





A. The model & OS

B. The model & data

C. The model & solver

D. The chicken & egg













A. The model & OS

B. The model & data

C. The model & solver

D. The chicken & egg













C. The model & solver

D. The chicken & egg













C. The model & solver



## WHO WANTS TO BE A MILLIONALE









C. The model & solver



# MILLIONAIRE









Ease of maintenance

Retro look and feel

agile team development

None of the above













Ease of maintenance

Retro look and feel

agile team development

None of the above













Retro look and feel

None of the above













None of the above



# WHO WANTS TO BE A MILLIONAIRE









None of the above













Duplicating old look/feel

Teamwork

Excessive pay bonuses

Broken releases













Duplicating old look/feel

Teamwork

Excessive pay bonuses

Broken releases













Teamwork

Broken releases













Teamwork

## LIFELINES

## MILLIONAIRE







Teamwork

## LIFELINES

## WHO WANTS TO BE A MILLIONARE









Powerful & convenient

Fast

Implement-once, run everywhere

All of these













Powerful & convenient

Fast

Implement-once, run everywhere

All of these













Fast

All of these



## WHO WANTS TO BE A







All of these



## WHO WANTS TO BE A







### All of these

## LIFELINES

# WHO WANTS TO BE A







Shared for all

A maintenance headache

Dependent on GMO

None of the above













Shared for all

A maintenance headache

Dependent on GMO

None of the above













Shared for all

Dependent on GMO



## MILLIONAIRE







Shared for all



# MILLIONAIRE







Shared for all

## LIFELINES

# MILLIONAIRE









A. Python

B. SVN

C. Skype

D. Fortran



## MILLIONALE E









A. Python

B. SVN

C. Skype

D. Fortran













A. Python

B. SVN



# WHO WANTS TO BE A









B. SVN

## LIFELINES

## WHO WANTS TO BE A MILLIONA RE









B. SVN

## (L) LIFELINES

## WHO WANTS TO BE A MILLIONARE









## THANKS FOR PLAYING!

## LIFELINES

## WHO WANTS TO BE A