## **Searls-Briggs Type Indicator®**

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1.	It's boring when all the code in a project is structured similarly.				9.	<ol><li>I love experimenting with new tools, frameworks, and build systems.</li></ol>						
	<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree		<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree	
2.	I prefer hearing all requirements up front, even if I can't tackle them all right away.					10.	10. Publishing metrics (e.g. code coverage) is always a good idea.					
	<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree		<b>1</b> Strongly Disagree	2	<b>3</b> Meh.	4	5 Strongly Agree	
3.	It's okay for everyone on a team to maintain separate coding styles.				11.	11. Most teams lack sufficient understanding of their dependencies.						
	<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree		<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree	
4.	. I often feel paralyzed while staring at a blank editor screen.					12.	<ol><li>Better to ship code quickly than wait until everything's tested.</li></ol>					
	<b>1</b> Strongly Disagree	2	<b>3</b> Meh.	4	<b>5</b> Strongly Agree		<b>1</b> Strongly Disagree	2	<b>3</b> Meh.	4	5 Strongly Agree	
5.	I strive to write visually appealing code, down to syntax & symmetry.					<ol><li>I look forward to being assigned to new projects and teams.</li></ol>						
	1 Strongly Disagree	2	<b>3</b> Meh.	4	<b>5</b> Strongly Agree		<b>1</b> Strongly Disagree	2	<b>3</b> Meh.	4	<b>5</b> Strongly Agree	
6.	It's more important to build the right thing than to build the thing right.					14.	<ol><li>Adding to a long function feels like more code won't "fit".</li></ol>					
	<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree		1 Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree	
7.	Writing good commit messages today will pay off in the future.				15. Design principles are useful, but most teams waste too much time on them.							
	<b>1</b> Strongly Disagree	2	<b>3</b> Meh.	4	5 Strongly Agree		<b>1</b> Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree	
8.	Software teams will make smarter use of time under pressure.					16.	<ol><li>Software is generally improving over time and we're not doomed.</li></ol>					
	1 Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree		1 Strongly Disagree	2	3 Meh.	4	<b>5</b> Strongly Agree	
В	 <b>ох 1:</b> сотрі	ute #2 -	#4 + #13	- #14 =	=	Вох	3: compute	e #7 + #	8 + #10 +	#16 =		
Greater than <b>0</b> ? Mark [ <b>F</b> ]earless. Otherwise, [ <b>S</b> ]ensistive. <b>Box 2:</b> compute #1 - #5 + #6 + #9 =						Greater than <b>10</b> ? Mark [ <b>N</b> ]aive. Otherwise, [ <b>L</b> ]eery. <b>Box 4</b> : compute #3 - #11 + #12 + #15 =						
												Greater than <b>5</b> ? Mark [ <b>I</b> ]nventive. Otherwise. [ <b>A</b> ]esthetic.

My Searls-Briggs® type is



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