

# Pragmatic Programmer

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# Preface

- Tip #1: Care About Your Craft
  - Why do it unless you intend to do it well
  - How is your work similar/different to that of a cabinet maker, a painter, a stonecutter, ...
- Tip #2: Think! About Your Work
  - Everyday
- Kaizen
  - Make small improvements every day

# Chapter 1

- The Cat Ate My Source Code
  - Who is responsible for you and your actions?
    - You
    - Not your parents, your professors, your boss
    - Not your friends, your spouse, your kids
  - Life will always be unfair and uncontrollable
  - You cannot choose what happens to you
  - You can choose **your** actions and how you respond
- Tip #3: Provide Options, Don't Make Lame Excuses

# Tip 4

- Don't Live with Broken Windows
- What are Broken Windows in Software?
  - Bad designs, wrong decisions, poor code, no tests; beginning of *software entropy*
- If you don't have time to fix it what do you do?
  - Board it up, i.e. remove it or declare it as “not implemented”

# Stone Soup and Frog Soup

- Summarize the Stone Soup story
- How does it relate to software?
  - Tip 5: Be a catalyst for change
  - Start something good, show people and say, “of course it would be better if we added...”
- Summarize the Boiling Frog story
- How does it relate to software?
  - Tip 6: Remember the Big Picture

# Your Knowledge Portfolio

- How is your software knowledge portfolio similar to a stock portfolio?
  - Invest regularly
  - Diversify
  - Manage risk
  - Buy low, sell high
  - Review and rebalance

# Tip 10

- It's both what you say and the way you say it