

## Keep it scalable, kids

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We had a lot of trouble today with some really bad code that looked to be written about 10 years ago.

It was simply horrible. Nested loops, tons of CFIFs, you name it. Opening and editing this one CF file felt kinda like fixing a leaky pipe in my crawlspace. Dusty air, spiders all over the place, dark, no room to move...yuck.

Anyway this one page suddenly became very popular, and was definately NOT scalable. I rewrote it so the server would stop crashing (!) and it is now seriously about 100 times faster than before.

If, by chance, you are a person looking for web development services, be sure to get someone who knows what they're doing.

If, by chance, you are a developer, make your code scalable. Most of you know this, but I'll say it anyway -- Just because your code runs well on your dev box, it doesn't mean it will perform the same way when it's hit by 50 concurrent users. And if you have to write nasty slow code, at least cache it.

Thanks, I'm going to bed now.