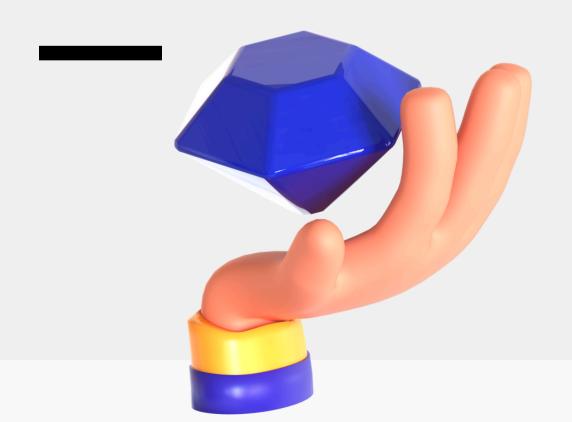
Raising Barriers and Implementing strict controls: linters, conventional commits, strict pull requests.



For projects requiring specialized expertise and rigorous



# Valuing Citizen Coders



- Making Products Accessible: Design your projects to be welcoming and inclusive.
- Engagement Strategies: process.



Provide clear documentation, tutorials, and resources. Encourage contributions by simplifying the onboarding



# Ignoring Citizen Coders

### What Does It Mean?

• Simply not engaging with or considering citizen coders in your projects.

### Implications:

- Missed opportunities for innovation and collaboration.
- Loss of valuable insights and diverse perspectives.
- Potential time loss due to irrelevant or inadequate pull requests (PRs) that do not meet project standards.





# The Great Opportunity

## By improving accessibility for citizen coders, you enhance the overall Developer eXperience.





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# 2024 Developer Survey

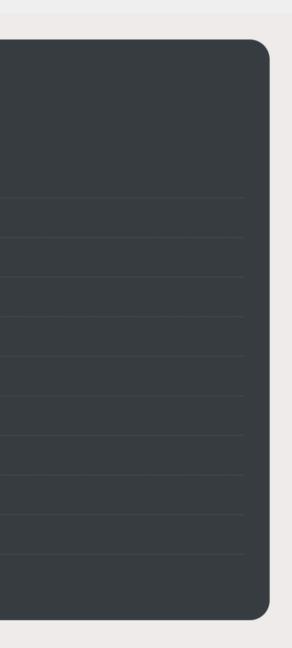
Developer Experience / Individual Contributor

#### **Most common frustrations**

Amount of technical debt	62.3%
Complexity of tech stack for b	33.5%
Complexity of tech stack for d	32.7%
Reliability of tools/systems u	31.6%
Tracking my work	26.8%
Patching/updating core compone	24.9%
Number of software tools in us	22.6%
Showing my contributions	20%
Maintaining security of code b	17.6%
Maintaining security of system	14.4%
None of these	8.5%



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# Developer Experience



- What is Developer Experience (DX)?
  - project.
- Importance of Maximizing DX:
  - - effectively to open-source projects.
- Inclusion of Professional Developers:

• DX refers to the overall experience developers have when using a particular tool or contributing to a

• Enhancing DX allows citizen coders to contribute

 Engage developers from various tech stacks to enrich collaboration and knowledge sharing.



## Making Your Project Accessible

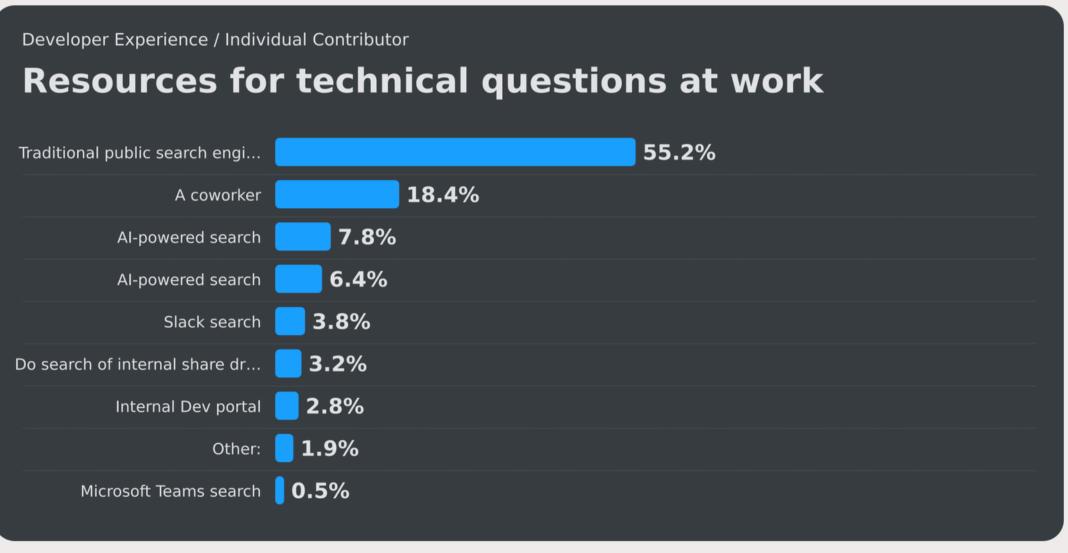


- Separate Complexity: Break down tasks into manageable components.
- Apply BASIC Principles: Keep interfaces simple and user-friendly.
- Use a Plugin/Component Architecture: Allow easy integration and customization.
- Provide Comprehensive README Files: Offer clear documentation to guide users through the project.



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# **2024 Developer Survey**





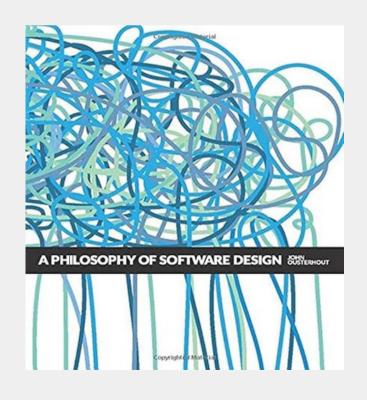
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## Toyland / Paese dei Balocchi









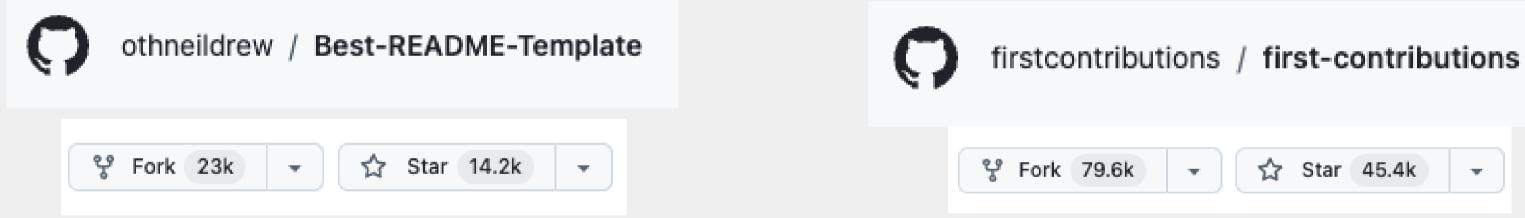
https://davinci.ai



othneildrew / Best-README-Template
% Fork 23k
firstcontributions / first-contributions
% Fork 79.6k ✓ ☆ Star 45.4k ✓
plantuml-stdlib / C4-PlantUML



# Build your Readme







# Involve people

fastify

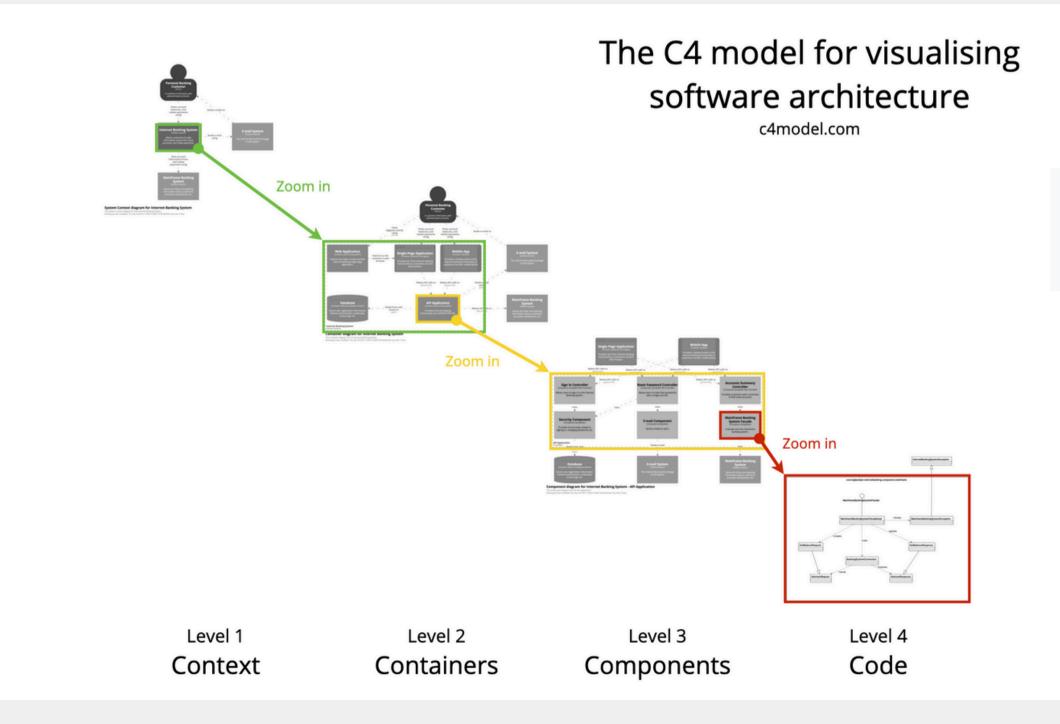
- "Would you you like to work on this and send a pull request?"
- "Improvements to docs PRs are always welcome."
- "A PR would be likely welcomed."
- "Thanks for reporting! Would you like to send a Pull Request to
  - address this issue? Remember to add unit tests."



Sounds good, yeah I can work on it!



# **Explain Your Project**

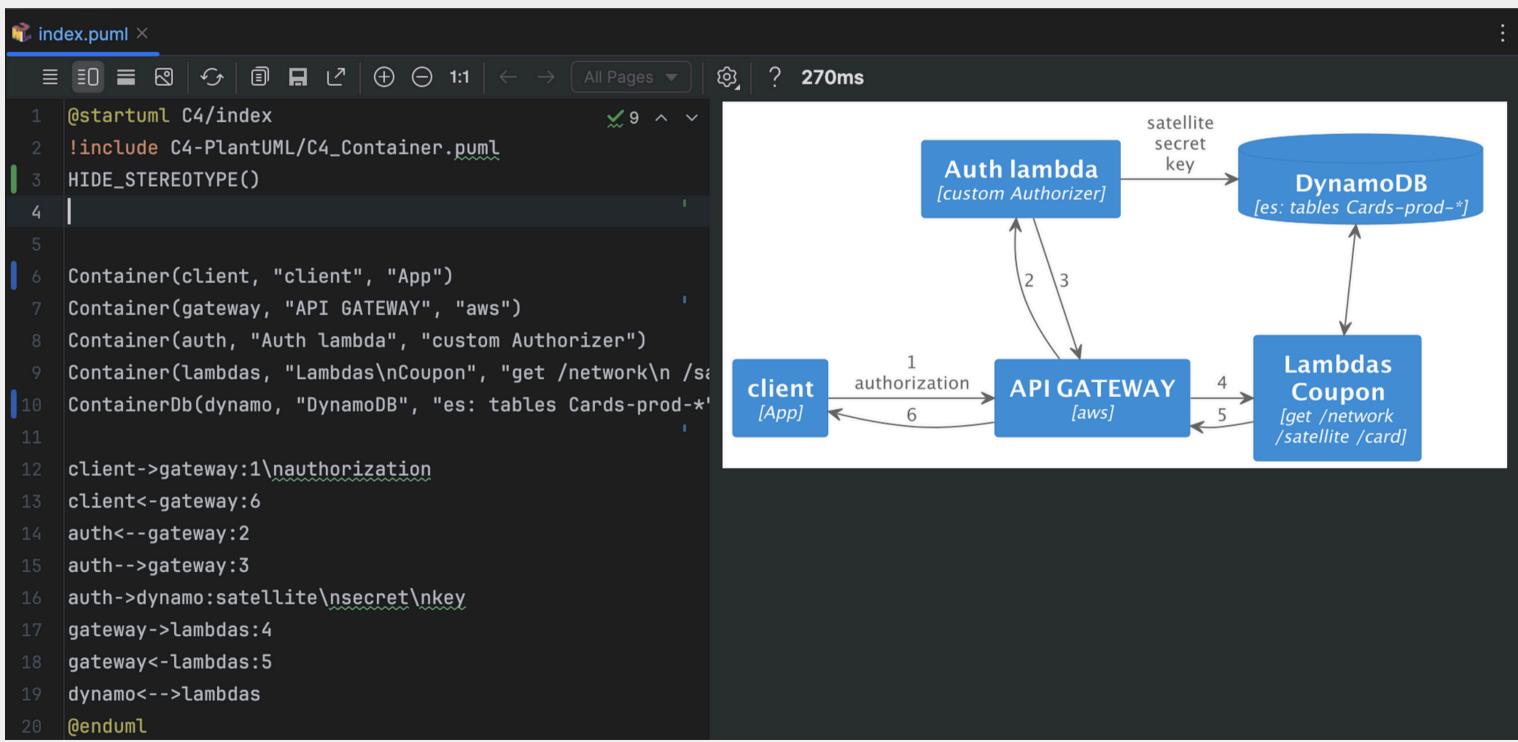




## plantuml-stdlib / C4-PlantUML



## C4-PlantUML



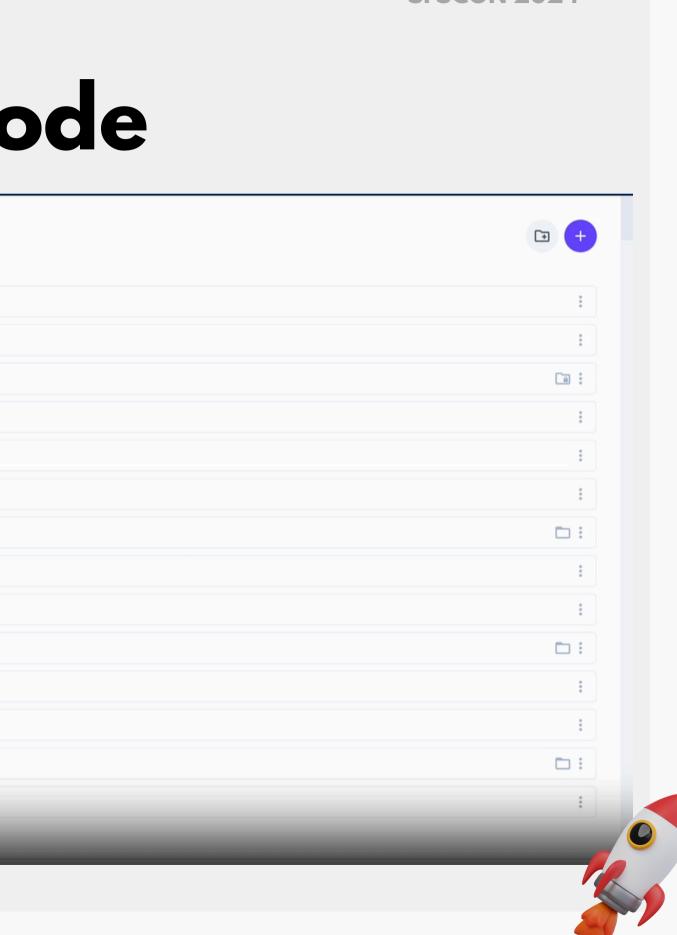


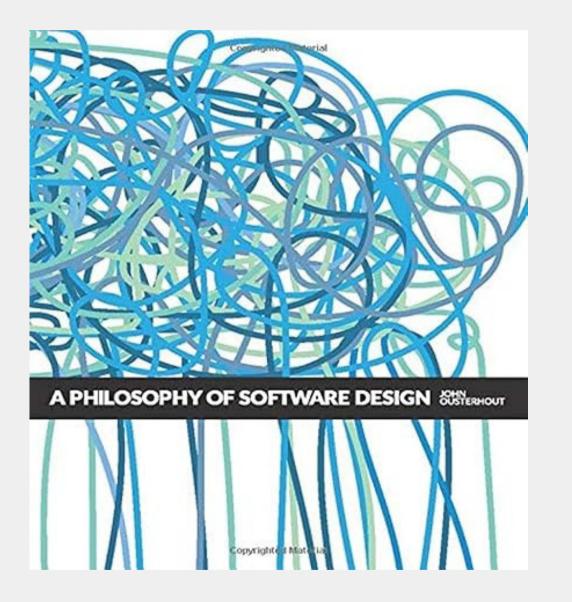
# A good approach to low-code



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~	Ŧ	Example Project Admin App	E Data Model
$\Diamond$	$\bigcirc$	Project Settings	
~	E	Data Model	= (i) about_us
	G	Roles & Permissions	
න		Presets & Bookmar	= 🔯 analytics
	×	Translation Strings	= 🗐 articles
**	Ů	Webhooks	
0	4	Flows	<pre>= @ articles_translations</pre>
	*	Report Bug	= 🛪 languages
?			= 🏌 contacts
	0	Request Feature	
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John Ousterhout

It's all about complexity!

"Complexity is caused by two things: dependencies and obscurity"

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## A Philosophy of Software Design



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# Thank You

Feel Free to keep in touch with me and have some chat =)

Luca Rainone





