The techaddicted guide to

Documentation

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You have a developer





You have a developer

then you hire another







You have a developer

then you hire another

and another

And they talk to each other



which is fine







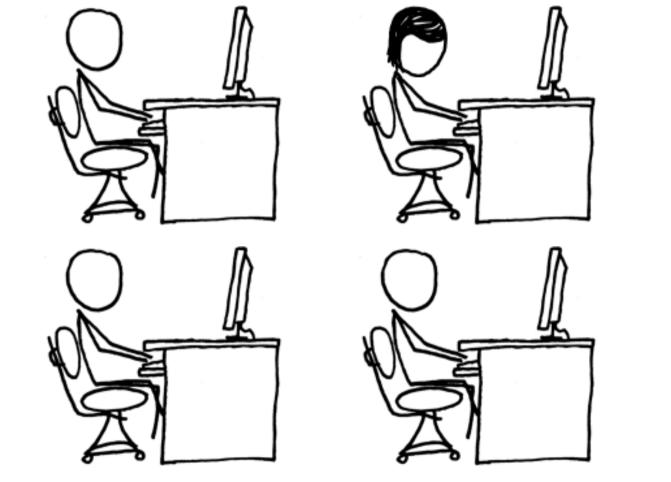
Until...







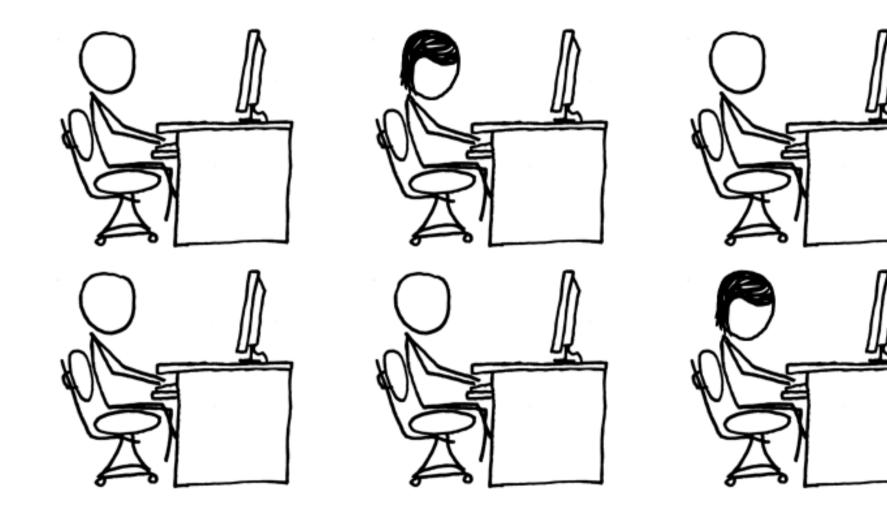
You hire more







And the new guys?



Don't have a clue...



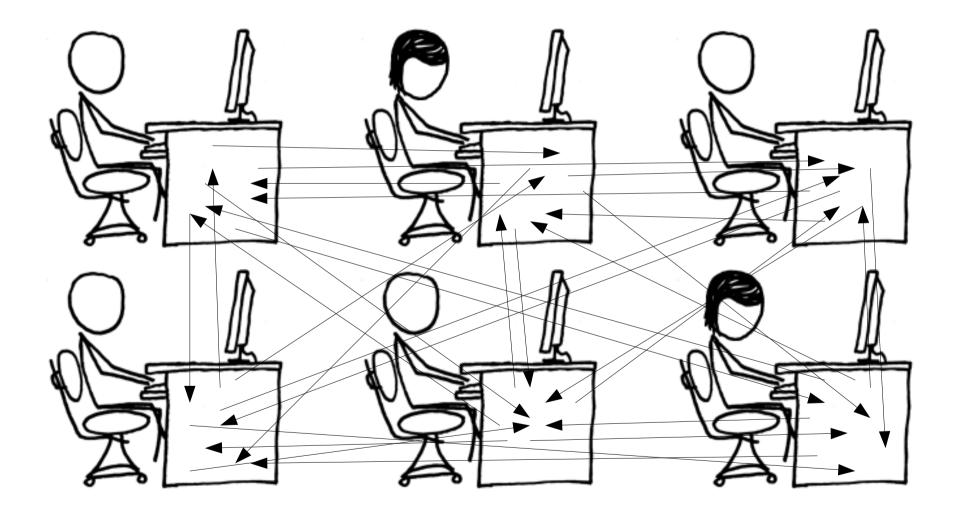
But there's a work to do



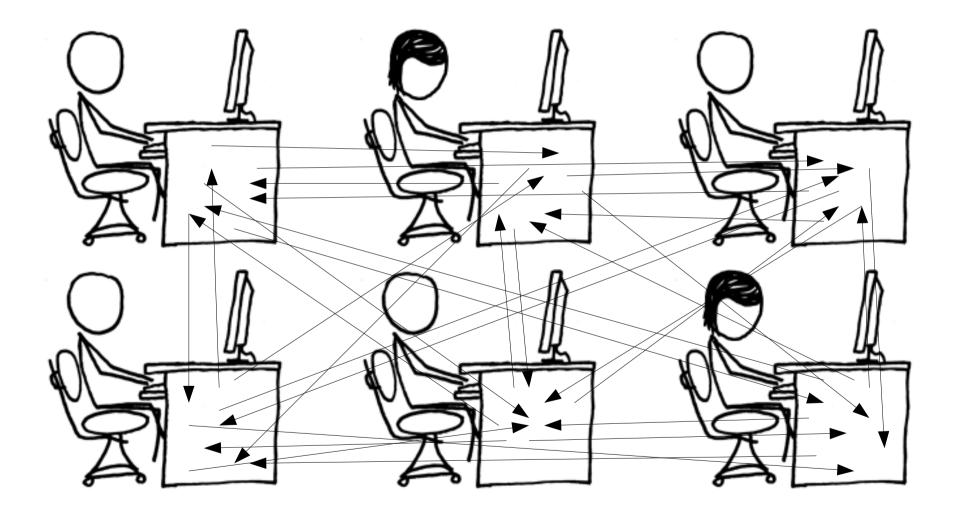
And you need all of them productive



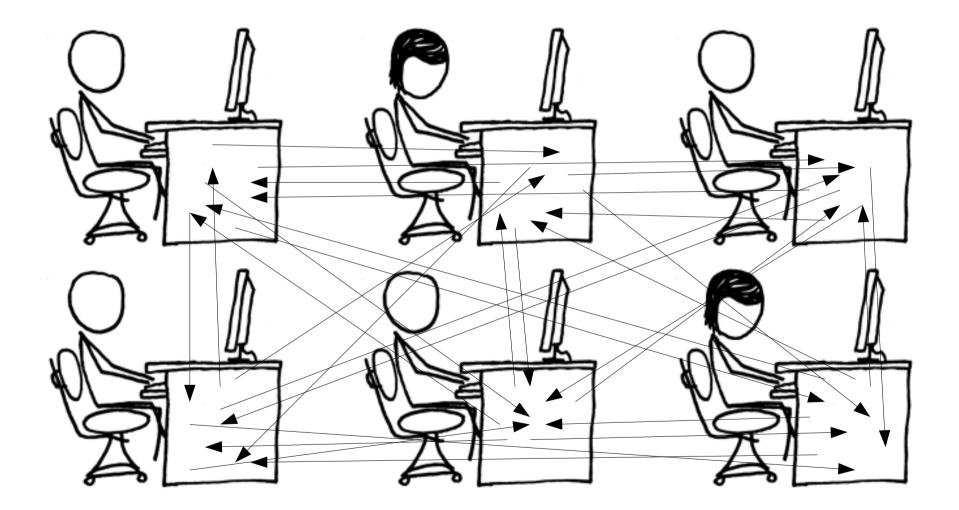
So they all talk



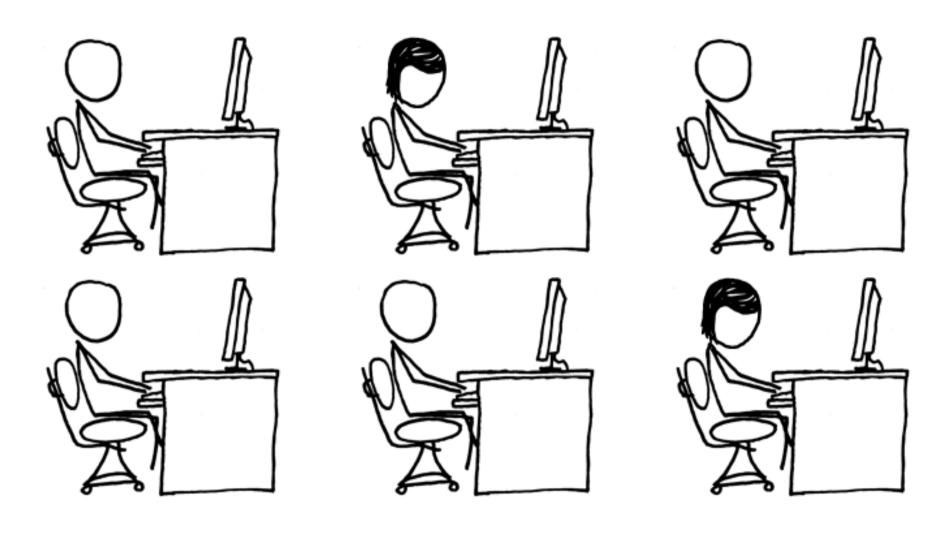
Which wastes a lot of time



But it's what they need to do



Then customers ring with questions



But only one guy knows the answer



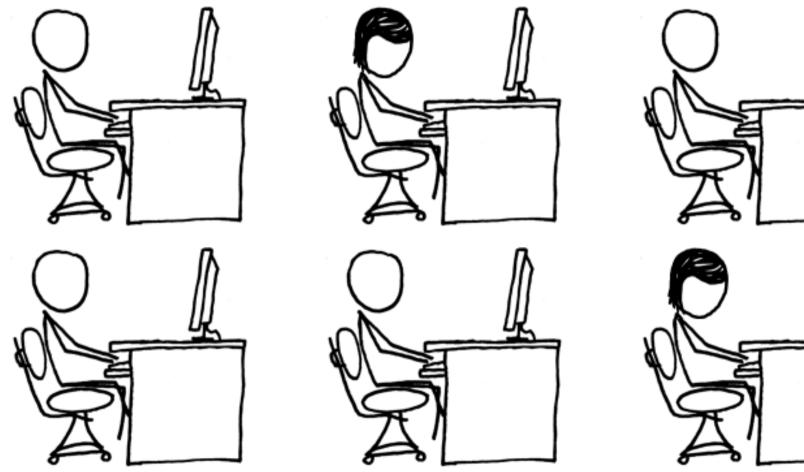




This isn't an efficient system...

So what do you do about it?

Make your developers write docs!

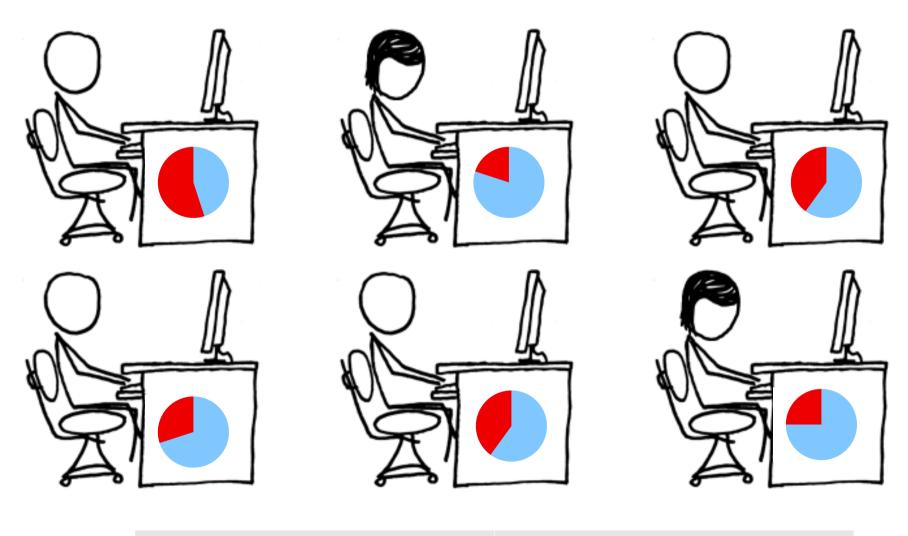




Except you didn't hire them to write

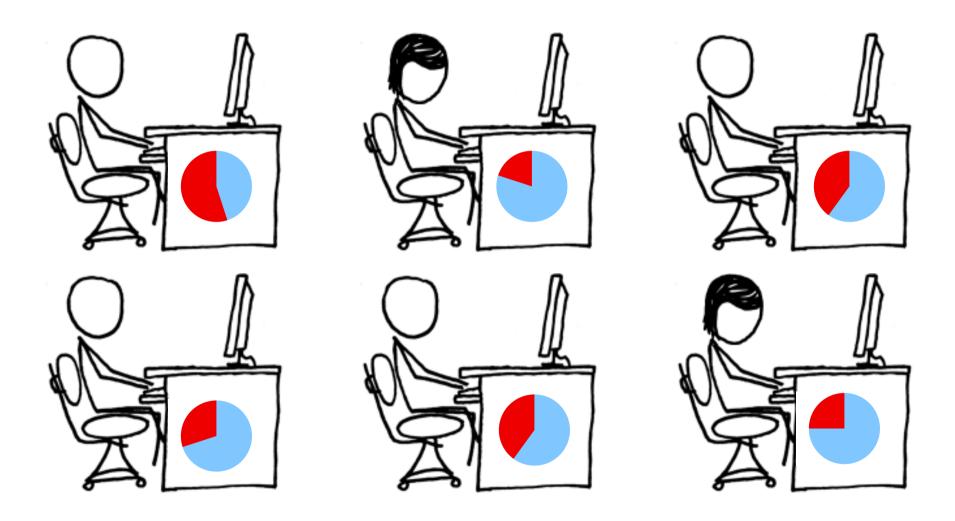


So they take awhile



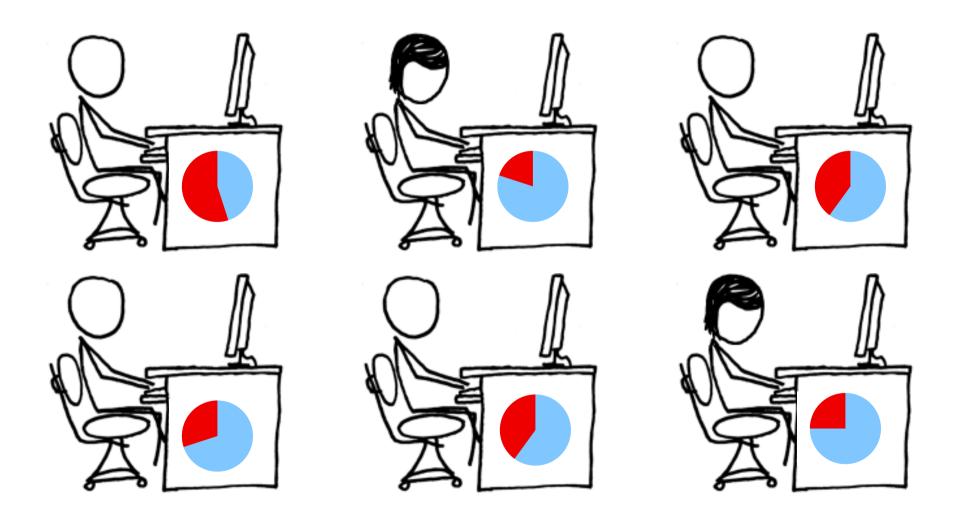
Programming

Because they're not sure how



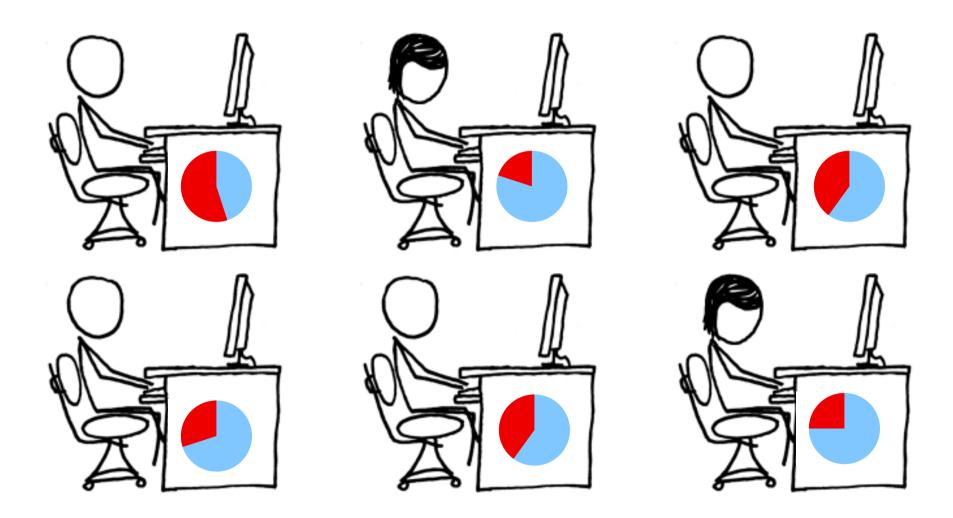
Programming

And now you have deadlines



Programming

And more work than resources



Programming

You need to free up your devs

So you have 2 options:

So you have 2 options:

1. Teach your developers to write

So you have 2 options:

1. Teach your developers to write

2. Hire a technical writer

1. Teach your developers to write

How to write

Lesson One

How to write

Lesson One

Audience

How to Write: Audience

Who will read the documentation?

How to Write: Audience

Who will read the documentation?

• Internal developers

How to Write: Audience

Who will read the documentation?

- Internal developers
- External developers

Who will read the documentation?

- Internal developers
- External developers
- Non-technical customers

Who will read the documentation?

- Internal developers
- External developers
- Non-technical customers
- Your mum

- Internal developers
- External developers
- Non-technical customers
- Your mum

- Internal developers
 - Wiki pages, code comments
- External developers
- Non-technical customers
- Your mum

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 - Wiki pages, code comments
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 - API descriptions, architecture diagrams
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- Internal developers
 - Wiki pages, code comments
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 - API descriptions, architecture diagrams
- Non-technical customers
 - UI descriptions, step-by-steps
- Your mum
 - A short, high-level explanation (and love)

So:

• Figure out who your audience is

So:

- Figure out who your audience is
- Know which different types of information your audience needs to know

How to write

Lesson Two

How to write

Lesson Two

Topics

Imagine you're only writing internal docs

Imagine you're only writing internal docs

Audience: Those new guys you hired

Imagine you're only writing internal docs

Audience: Those new guys you hired

Goal: So they can answer the customers' questions on the phone

They'll need to know:

• What is your software for?

- What is your software for?
- What things (tasks) do users need to do?

- What is your software for?
- What things (tasks) do users need to do?
- What stuff does the user need to know to do those tasks?

- What is your software for?
- What things (tasks) do users need to do?
- What stuff does the user need to know to do those tasks?
- What is each individual step in each task?

- What is your software for?
- What things (tasks) do users need to do?
- What stuff does the user need to know to do those tasks?
- What is each individual step in each task?
- What problems do customers have?

Put different information in different sections

Put different information in different sections:

1. Some conceptual information

Put different information in different sections:

- 1. Some conceptual information
 - 1. Some more specific information

Put different information in different sections:

- 1. Some conceptual information
 - 1. Some more specific information
 - 2. A task you can perform

For example

For example

- 1. Peanut Butter and Jelly Basics
 - 1. Types of Peanut Butter
 - 1. Homemade Peanut Butter
 - 2. Store-bought Peanut Butter
 - 2. Jelly, Jam and Preserves
 - 1.Selecting a Jelly, Jam or Preserve
 - 3. Bread
 - 1.Choosing a Type of Bread
 - 2.Slicing Bread

NOTE:

Knowing how to structure comes with practice

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HINT:

If you need to write many similar documents, then create a template

How to Write

Lesson Three

How to Write

Lesson Three

Templates

A fixed document structure means:

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• All guides of the same type are similar so readers know where to look

A fixed document structure means:

- All guides of the same type are similar so readers know where to look
- A writer can use the outline as a fill-in-the blank for the basics which saves time

For each document type, create a structure:

I. Introduction II.Concepts III.Tasks IV.References V.Glossary

For each document type, create a structure:

I. Introduction II.Concepts III.Tasks IV.References

V.Glossary

And use it every time.

How to Write

Lesson Four

How to Write

Lesson Four

Style

Two rules:

Be consistent
Be clear

- Email
- E-mail
- email
- e-Mail
- eMail

- Version 3.3 and later
- Version 3.3 or later
- Version 3.3 and higher
- Version 3.3 or higher
- Version 3.3 upwards

- Enter text in the text field.
- Type text in the field.
- Write text in the box.
- Fill in the text box.

- Select the radio button
- Choose your option
- Pick your selection
- Fill in the bubble

Be clear, avoid ambiguous words

Be clear, avoid ambiguous words:

Bad:

<u>Once</u> you have clicked the button <u>once</u>, something happens.

Be clear, avoid ambiguous words:

Bad:

<u>Once</u> you have clicked the button <u>once</u>, something happens.

Good:

<u>After</u> you click the button <u>once</u>, something happens.

Be clear, avoid ambiguous words:

Bad:

You need to enter your login details <u>since</u> the service requires authentication

Be clear, avoid ambiguous words:

Bad:

You need to enter your login details <u>since</u> the service requires authentication

Good:

You need to enter your login details <u>because</u> the service requires authentication.

Be clear, avoid ambiguous words

There are more, I've got a list.....

How to Write

Lesson Five

How to Write

Lesson Five

Graphics

How to Write: Graphics

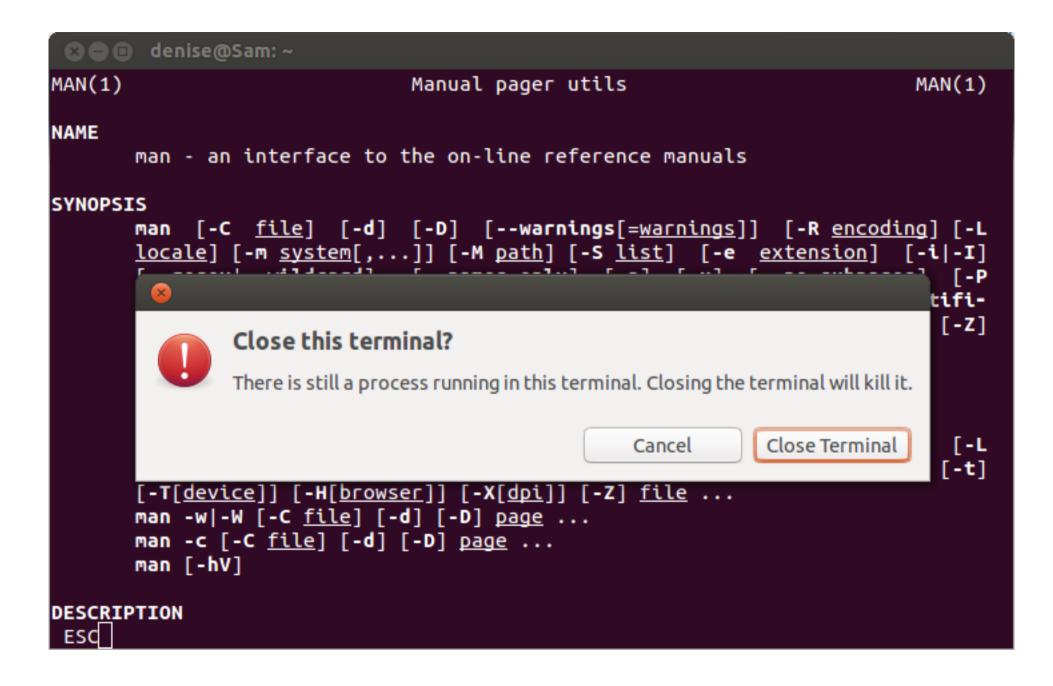
Only use graphics when absolutely necessary

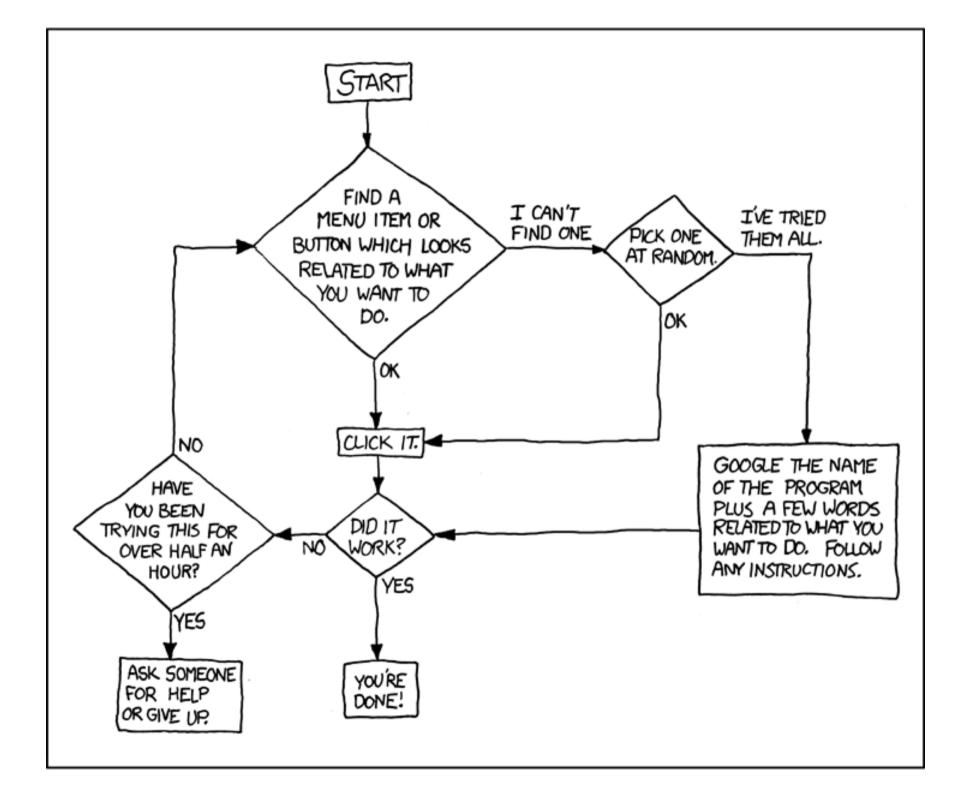
How to Write: Graphics

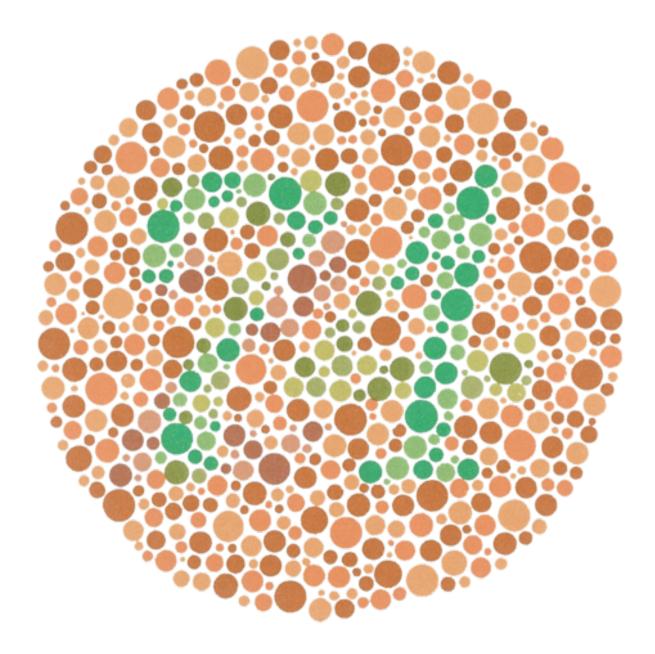
Only use graphics when absolutely necessary

Bad: Screenshots

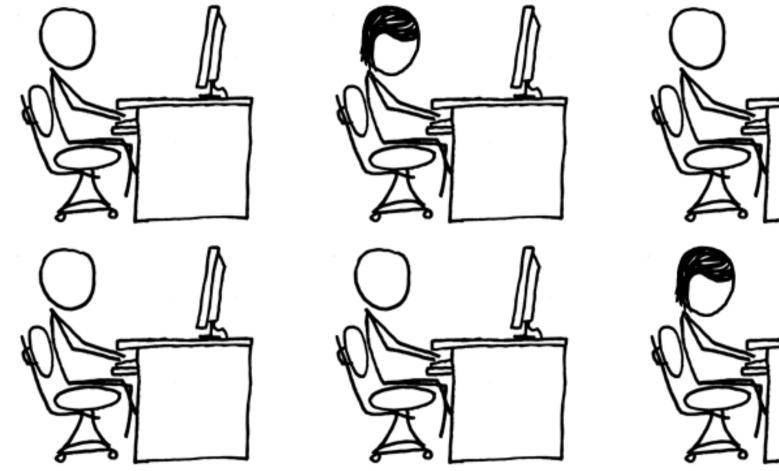
Good: Diagrams







Remember your developers?



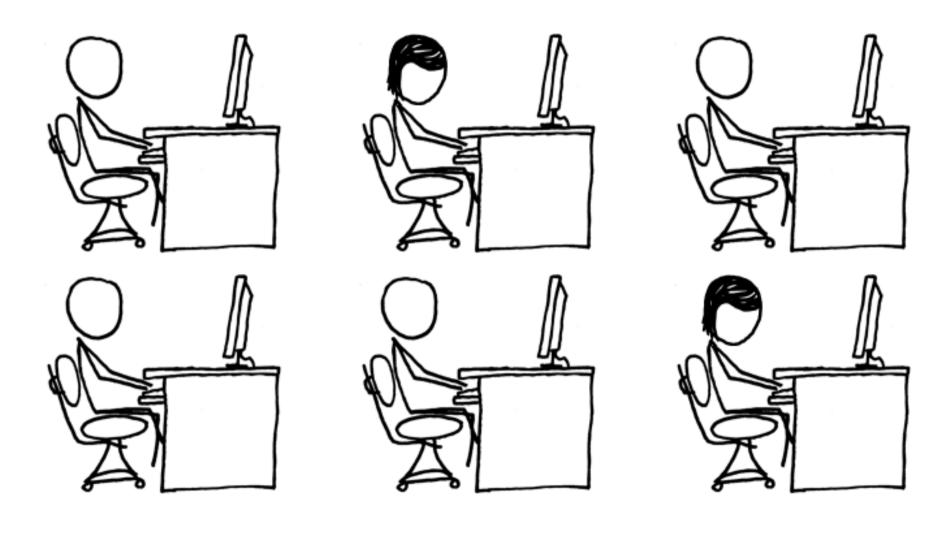




Think they'd want to learn all this?



They'd rather be coding



(ask them sometime)



2. Hire a technical writer

Next time you have an opening...







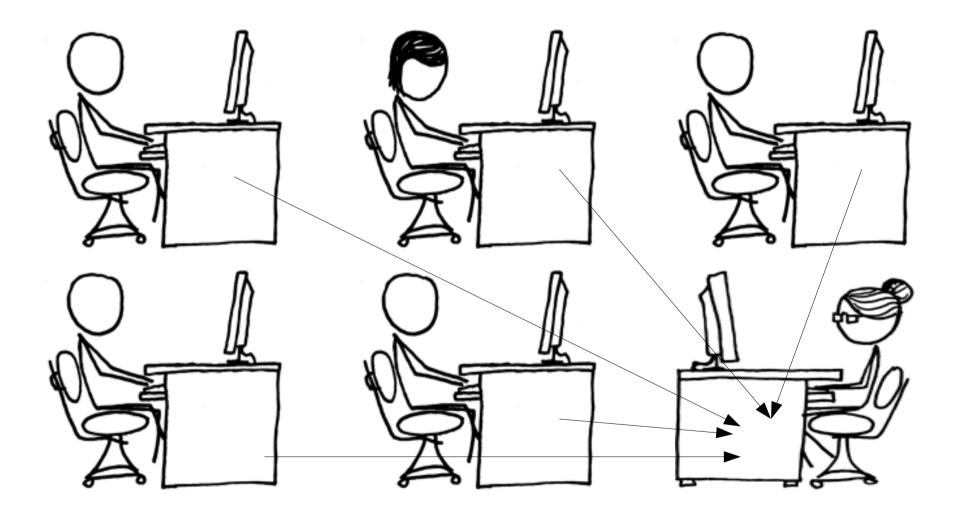




Consider hiring a technical writer



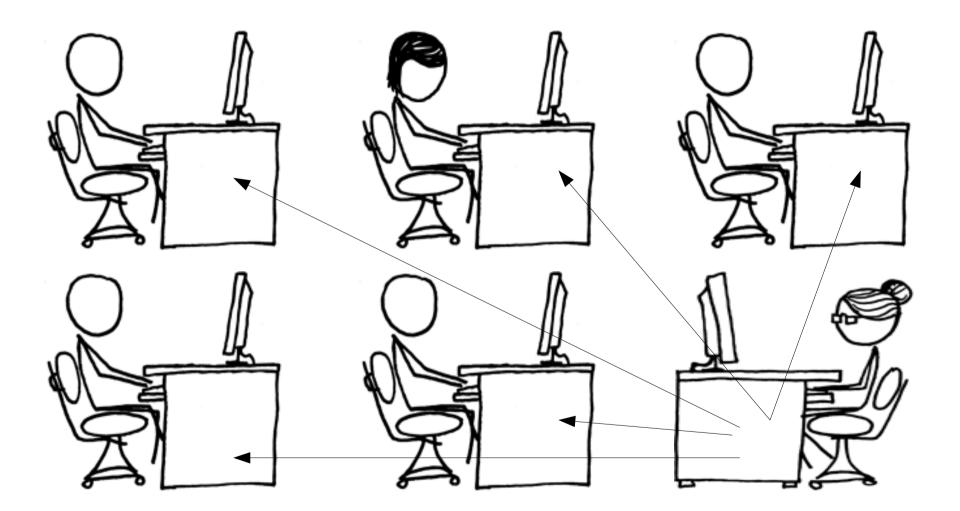
Everyone can talk to the writer



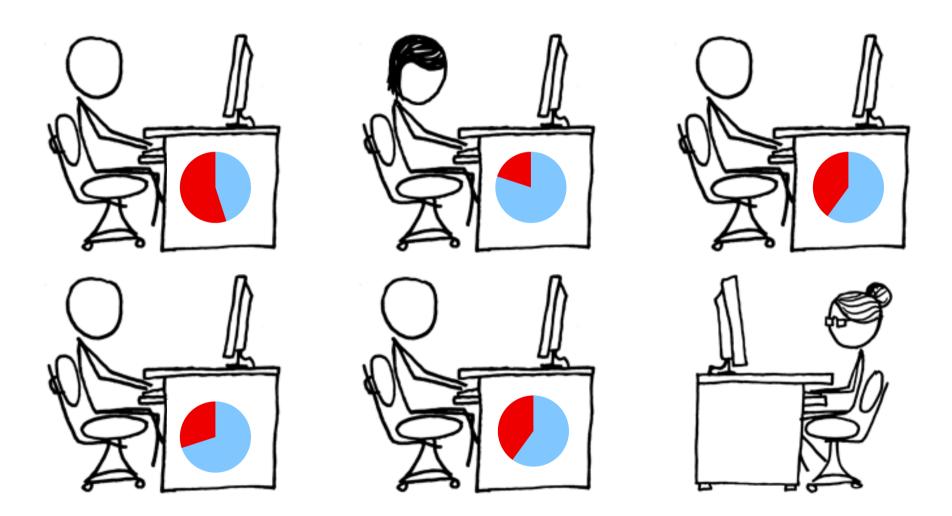
Who'll write it all down



And only ask for reviews



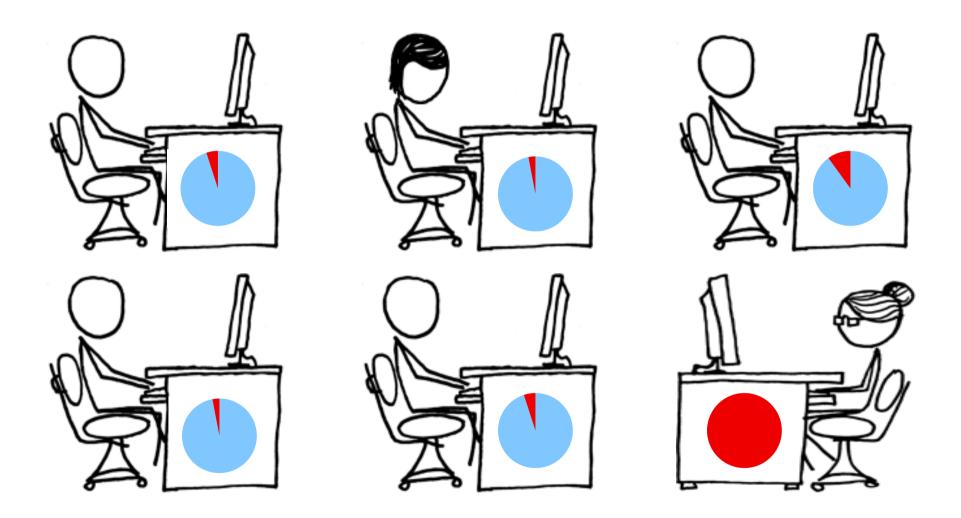
And your overwhelmed developers



Programming

Documentation

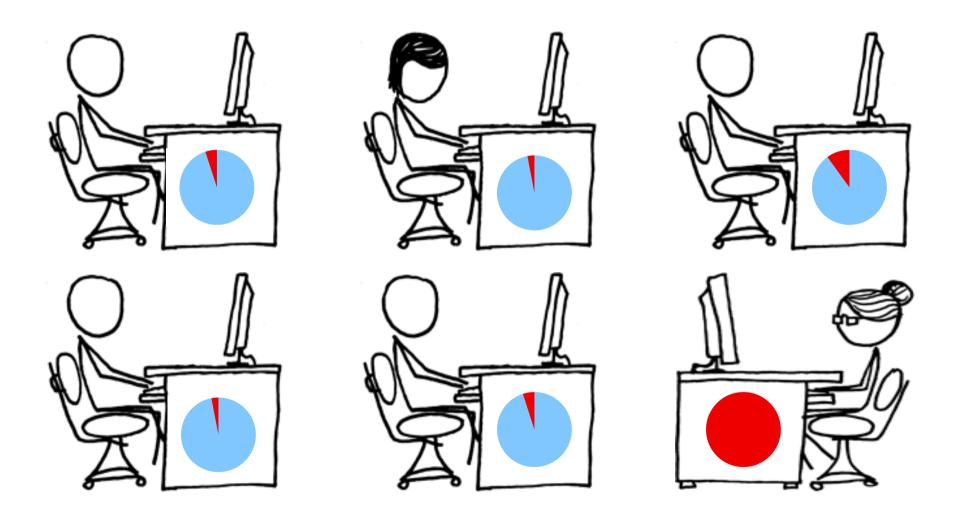
Have more time to spend coding



Programming

Documentation

Which is what they like doing



Programming

Documentation

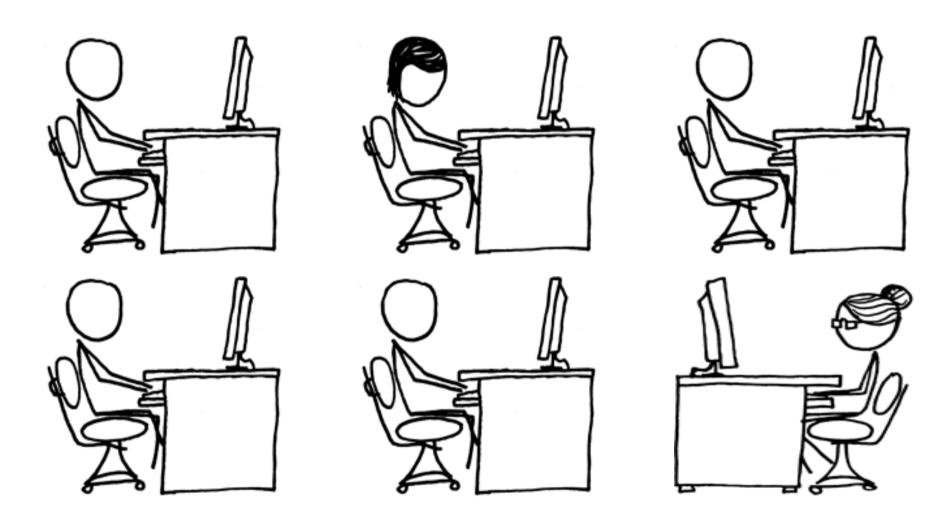
And the documentation



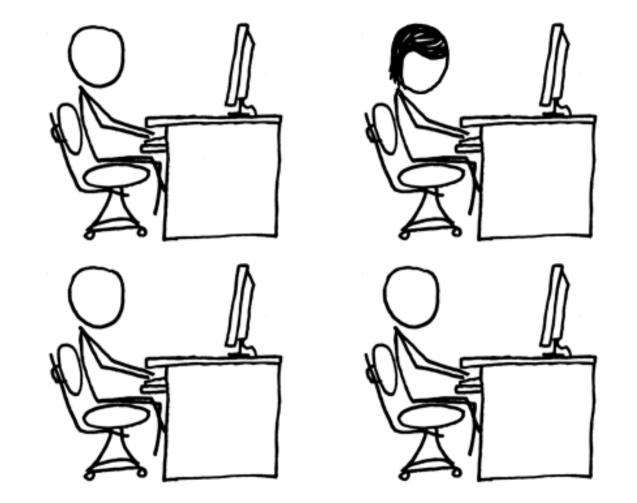
Will be much better for it



Because someone enjoys writing it



And knows what they're doing







Questions?

- To learn more about documentation:
- 1) Ask a question now
- 2) Ask another question later by using one of the following contact methods:

ltem	Value
Email	hello@techaddiction.co.uk
Twitter	@dnwood
Skype	Edinburgher10

Result: Your question will be answered