

# Power of Plain Text

- Prefer human-readable data

# Shell Games

- What are advantages of knowing and using shells over GUI's?
- What are your favorite shell commands?
  - ls, grep, find, ...

# Power Editing

- Learn one editor well
- What about great IDE's like Eclipse?
  - Use your favorite editor in Eclipse
  - WinEdt example

# Source Code Control

- What could/should you keep under source code control beside code and tests?

# Debugging

- Tip #24 “Fix the Problem, Not the Blame”
- Visual debuggers such as DDD
- Tracing
- Rubber Ducking
  - Talk through the problem

# Text Manipulation

- Learn a good text manipulation language
  - Perl, Python, Tcl, Ruby, sed, awk

# Code Generators

- Passive code generators
  - Run once to produce results that live on
- Active code generators
  - Run with every build to produce useful code