'Just Enough is Good Enough'

In this highly connected world, developers face the problem of embracing new technologies frequently throughout his career. A lot of information needs to be digested daily. This is especially the case when technology changes rapidly. Newer technologies are introduced to solve the same problem even before older technologies have served their purposes.

Developers face the constant dilema of having to invest time and energy to learn and cope with new technologies or otherwise face obselescence. The promises brought about by new technologies usually come only with an in depth knowledge of the topics. However, after a developer has spent significant amount of time learning the technology, the technology starts to become obsolete. The only thing that does not change is change itself. It is thus important for a developer to keep upgrading himself with knowledge of new technologies. A lot of time has to be spent on reading up the materials on new technologies. To add to the problem, there frequently exists tons of information about a particular topic. It is of course intresting to read up these information. But often some of these information have no relevance to the development of the developers' project. It is thus important to provide developers with documentations/books/tutorials containing the necessary information in the shortest possible time. If provided with too much details, the developers have to constantly decide whether the extra materials are useful to him.

On the other hand, if developers are equipped with only very basic and minimum information about a topic, he will need to constantly look out for other details to ensure the completion of his project and thus incur extra time in looking for that information.

It is with this dilema that the concept of 'Just Enough is Good Enough' is born. We strongly believe that it is necessary to provide developers with Just Enough information. 'But enough for what?' you might ask. Enough for them to use the technology for their projects. Enough for them to go a long way from development to deployment. Enough for them to achieve success in their projects. But also Just Enough so that they do not have to make decisions whether certain topics need to be skipped or explored in more detail.

The tutorials here aim to provide **'Just Enough'** information for developers to develop, maintain and deploy their projects with OpenEnterpriseX and nothing more. We feel that a developer's time is important, and thus we will not provide unecessary details in our tutorials. However this does not mean that the tutorials will only provide very basic or minimum information. The line we draw is 'Just Enough'. In case when a topic requires extensive coverage in order to meet the definition 'Just Enough', we will not hestitate to do so. The rationale as explained is to provide developers with the necessary knowledge in the shortest time possible without requiring them to make the decision of how much to learn. We believe that once a developer is equipped with 'Just Enough' knowledge, they will be able to spent their time effectively in completing their projects and spend the rest of their time pursuing other meaningful aspects of life.