

# no-hype agentic engineering

Building with AI without  
shooting yourself in the foot  
(or your wallet)

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# about.me

2011–2026

- Tech lead & technical coach
- Product orgs & enterprises
- Lots of AI lately

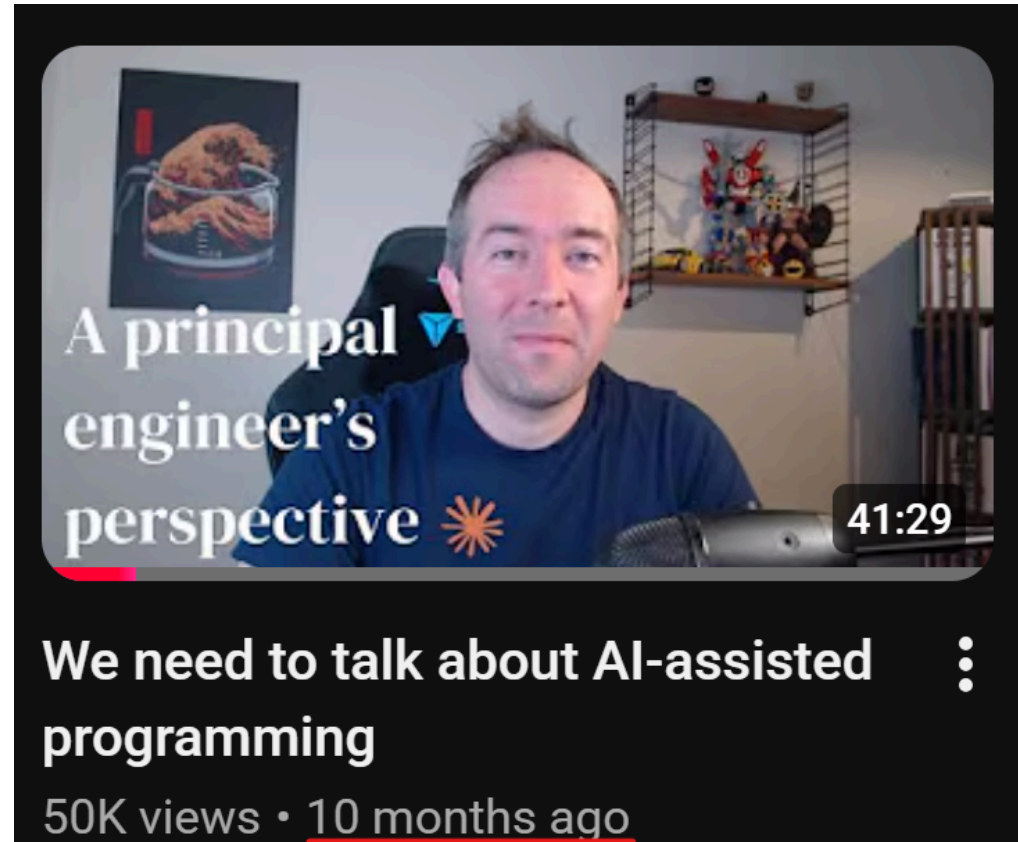


# Disclaimer

We are **all** figuring this out as we go.

What I'm sharing today is what we're seeing that **works, in the field, today.**

# Early 2025





# Coding in the good old days

```
21 var root:SyntaxNode = tree.getroot();
22 var newRoot:SyntaxNode = StripComments(root);
23 returns new StripResult(input.Path, NewContents:newRoot.ToFullString());
24
25
26 private SyntaxNode StripComments(SyntaxNode root)
27 {
28     var trivias :IEnumerable<SyntaxTrivia> = root // SyntaxNode
29         .DescendantTrivia(descendIntoTrivia: true)
30         .Where(t:SyntaxTrivia =>
31             t.IsKind(SyntaxKind.SingleLineCommentTrivia) ||
32             t.IsKind(SyntaxKind.MultiLineCommentTrivia) ||
33             (cleanDocs && (
34                 t.IsKind(SyntaxKind.SingleLineDocumentationCommentTrivia) ||
35                 t.IsKind(SyntaxKind.MultiLineDocumentationCommentTrivia)
36             ));
37
38     // return root.ReplaceTrivia(trivias, (_, _) => default);
39 }
40 }
```

```
Build Build Output
dotnet-comment-stripper
  Stripper.StripComments(Sy... Stripper.cs
Compilation request dotnet-comment-stripper (net9.0), PathToTool=C:\Program Files\dotnet\sdk\10.0.201\Roslyn\bincore\Csc.exe
CommandLine = ' /noconfig'
BuildResponseFile = '/unsafe- /checked- /nowarn:CA2255,1701,1702,8002 /fullpaths /nostdlib+ /errorreport:prompt /warn:9 /define:TRACE;DEBUG;NET;NET9_0;NETCOREAPP;NET5_0_OR_GREATER;NET6_0_OR_GREATER'
Attempt to open named pipe 'UaMIIsEBwuVIEy76WXPnBKM4QLpNx_Z4hkI_dw5+crfQ'
Attempt to connect named pipe 'UaMIIsEBwuVIEy76WXPnBKM4QLpNx_Z4hkI_dw5+crfQ'
Named pipe 'UaMIIsEBwuVIEy76WXPnBKM4QLpNx_Z4hkI_dw5+crfQ' connected
Begin writing request for dotnet-comment-stripper (net9.0)
End writing request for dotnet-comment-stripper (net9.0)
Begin reading response for dotnet-comment-stripper (net9.0)
End reading response for dotnet-comment-stripper (net9.0)
0>XunitAutoGeneratedEntryPoint.cs(8,21): Warning CS7022 : The entry point of the program is global code; ignoring 'XunitAutoGeneratedEntryPoint.Main(string[])' entry point.
0>Stripper.cs(26,24): Error CS0161 : 'Stripper.StripComments(SyntaxNode)': not all code paths return a value
CompilerServer: server - server processed compilation - dotnet-comment-stripper (net9.0)
```

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# 2025 - My own "Opus moment"

```
15     return results;
16 }
17
18 private StripResult ProcessStripOutput(Input input)
19 {
20     var tree = CSharpSyntaxTree.ParseText(input.Content);
21     var root:SyntaxNode = tree.GetRoot();
22     var newRoot:SyntaxNode = StripComments(root);
23     return new StripResult(input.Path, NewContents:newRoot.ToFullString());
24 }
25
26 private SyntaxNode StripComments(SyntaxNode root)
27 {
28     var trivias :IEnumerable<SyntaxTrivia> = root // SyntaxNode
29         .DescendantTrivia(descendIntoTrivia: true)
30         .Where(ShouldStripTrivia);
31
32     return root.ReplaceTrivia(trivias, computeReplacementTrivia: (_, _) => default);
33 }
34
35 private bool ShouldStripTrivia(SyntaxTrivia trivia)
36 {
37     return trivia.IsKind(SyntaxKind.SingleLineCommentTrivia) ||
38         trivia.IsKind(SyntaxKind.MultiLineCommentTrivia) ||
39         (cleanDocs && (
40             trivia.IsKind(SyntaxKind.SingleLineDocumentationCommentTrivia) ||
41             trivia.IsKind(SyntaxKind.MultiLineDocumentationCommentTrivia)
42         ));
43 }
```

Chat

Method Extraction and Test Runner Issue

Extract this method for me

Set-Location "C:\projects\dotnet-comment-stripper"; dotnet test

Open terminal

- ✓ Read C# Tests.cs successfully.
- ✓ Read C# Program.cs successfully.
- ✓ Read dotnet-comment-stripper.csproj successfully.

Edited Stripper.cs with apply\_patch tool

Ran get\_errors tool

Set-Location "C:\projects\dotnet-comment-stripper"; dotnet build

Open terminal

Got it — I extracted the inline predicate into a named method to make StripComments easier to read and maintain.

- ✓ Identify extractable logic in Stripper
- ✓ Perform method extraction without changing behavior
- ✓ Validate compilation after refactor

Updated C:\projects\dotnet-comment-stripper\Stripper.cs:

- Replaced .Where(t => ...) with .Where(ShouldStripTrivia)
- Added private bool ShouldStripTrivia(SyntaxTrivia trivia) with the same filtering logic

Validation:

- dotnet build passes
- dotnet test is currently failing due an existing test runner/entrypoint setup issue (Program.cs top-level entrypoint conflicts with xUnit v3 generated entrypoint), not from this refactor

v19

Completed

GPT-5.3-Codex - 0.9x

Stripper.cs

Add context (#), extensions (@), commands (/)

Agent Auto

Terminal Local Copilot

```
C:\Program Files\dotnet\sdk\10.0.201\Microsoft.TestPlatform.targets(48,5): warning No test is available in C:\projects\dotnet-comment-stripper\bin\Debug\net9.0\dotnet-comment-stripper.dll. Make sure that test discoverer & executors are registered and platform & framework version settings are appropriate and try again.
C:\Program Files\dotnet\sdk\10.0.201\Microsoft.TestPlatform.targets(48,5): error MSB6006: "dotnet.exe" exited with code 1.

Test summary: total: 0, failed: 0, succeeded: 0, skipped: 0, duration: 1,9s
Build failed with 1 error(s) and 2 warning(s) in 3,8s
PS C:\projects\dotnet-comment-stripper> Set-Location "C:\projects\dotnet-comment-stripper"; dotnet build
Restore complete (0,5s)
dotnet-comment-stripper net9.0 succeeded with 1 warning(s) (0,6s) -> bin\Debug\net9.0\dotnet-comment-stripper.dll
C:\projects\dotnet-comment-stripper\obj\Debug\net9.0\XunitAutoGeneratedEntryPoint.cs(8,21): warning CS7022: The entry point of the program is global code; ignoring 'XunitAutoGeneratedEntryPoint.Main(string[])' entry point.

Build succeeded with 1 warning(s) in 1,7s
PS C:\projects\dotnet-comment-stripper>
```

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dotnet-comment-stripper > dotnet-comment-stripper > Stripper.cs > Stripper

```

GameOfLife.cs x
experiments > game-of-life > csharp > attempts > opus46high > 6 > C# GameOfLife.cs > ...
3  namespace GameOfLife
9  public record struct Grid(int Width, int Height, Dictionary<Position, Cell> Cells)
16  public int CountLiveNeighbors(Position position)
20      (-1, -1), (-1, 0), (-1, 1),
21      (0, -1),          (0, 1),
22      (1, -1), (1, 0), (1, 1)
23  };
24
25  var count = 0;
26  for (var i = 0; i < offsets.Length; i++)
27  {
28      var neighbor = new Position(position.Row + offsets[i].Row, position.Col + offsets[i].Col);
29      var neighborCell = CellAt(neighbor);
30      if (neighborCell == Cell.Alive || neighborCell == Cell.Zombie)
31          count++;
32  }
33  return count;
34  }
35
36  public static Cell EvolveCell(Cell cell, int liveNeighbors) =>
37  {
38      (Cell.Zombie, _) => Cell.Zombie,
39      (Cell.Alive, 2) => Cell.Alive,
40      (Cell.Alive, 3) => Cell.Alive,
41      (Cell.Dead, 3) => Cell.Alive,
42      _ => Cell.Dead
43  };
44
45  public Grid Tick()
46  {
47      var newCells = new Dictionary<Position, Cell>();
48      for (var row = 0; row < Height; row++)
49      {
50          for (var col = 0; col < Width; col++)

```

# Early 2026

CLAUDE CODE CHAT

### SESSIONS

- Run Game of Life experiment +84 -3 · 11 mins ago
- Run Game of Life Experiment 1 day ago
- Run Game Of Life Experiment 1 day ago
- MORE
- Run Game Of Life Experiment 1 day ago
- Failure modes in benchmark results 7 days ago
- hi 1 wk ago
- Run consolidate.py and visualize\_fsharp\_multimodel.py 1 wk ago
- Run Game of Life experiment 1 wk ago
- Run Game of Life experiment 1 wk ago

Tip: Use /create-agent to scaffold a custom agent for your workflow.

+ GameOfLife.cs

Describe what to build

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+ Agent | Claude Opus 4.6 High

Local | Default Approvals

...-ENGINEERING...-PATTERNS-WEBSITE

# Last week

Check remote RL for git rep  
🌟 · 3 days ago

...VANEYCK

Troubleshoot Marp presentation build comma...  
🌟 · 3 days ago

Generate LinkedIn blurb for programming lan...  
🌟 · 7 days ago

Use @"zzz Do programming languages even ...  
🌟 · 2 wks ago

Suggest closing comment for programming la...  
🌟 · 2 wks ago

verify that all images are in the assets folder in...  
🌟 · 3 wks ago

+5 more

...-FEED

Strip UTM parameters from URLs  
🔄 · 5 hrs ago

Generate this week's report  
🌟 · 10 hrs ago

Generate this week's report  
🌟 · 1 wk ago

Generate this week's report  
🌟 · 2 wks ago

Let's work on the public newsletter only now, le...

New session in my-feed with Copilot CLI

```
Let's start working on feature US-8923 today. Fetch the story and /grill-me
```

+ Agent | Claude Opus 4.6 · High

Default Approvals

Worktree main

- my-feed
  - .claude
  - .vscode
  - assets
  - data
  - digests
  - docs
  - node\_modules
  - plans
  - reports
  - src
  - tmp
  - tt-rss
  - .env
  - .env.example
  - .gitignore
  - debug.log
  - LICENSE
  - package-lock.json
  - package.json
  - public.env
  - README.md
  - tsconfig.json

**“Coding is  
largely  
solved”**

Boris Cherny  
Head of Claude Code



**Claude**

10 / 5



“

**Today I'm having the most fun building  
stuff I've ever had.**

”

# Vibe Coding

21 May 2026



**Martin Fowler**

◇ GENERATIVE AI

Vibe coding is building a software application by prompting an LLM, telling it what to build, trying it out, prompting for changes - but **without looking at any of the code** that the LLM generates. This technique **can be used by people without any knowledge of programming**. However the resulting software often shows problems with maintainability, correctness, and security - so is **best used for disposable software** written for a limited audience.

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Make an interactive HTML dashboard so I can interactively explore this dataset:  
<https://raw.githubusercontent.com/jovaneyck/lang-comp/refs/heads/main/results.csv>  
 The main question I want to answer: which programming language is "best" for agentic coding

ected interactive dashboard for programming language anal... >  
 your interactive dashboard, Jo. You can filter by and explore five views:

ew — composite ranking table + radar chart  
 rning all languages across four axes (token efficiency, builds, speed, first-try success rate). The winner r shows the top-ranked language for the current

s / Builds / Speed — deep-dive bar charts for each individually, including a scatter plot of token ution and a first-try success rate chart.

ata — scrollable table of all individual runs with coded build counts.

things that jump out from the data: TypeScript and ript dominate on token efficiency and speed (both k tokens, ~65-70s), while TypeScript also has the t first-try rate (40%). The typed languages with e systems (F#, Rust, C#) tend to need more and time. Hover over the radar chart legend to individual languages.

omposite scoring weights are 30% fewer builds, 25% efficiency, 25% speed, 20% first-try rate — you can those weights in the code if you want a different asis.

Lang comp dashboard  
Code · JSX Download



message...  
Opus 4.6 Extended 🔊

AGENTIC CODING BENCHMARK

# Which language is best for agentic coding?

Zombie Game of Life feature across 7 languages, 3 models, 41 runs. Scored on token efficiency, build iterations, speed, and first-try success.

- All Models
- Opus 4.6
- Opus 4.7
- Sonnet 4.6
- Overview**
- Tokens
- Builds
- Speed
- Raw Data

**TypeScript**  
 Composite score: 39.2/100 · 1.6 avg builds · 40% first-try · 83s avg

**41**  
 TOTAL RUNS  
7 languages

**33.3k**  
 AVG TOKENS  
per run

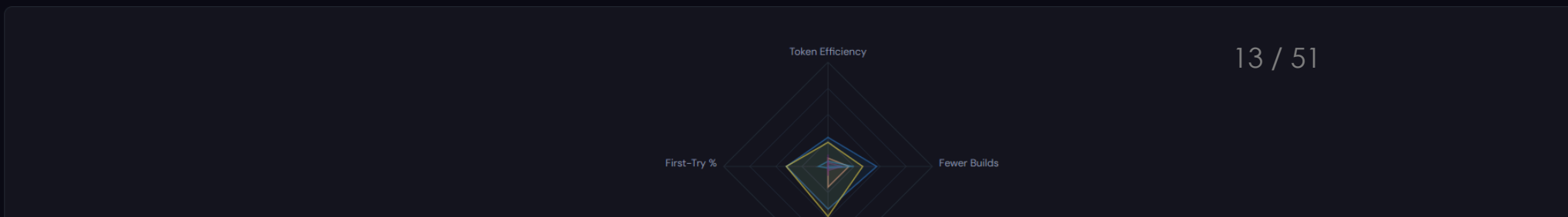
**2.3**  
 AVG BUILDS  
iterations to green

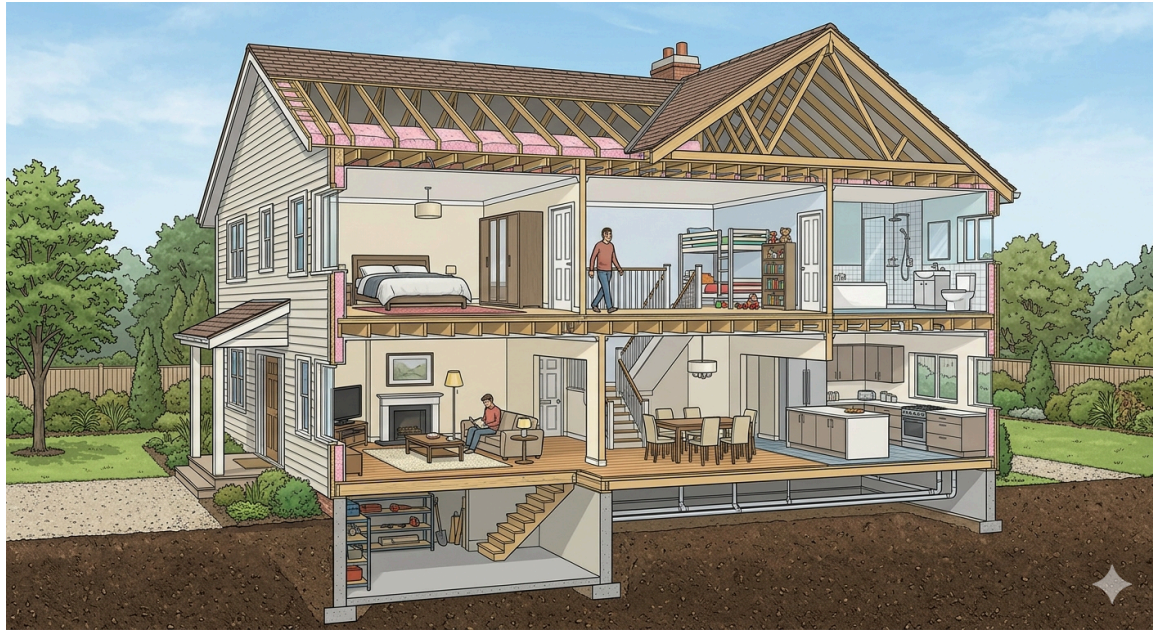
**12%**  
 FIRST-TRY RATE  
builds = 1

Composite Ranking

#	LANGUAGE	TOKENS	BUILDS	SPEED	1ST TRY
1	TypeScript (5)	26.8k	1.6	83s	40%
2	JavaScript (5)	28.6k	2.0	73s	40%
3	Rust (5)	34.2k	2.4	112s	0%
4	F# (1)	35.3k	2.3	138s	9%
5	Elixir (5)	35.8k	2.6	135s	0%
6	C# (5)	33.1k	3.0	128s	0%
7	Python (5)	37.2k	2.6	140s	0%

Multi-Axis Comparison





“

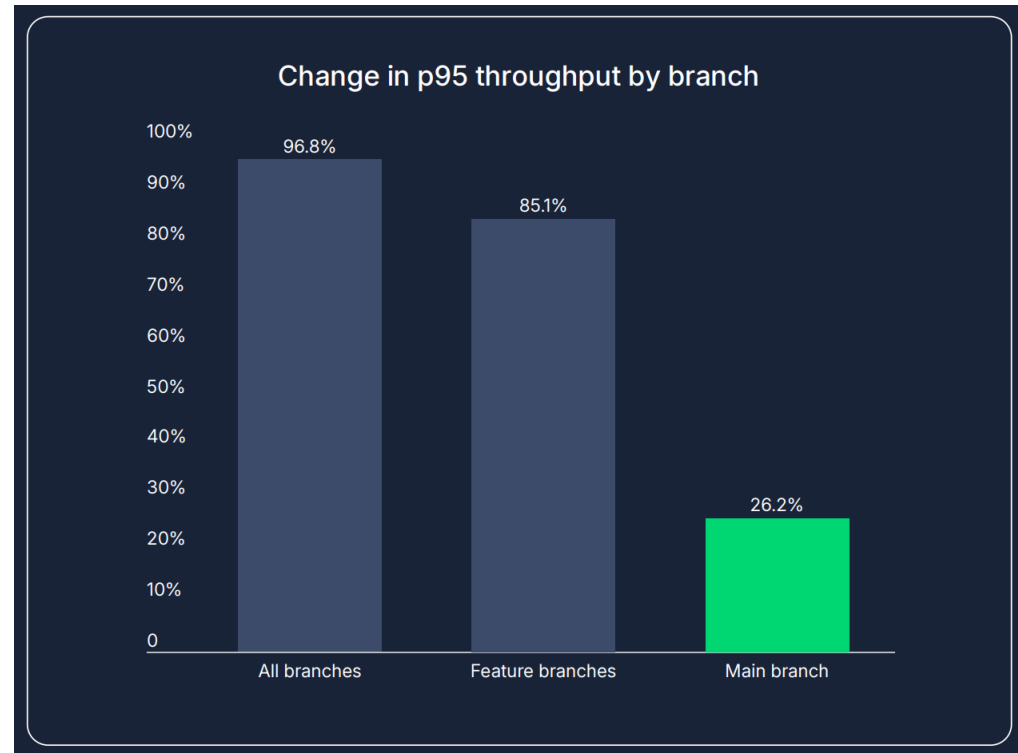
**Vibe coding  
raises the  
floor. Agentic  
engineering  
raises the  
ceiling.**

**Karpathy**

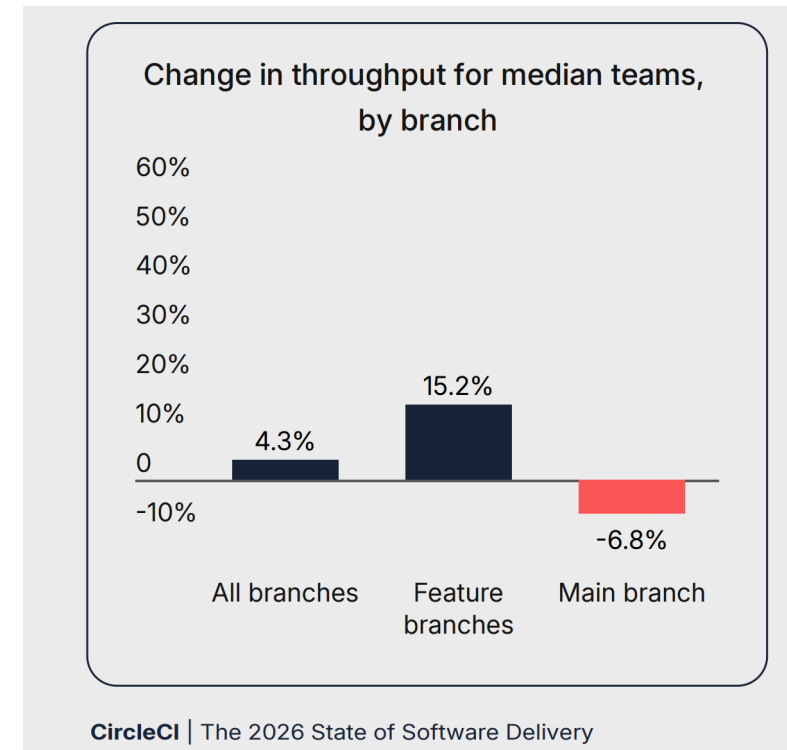
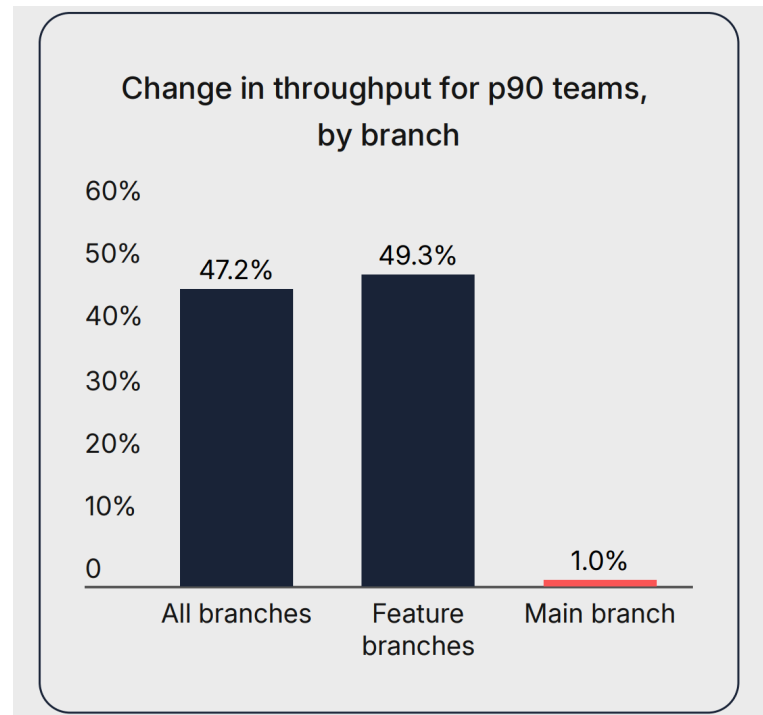
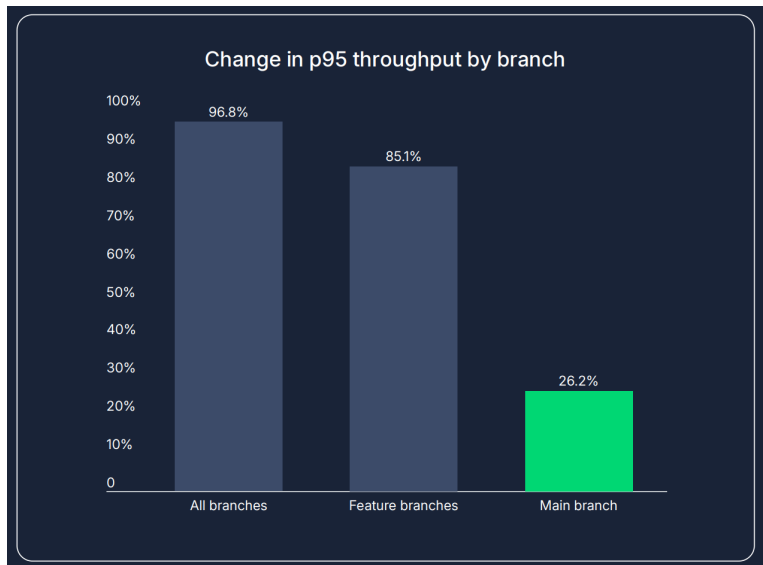
”

On "AI productivity"

# September 2025



# The catch



CircleCI | The 2026 State of Software Delivery

“

**The future is already here — it's just not  
evenly distributed. — William Gibson**

”

**What distinguishes the top 5%?**

# AI is an amplifier



Reference: [DORA State of AI-assisted Software Development](#)










# A typical swe day in 2025 vs. 2026

*More deep thinking, judgment & taste.*

*More written artefacts.*


*Less "execution" & "flow"*

# A typical day in 2025 vs. 2026

Time	2025 (pre-agentic)
08:00	 incorporate yesterday's PR feedback
09:00	 stand-up meeting
09:15	 refine stories with 3 amigos
10:00	 Start reading up on new feature
12:00	
13:00	 Start working on new feature
14:00	 Still working on new feature
15:00	 Submit PR and review team PR's
16:00	 Help colleague on a feature

# A typical day in 2025 vs. 2026

Time	2025 (pre-agentic)	2026 (agentic)
08:00	 incorporate yesterday's PR feedback	 review last night's PR's
09:00	 stand-up meeting	 stand-up meeting
09:15	 refine stories with 3 amigoes	 refine stories with 3 amigoes
10:00	 Start reading up on new feature	 plan + submit stories to day-shift agents
12:00		
13:00	 Start working on new feature	 steer agents & review PR's
14:00	 Still working on new feature	 improve the habitat
15:00	 Submit PR and review team PR's	 plan + submit stories to night-shift agents
16:00	 Help colleague on a feature	

A close-up, low-key photograph of a man's face. He has a weary and somewhat sad expression, looking slightly off-camera. The lighting is dramatic, with deep shadows on the left side of his face and highlights on his forehead, nose, and lips. The background is dark and indistinct.

I'm tired, boss.

**In practice**

EXPLORER

- NOTES
  - .obsidian
  - attachments
  - Excalidraw
  - Incidenten
  - notes
  - Projects
    - hellocustomer
    - mymensura20
      - mm2.0
        - .venv
        - diagrams
        - in
          - adr
          - auth0
          - general
          - meetings
            - 2026-05-06-accounts-bff.md
            - reqs
            - system design
            - out
            - scripts
            - confirmation\_CS0176090.pdf
            - FAS Gebruikersovereenkomst\_0.pdf
            - FAS Gebruikersovereenkomst\_MyMensura\_klantentzone\_signed KPu.pdf
            - FAS Gebruikersovereenkomst\_MyMensura\_werknemersportaal\_signed K...
            - FAS\_Onboarding\_Guide\_25.0\_NL.docx
            - FAS\_Onboarding\_Guide\_25.0\_NL.pdf
            - FAS-nieuwe-aanvraag.md
            - FAS.md
            - kickoff topics.md
            - latest-invite-discussion-filip.md
            - Questions Filip.md
            - TODO.md
            - Scriptura xml
            - CIAM - AUTH0 - boemba.md
            - CIAM.md
            - readme.md
            - TT API.md
            - servicepacks
            - Digital signing.md

# Solutioning / tech design

Preview FAS.md X

Het ideale scenario voor ons:

Omgeving	URL	Toegankelijkheid	Doel
Development	auth-dev.mensura.be	Intern	Ontwikkeling en testen
Test	auth-tst.mensura.be	Intern	Functioneel testen
Acceptatie	auth-val.mensura.be	Intern	Acceptatie door gebruikers
Productie new	auth.mensura.be	Publiek/Extern	Tijdelijke live omgeving voor testing
Productie old	www.mymensura.be	Publiek/Extern	Uiteindelijke live omgeving voor gebruikers

## Antwoord

Geachte,

Wij werken met 2 omgevingen integratie en productie.  
Wij maken 1 clientID(OIDC) aan per omgeving u kan hier dan redirect en post logout uri's aan toevoegen.

Voor SAML kan u de omgevingen onboardingen op INT&PROD.

De huidige omgeving kan blijven bestaan zolang u deze gebruikt en nodig heeft.  
Als de migratie geslaagd is kan u ons opnieuw contacteren en hierna archiveren wij de oude omgevingen.

Met vriendelijke groeten,

## Go-live strategie: 3-fasen aanpak

### Fase 1: Parallel deploy met tijdelijke DNS

Nieuwe web app draait op tijdelijke DNS (bv. `new.mymensura.be`), oude omgeving blijft ongewijzigd.

```

User → new.mymensura.be → auth.mensura.be (Auth0) → FAS → auth.mensura.be → new.mymensura.be
User → www.mymensura.be → oude Auth0 tenant → oude FAS client → oude Auth0 tenant → www.mymensura.be
  
```

- Twee Auth0 tenants draaien naast elkaar (oud + nieuw)
- Twee FAS client\_id's (oud + nieuw) — BOSA bevestigt dat de oude omgeving blijft bestaan
- FAS redirect URL's wijzen naar `auth.mensura.be`, niet naar de web app URL — FAS is onafhankelijk van de web app DNS

CHAT

← CLARIFYING REDIRECTION URIS FOR FAS ONBOARDING

Read up on auth in this vault. I'm filling in the FAS onboarding guide and have to provide this third party with "redirection uri's" e.g.

Redirectie link(en) (URIs) <https://user-dev.mensura.be/login/callback>  
<https://user-val.mensura.be/login/callback>  
 Redirectie link(en) na logout (URIs) <https://my-webapp-dev.mensura.be/>  
<https://my-webapp-val.mensura.be/>

Is this my web app or my auth0 url I should be providing?

Searched for auth-related documentation on redirect URIs

Subagent: Research auth redirect URIs

Analyzed authentication architecture and redirect URI requirements

**You should provide your Auth0 URLs, not your web app URLs.**

In your architecture, FAS doesn't talk to your web apps directly — Auth0 sits in between the OIDC broker:

```

User → Web App → Auth0 → FAS (authenticate) → Auth0 callback → Web App
  
```

When FAS finishes authenticating, it redirects back to Auth0 (Auth0 is the relying party, the OIDC client registered with FAS). Auth0 then processes the identity and redirects onward to your web app. So:

- Redirectie link(en) (URIs)** — should be your Auth0 tenant's callback, e.g. `https://auth.mensura.be/login/callback` (and dev/val equivalents)
- Redirectie link(en) na logout (URIs)** — could be Auth0 or your web apps, depending on where you want FAS to land after end-session. Typically Auth0 handles this and then forwards to the app.

Your own notes in `FAS-nieuwe-aanvraag.md` confirm this — there's a high-priority item to "Update all Redirect URIs to new Auth0 tenant domain `auth.mensura.be`". And `CIAM.md` has a TODO: "DNS REDIRECT URL'S VOOR FAS?!?!?! TIM" + "FAS redirect URIs"

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+ FAS.md

Describe what to build

Local Default Approvals

# Starting a new coding session

```
specs > 20260601_nin_acceptinvite > spec.md > # Testing feedback:
1 Executive summary:
2
3 1) renaming of a public contract field: NIN - NationalIdentificationNumber
4
5 2) accepting invitations can lead to duplicate NINs in our system, which is not desired.
6 Take a look at how we prevent that in the UserManager create/update flow
7
8
9 # Testing feedback:
10 Rond NIN nog 1 aanpassing nodig en één opmerking:
11
12
13
14
15
16
17
18 INVACC-13-T1
19
20
21
22 We kunnen de nationalIdentificationNumber meegeven
23
24
25
26
27
28
29
30 POST met nationalRegisterNumber in request body
31
32
33
34
35
36
37
```

```
PowerShell Extension v2025.4.0
Copyright (c) Microsoft Corporation.

https://aka.ms/vscode-powershell
Type 'help' to get help.

PS C:\projects\INT-CIAM>
```

CHAT  
← GRILL ME COMMAND

/grill-me

Reviewed skill file and considered user's design inquiry

What plan or design do you want me to grill you on? I don't see a specific plan referenced — are you working on something new, or should I look at a recent spec in the `specs` folder?

v20

Restore Checkpoint

#file:spec.md

spec.md

Explored codebase to understand current state

Let me explore the codebase first to understand the current state before grilling you.

Explore: Explore NIN and invitation accept flow

Reviewed content from two sections of the file

Good, I have a thorough understanding of the codebase. Let me start grilling.

---

**INVACC-13-T1: Rename `NIN` to `NationalIdentificationNumber` on `AcceptInvitationCommand`**

The contract `AcceptInvitationCommand.NIN` is the only public API field still using the abbreviation `NIN`. All other public contracts already use `NationalIdentificationNumber` (for users) or `NationalIdentityNumber` (for invitations).

But there's an inconsistency I already see: the user create/update contracts use `NationalIdentificationNumber`, while the invitation contracts use `NationalIdentityNumber` (no "ification"). The spec feedback says "nationalRegisterNumber" — which is yet another name.

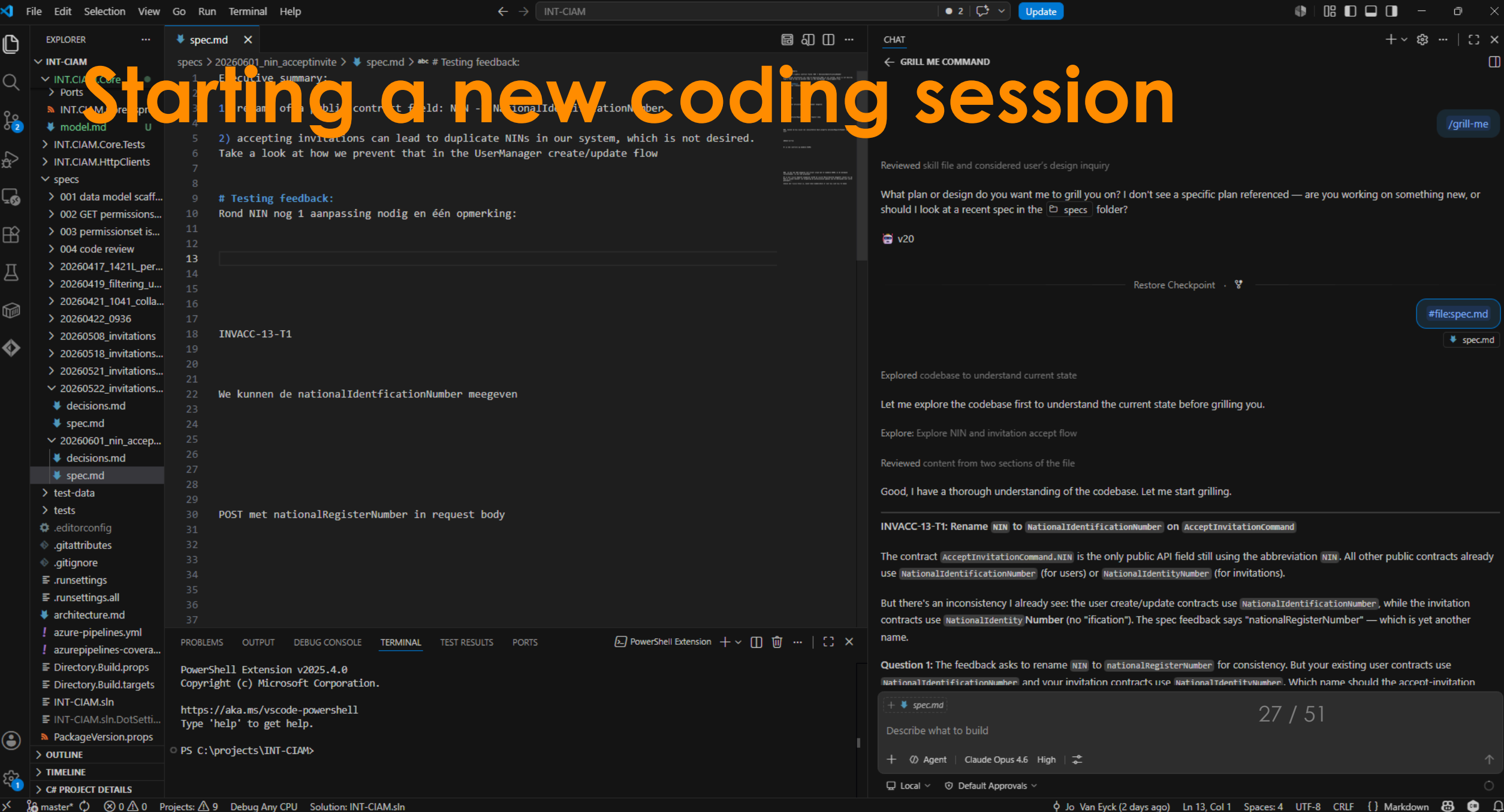
**Question 1:** The feedback asks to rename `NIN` to `nationalRegisterNumber` for consistency. But your existing user contracts use `NationalIdentificationNumber` and your invitation contracts use `NationalIdentityNumber`. Which name should the accent-invitation

spec.md 27 / 51

Describe what to build

+ Agent | Claude Opus 4.6 High

Local | Default Approvals





10 lines (7 loc) · 635 Bytes

Preview

Code

Blame



Raw



<b>name</b>	grill-me
<b>description</b>	Interview the user relentlessly about a plan or design until reaching shared understanding, resolving each branch of the decision tree. Use when user wants to stress-test a plan, get grilled on their design, or mentions "grill me".

Interview me relentlessly about every aspect of this plan until we reach a shared understanding. Walk down each branch of the design tree, resolving dependencies between decisions one-by-one. For each question, provide your recommended answer.

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Ask the questions one at a time.



**LET IT  
RIP!**

```

GameOfLife.cs x
experiments > game-of-life > csharp > attempts > opus46high > 6 > C# GameOfLife.cs > ...
3 namespace GameOfLife;
9 public record Grid(int Width, int Height, Dictionary<Position,
16     public int CountLiveNeighbors(Position position)
20         (-1, -1), (-1, 0), (-1, 1),
21         (0, -1),         (0, 1),
22         (1, -1), (1, 0), (1, 1)
23     ];
24
25     var count = 0;
26     for (var i = 0; i < offsets.Length; i++)
27     {
28         var neighbor = new Position(position.Row + offsets[i].d
29         if (CellAt(neighbor) == Cell.Alive)
30         var neighborCell = CellAt(neighbor);
31         if (neighborCell == Cell.Alive || neighborCell == Cell.
32         count++;
33     }
34     return count;
35 }
36
37 1 reference
38 public static Cell EvolveCell(Cell cell, int liveNeighbors) =>
39 {
40     (Cell.Zombie, _) => Cell.Zombie,
41     (Cell.Alive, 2) => Cell.Alive,
42     (Cell.Alive, 3) => Cell.Alive,
43     (Cell.Dead, 3) => Cell.Alive,
44     _ => Cell.Dead
45 };
46
47 0 references
48 public Grid Tick()
49 {
50     var newCells = new Dictionary<Position, Cell>();
51     for (var row = 0; row < Height; row++)
52     {
53         for (var col = 0; col < Width; col++)

```

CLAUDE CODE CHAT

SESSIONS

- Run Game of Life experiment +84 -3 · 11 mins ago
- Run Game of Life Experiment 1 day ago
- Run Game Of Life Experiment 1 day ago
- MORE
- Run Game Of Life Experiment 1 day ago
- Failure modes in benchmark results 7 days ago
- hi 1 wk ago
- Run consolidate.py and visualize\_fsharp\_multimodel.py 1 wk ago
- Run Game of Life experiment 1 wk ago
- Run Game of Life experiment 1 wk ago

Tip: Use /create-agent to scaffold a custom agent for your workflow.

+ GameOfLife.cs

Describe what to build

30 / 51

+ Agent Claude Opus 4.6 High

Local Default Approvals

# Why this works

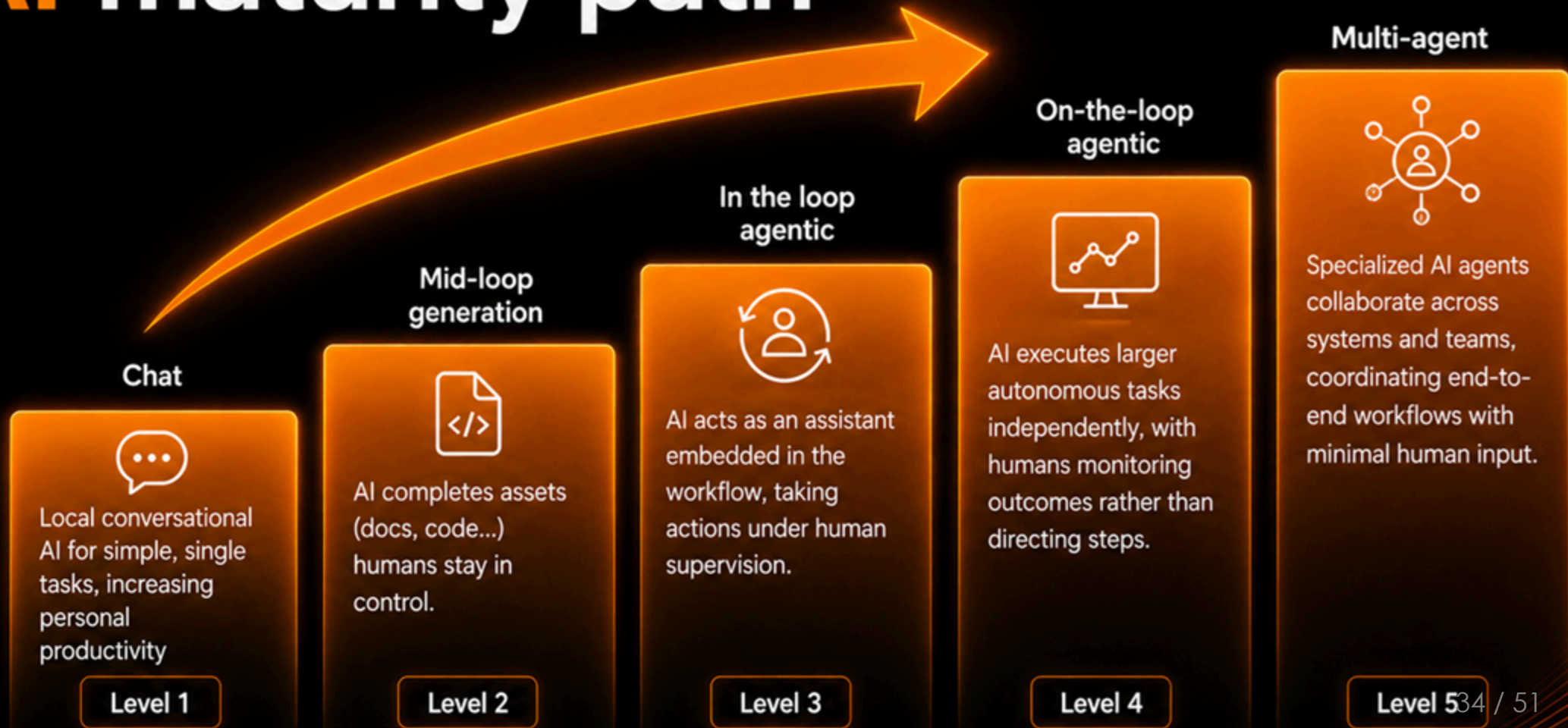
# Rule #1: Slow the f\*\*\* down

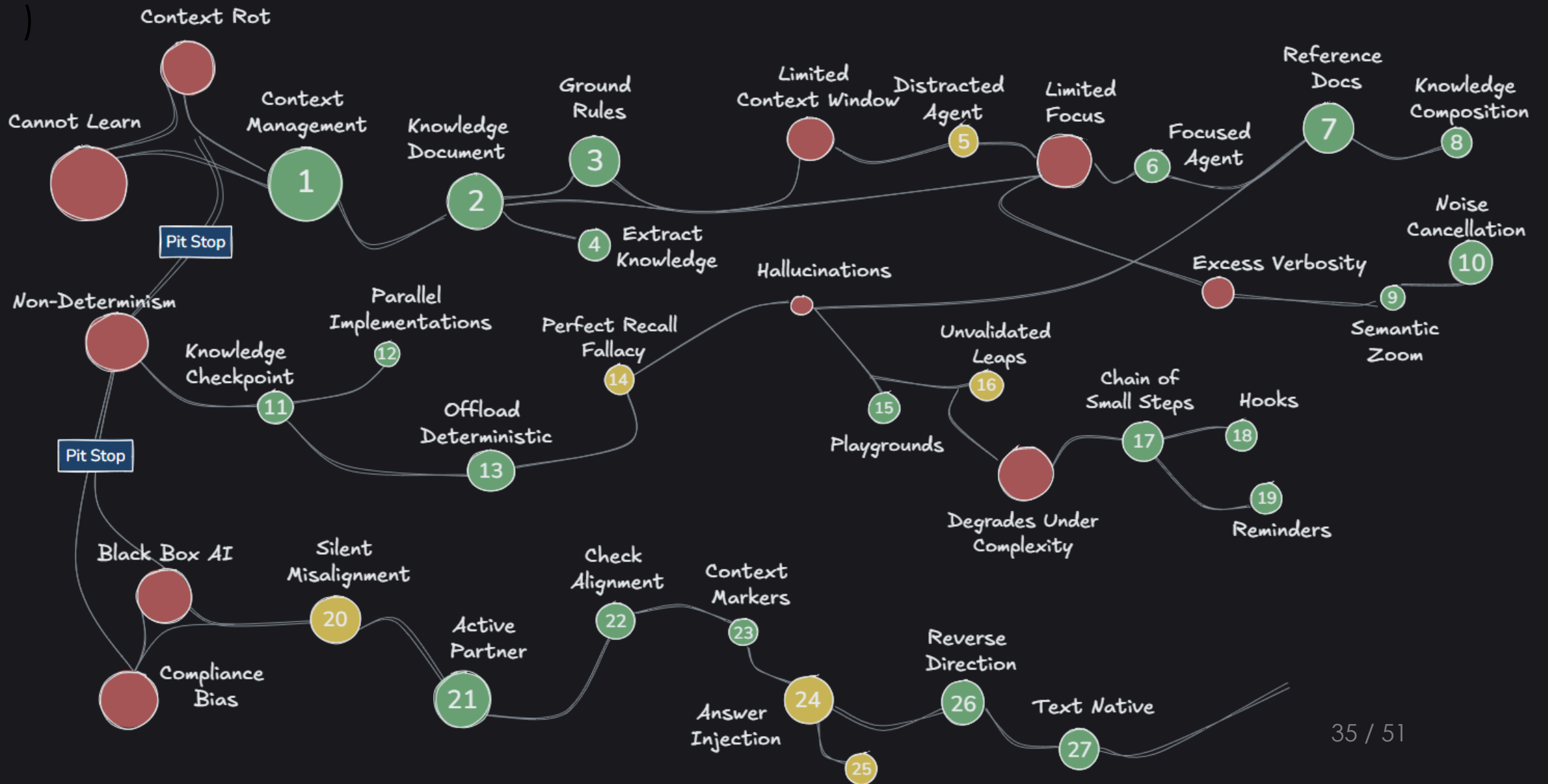
Software development is all about making **decisions** under uncertainty.  
Outsourcing decision making to AI leads to **cognitive debt**

Decisions are the substance. Code is the residue. — **Russell Miles**



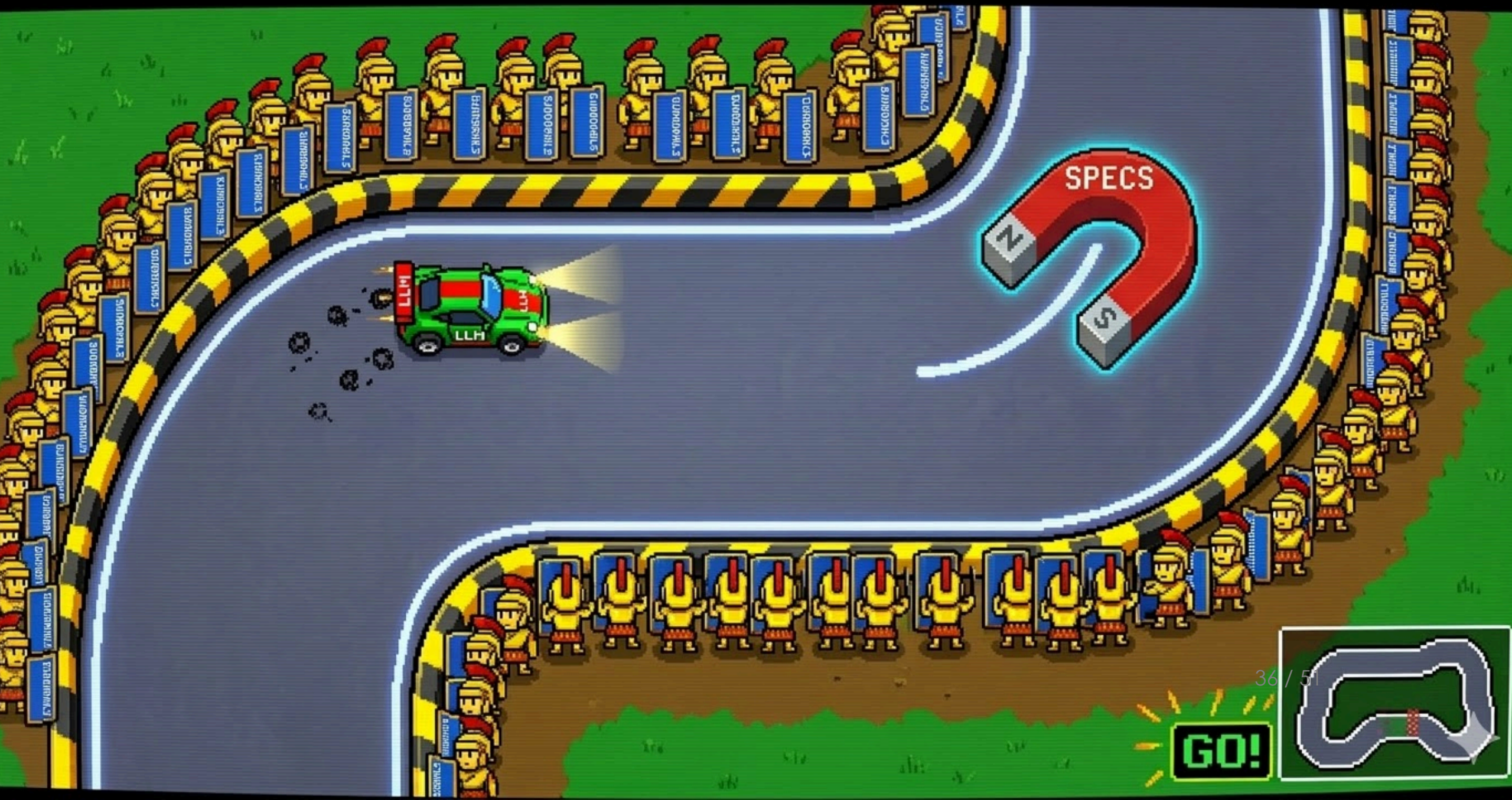
# AI maturity path






PLAYER 1 SCORE: 00540

STAGE 3: THE SPEC-TACULAR RACE

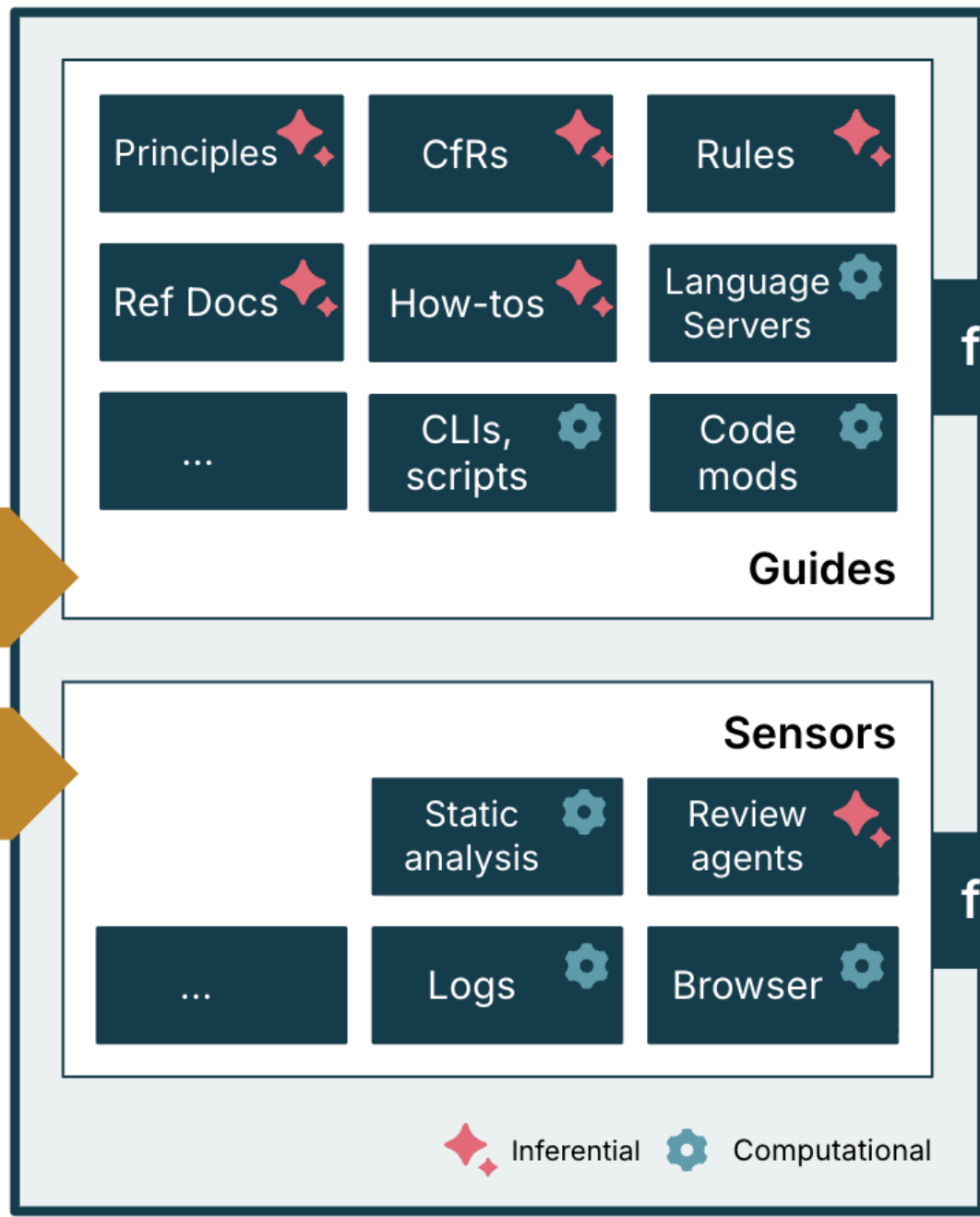



# Harness engineering for coding agent users

**Human**




**Steering**



**feedforward**

**feedback**

**Coding Agent**



initial generation



self-correcting

37 / 51

# Habitat engineering

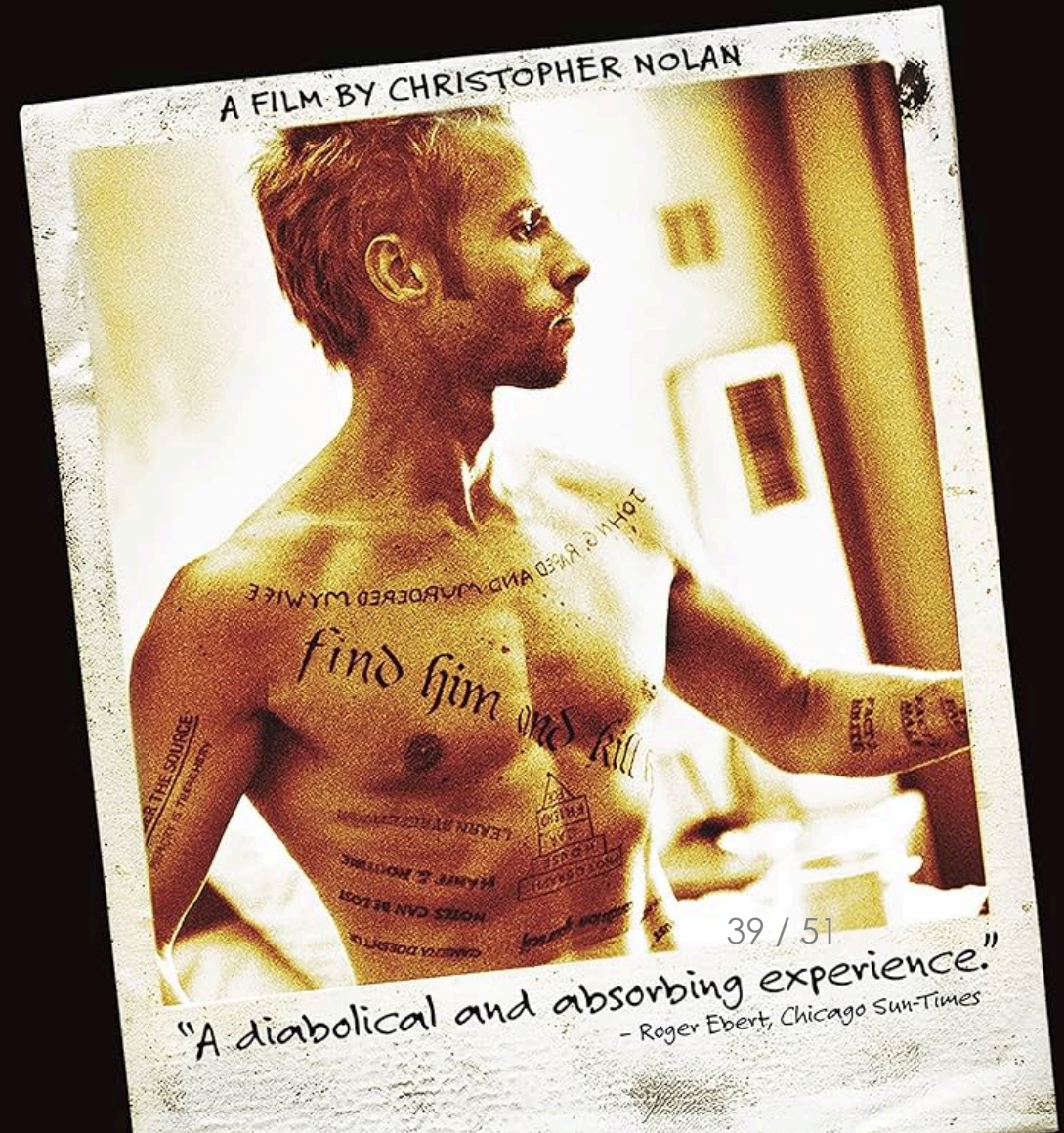


Reference: [The sovereign engineer](#), Russ Miles

Coding agents  
have one  
fundamental  
weakness

GUY PEARCE CARRIE-ANNE MOSS JOE PANTOLIANO

# MEMENTO

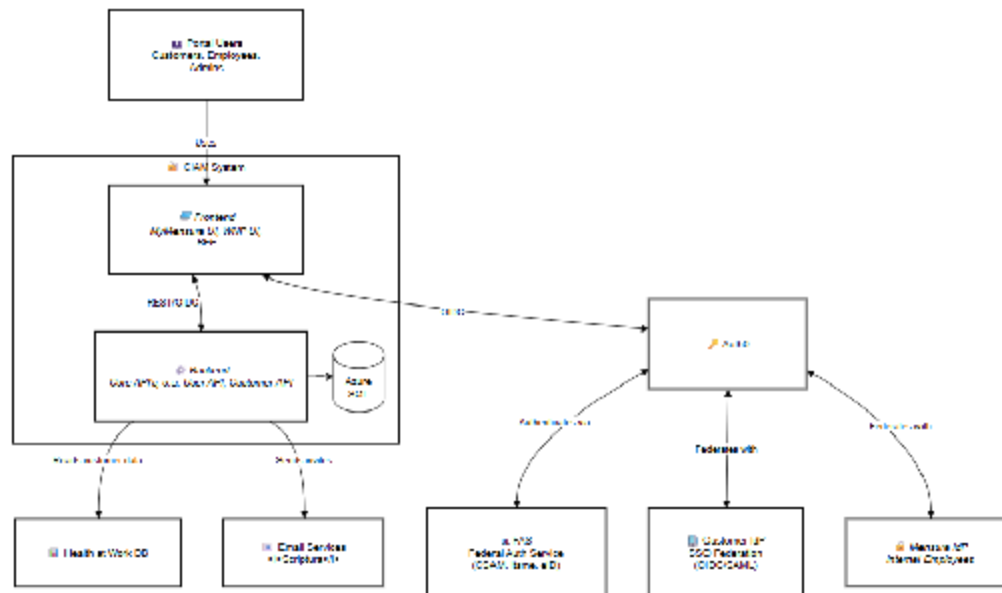


# Concrete habitat artifacts

All of these already exist in good engineering practice.

Now they have a **second consumer**: AI.

# Architect



## ADR-0008 - Specifieke views per API

By Sven Pollaris 1 min 7 Add a reaction

### Status

Geaccepteerd

05/12/2025

### Context

Voor het lezen van data uit HAW maken we gebruik van zelfbeheerde views die we gebruiken in Core API's. Deze kunnen we zelf beheren en daarmee zijn we dan onafhankelijk van TrustTeam.

We willen per API precies weten welke views er gebruikt worden. Om dat te bereiken willen we een

# User Story Product

1 Use a clear, simple format:

"As a [type of user], I want [goal or task] so that [reason or benefit]."

Example: "As a returning customer, I want to reset my account password so that I can regain access to my account in case I forgot or lost the password."

## Acceptance criteria

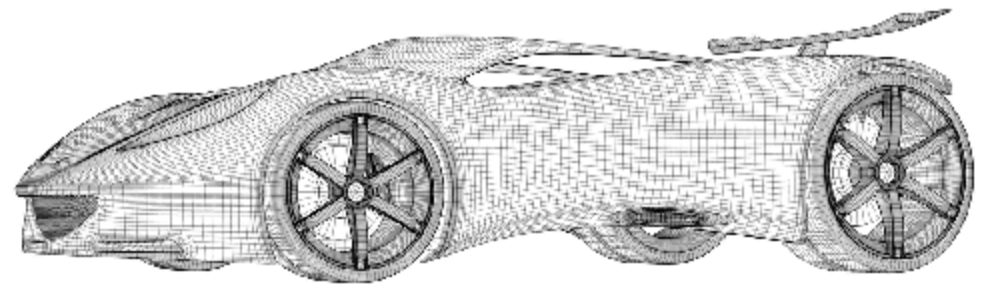
2 Define the specific conditions under which the user story is considered complete.

Description	Priority	Status
Example: The reset link expires after 24 hours.	● Medium	Open
...	...	...

## Scope

### Feature details

- Primary user: E.g. returning customer
- Platforms: E.g. web, mobile



# Tech

```
INT-CIAM
├── .github
├── skills
│   └── ef-migrations
│       └── MI
│           └── skill.md
├── run-tests
├── .vscode
├── INT.CIAM.Adapters
├── INT.CIAM.Adapters.Test
├── INT.CIAM.API
├── INT.CIAM.API.Test
├── INT.CIAM.Contracts
├── INT.CIAM.Core
└── INT.CIAM.Core.Tests
```

```
skill.md
Contents Preview History Compare Blame
1 ---
2 name: ef-migrations
3 description: 'How to add database migrations using entity framework core. Use this skill
4 ---
5
6 ## Database Migrations
7
8 Migrations are managed via EF Core in the 'INT.CIAM.Adapters' project.
9
10 ### Prerequisites
11 ```bash
12 dotnet tool install --global dotnet-ef
13
14
15 ### Add a New Migration
16 After modifying entities or DbContext configuration:
17 ```bash
18 dotnet ef migrations add <MigrationName> -p INT.CIAM.Adapters -s INT.CIAM.Adapters
19
20
21 ### Apply Migrations to Local Database
22
23 apply all pending migrations:
```

## Reference implementation

Always follow the structure and coding style of the reference implementation. Read every file to view the latest coding style.

- Service: [BasketService](#) (covers lookup and orchestration, delegate all functionality to the aggregates)
- Aggregate: [Basket](#) (covers rich domain logic)
- Repository: [IRepository](#) and [EfRepository](#) (covers data access and persistence)
- Unit tests: [AddItemToBasket.cs](#) Write ONLY unit tests in the style of this file. Unit tests cover both the service and aggregate functionality and use an in memory repository and fluent test data builders for maximum speed and clarity.

## Design Summary

This codebase follows Clean Architecture with Domain-Driven Design (DDD) principles. Business logic is distributed across three layers: Services orchestrate workflows, Aggregates encapsulate domain rules, and Repositories abstract data access. This separation ensures testability, maintainability, and clear boundaries between concerns.

Test Explorer

Run All | Run... | Playlist: All Tests

Calculator (268 tests) 45 failed

- ✗ CalculatorUnitTests (268) 24 sec
  - ✓ CalculatorFunctionalTests (14) 2 sec
  - ✗ CalculatorManagerTest (16) 3 sec
  - ✗ CalculatorUnitTests (208) 19 sec
    - ✗ CalcEngineTests (4) 154 ms
      - ✓ TestDigitGroupingStringToGr... 36 ms
      - ✗ TestGroupDigits 49 ms
      - ✗ TestGroupDigitsPerRadix 34 ms
      - ✗ TestIsNumberInvalid 34 ms
    - ✓ CalcInputTest (36) 3 ms
      - ✓ BackspaceDecimal < 1 ms
      - ✓ BackspaceMultiChar < 1 ms
      - ✓ BackspaceMultiCharDecimal < 1 ms
      - ✓ BackspaceSingleChar < 1 ms
      - ✓ BackspaceZero < 1 ms
      - ✓ Clear < 1 ms
      - ✓ SetDecimalSymbol < 1 ms
      - ✓ ToRational < 1 ms
      - ✓ ToStringBaseTooLong < 1 ms
      - ✓ ToStringEmpty < 1 ms
      - ✓ ToStringExponentBase10 < 1 ms
      - ✓ ToStringExponentBase8 < 1 ms
      - ✓ ToStringExponentNonative < 1 ms

Summary

Last Test Run Failed (Total Run Time 0:00:30.5467851)

✗ 45 Tests Failed

✓ 223 Tests Passed

Resource View | Test Explorer

# QA



# Playwright



## Prompt: testcases functional API testing

### ✦ 🗨️ STRUCTUUR DIE JE MOET VOLGEN

De output moet bestaan uit **meerdere tabellen**, telkens met testcases in **dezelfde vaste kolommen**:

### ✓ Kolommen per testcase

Elke testcase moet steeds deze kolommen bevatten:

TC-ID	Titel	Precondities	Steps / Input	Expected Result	Notities
-------	-------	--------------	---------------	-----------------	----------

### Toelichting:

- **TC-ID**: unieke testnummer met prefix afhankelijk van domein (bv. PRF-01, MPR-02, etc.)
- **Titel**: korte zin over wat wordt getest
- **Precondities**: welke data of systeemtoestand nodig is
- **Steps / Input**: welke API-call of actie moet worden uitgevoerd
- **Expected Result**: wat de API moet teruggeven, incl. statuscode, filtering, payload, businessregels
- **Notities**: extra context, edge behavior, datamodellogica, mappingregels, afhankelijkheden

### ✦ 🗨️ VERPLICHTE BLOKKEN DIE ALTIJD MOETEN VOORKOMEN

De AI moet de testcases automatisch opsplitsen in onderstaande vaste testcategorieën — **zelfs als de acceptatiecriteria ze niet expliciet noemen**, want dit is jouw standaard testset:

“

**Invest in your **shared habitat**.**

”

Knowledge isolation is your biggest AI blocker.

The habitat is **institutional knowledge made explicit**.

Everyone **cultivates** the habitat with their expertise in order for everyone to **leverage** the habitat.

# Tokenmaxxing is over

Level	Approx. Cost / seat
Chat + Autocomplete	\$40/mo
In-the-loop coding	\$40 – \$200/mo
On-the-loop coding	\$200 – \$2.000/mo
Dark Factory	\$2.000+/mo

# Takeaways

“

AI is an **amplifier**. Become a team worth  
**amplifying**.

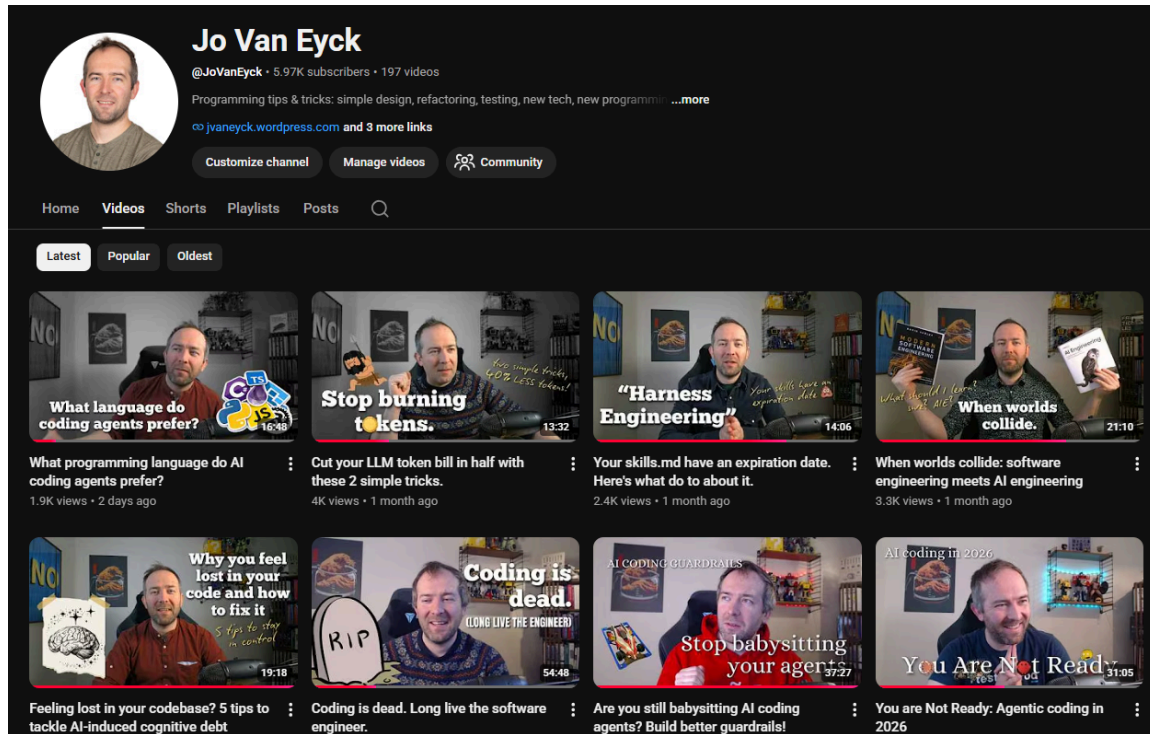
”

“

**Think about it in terms of a shared  
habitat where everyone contributes and  
benefits.**

”

# Stay up-to-date



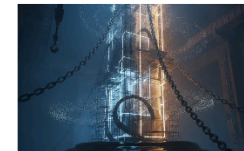
Jo Van Eyck  
@JoVanEyck • 5.97K subscribers • 197 videos  
Programming tips & tricks: simple design, refactoring, testing, new tech, new programming...more  
[jvaneyck.wordpress.com](https://jvaneyck.wordpress.com) and 3 more links  
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Latest Popular Oldest

- What language do coding agents prefer? 1.9K views • 2 days ago
- Stop burning tokens. 4K views • 1 month ago
- "Harness Engineering" 2.4K views • 1 month ago
- When worlds collide. 3.3K views • 1 month ago
- Why you feel lost in your code and how to fix it 19:18
- Coding is dead. Long live the software engineer. 54:48
- AI CODING GUARDRAILS Stop babysitting your agents? Build better guardrails! 37:27
- AI coding in 2026 You Are Not Ready. Agentic coding in 2026 31:05

## Agentic engineering weekly



### Agentic Engineering Weekly for March 28 - April 4, 2026

The industry spent this week naming things it couldn't articulate before. They point at structural problems: the debts AI coding creates that aren't in the code, the paradox o...

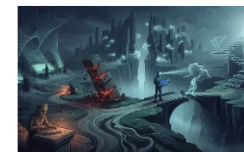
By Jo Van Eyck — 04 Apr 2026



### Agentic Engineering Weekly for March 20-27, 2026

This was the week practitioners started naming the costs nobody had been tracking. AI CodeCon crystallized an agent orchestration playbook, but the more interesting signa...

By Jo Van Eyck — 04 Apr 2026



### Agentic Engineering Weekly for March 14-21, 2026

Something shifted this week: the industry started naming things it couldn't articulate six months ago. Comprehension debt, craft alienation, agentic CD. These aren't...

By Jo Van Eyck — 04 Apr 2026

# Thank you

## Questions?

Jo Van Eyck

[jo.vaneyck@ae.be](mailto:jo.vaneyck@ae.be)