

# Agenda

Thursday 19 October

Time:	Room 1	Room 2	Room 3
09:00	<b>Keynote: The Art of Simplicity</b> Venkat Subramaniam		
BREAK			
10:00	<b>Fastware</b> Andrei Alexandrescu	<b>Microservices and the Inverse Conway Manoeuvre</b> James Lewis	<b>Continuous Delivery of Maintainable Embedded Software</b> Mike Long
BREAK			
11:00	<b>3D Printing for Software Developers</b> Nir Nobovizki	<b>Threat Modeling</b> Erlend Oftedal	<b>Deliberate Architecture</b> Robert Smallshire
LUNCH BREAK			
13:00	<b>Seven Things Every Python Programmer Should Know</b> Robert Smallshire	<b>History and Spirit of C</b> Olve Maudal	<b>Data Distribution Service</b> Lars Iver Miljeteig
BREAK			
14:00	<b>Property-based testing with Hypothesis</b> David R. MacIver	<b>C++ Performance and Optimisation</b> Hubert Matthews	<b>Design by Introspection</b> Andrei Alexandrescu
BREAK			
15:00	<b>Effective test scrubbing with machine learning and Python</b> Carl-Martin Rosenberg, Thomas Hanssen Nornes, Marius Liaaen	<b>There are Robots in my Bedroom - Introduction to Windows Mixed Reality</b> Lars Klint	<b>The Holy Grail - A Hash Array Mapped Trie for C++</b> Phil Nash
BREAK			
16:00	<b>Concurrent Programming in C++</b> Venkat Subramaniam	<b>Holograms of the Galaxy vol. 2</b> Lars Klint	<b>Part I: Conscientious Operator Overloading in C++</b> Dan Saks
BREAK			
17:00	<b>Modern alternatives to make</b> Mike Long	<b>Math, Juggling, Hidden Markov Models, and embedded Python</b> Jan Dyre Bjerknæs	<b>Part II: Conscientious Operator Overloading in C++</b> Dan Saks
Conference Mingle with Food and Drinks			

# Agenda

Friday 20 October

Time:	Room 1	Room 2	Room 3
09:00	<b>Core Design Principles</b> Venkat Subramaniam		<b>Ten ways to cyber the world</b> Nir Nobovizki
BREAK			
10:00	<b>Styleguide-Driven Development</b> Arvid Torset & Tatiana Kolesnikova	<b>Part I: Micro-Optimisation in C++: HFT and Beyond</b> Jason McGuinness	<b>Advanced Mocking and Faking Dependencies in Embedded C</b> James Grenning
BREAK			
11:00	<b>Betting on Performance: A note on Hypothesis-driven Performance Testing</b> James Lewis	<b>Part II: Micro-Optimisation in C++: HFT and Beyond</b> Jason McGuinness	<b>Making a Headless-Android Device</b> Patricia Aass & Johan Herland
LUNCH BREAK			
13:00	<b>Bluetooth 5 - Faster and further than ever</b> Johan Stridkvist	<b>TDD - that is probably fine for the others</b> Tore Martin Hagen	<b>Part I: Python and C++ Integration with Boost.Python (Workshop)</b> Austin Bingham
BREAK			
14:00	<b>Refactoring's Three Critical Skills</b> James Grenning	<b>Agile experiments in Machine Learning with F#</b> Mathias Brandewinder	<b>Part II: Python and C++ Integration with Boost.Python (Workshop)</b> Austin Bingham
BREAK			
15:00	<b>Respect the Problem - Respect the Users</b> Fredrik Schønheyder & Amra Softic	<b>Modern C++ Testing with Catch2</b> Phil Nash	<b>Towards an Agile Design</b> Venkat Subramaniam
BREAK			
16:00	<b>A designer's perspective on Innovating with technologists</b> Paal Holter		<b>Introducing Trompeloeil - a mocking framework for modern C++</b> Björn Fahller
See You Next Year!			