

## The Pragmatic Programmer Quick Reference Guide

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This page summarizes the tips and checklists found in *The Pragmatic Programmer*.

For more information about The Pragmatic Programmers LLC, source code for the examples, up-to-date pointers to Web resources, and an online bibliography, visit us at [www.pragmaticprogrammer.com](http://www.pragmaticprogrammer.com)

1. **Care About Your Craft**  
Why spend your life developing software unless you care about doing it well?
2. **Think! About Your Work**  
Turn off the autopilot and take control. Constantly critique and appraise your work.
3. **Provide Options, Don't Make Lame Excuses**  
Instead of excuses, provide options. Don't say it can't be done; explain what can be done.
4. **Don't Live with Broken Windows**  
Fix bad designs, wrong decisions, and poor code when you see them.
5. **Be a Catalyst for Change**  
You can't force change on people. Instead, show them how the future might be and help them participate in creating it.
6. **Remember the Big Picture**  
Don't get so engrossed in the details that you forget to check what's happening around you.
7. **Make Quality a Requirements Issue**  
Involve your users in determining the project's real quality requirements.
8. **Invest Regularly in Your Knowledge Portfolio**  
Make learning a habit.
9. **Critically Analyze What You Read and Hear**  
Don't be swayed by vendors, media hype, or dogma. Analyze information in terms of you and your project.
10. **It's Both What You Say and the Way You Say It**  
There's no point in having great ideas if you don't communicate them effectively.
11. **DRY—Don't Repeat Yourself**  
Every piece of knowledge must have a single, unambiguous, authoritative representation within a system.
12. **Make It Easy to Reuse**  
If it's easy to reuse, people will. Create an environment that supports reuse.
13. **Eliminate Effects Between Unrelated Things**  
Design components that are self-contained, independent, and have a single, well-defined purpose.
14. **There Are No Final Decisions**  
No decision is cast in stone. Instead, consider each as being written in the sand at the beach, and plan for change.

# The Pragmatic Programmer Quick Reference Guide

**J Dewey**



## **The Pragmatic Programmer Quick Reference Guide:**

*Arduino: A Quick-Start Guide* Maik Schmidt, 2015-01-20 Arduino is an open source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now with this new edition of the bestselling *Arduino: A Quick Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up to date for the new Arduino Zero board with step by step instructions for building a universal remote, a motion sensing game controller, and many other fun useful projects. This Quick Start Guide is packed with fun useful devices to create with step by step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion sensing game controller with a three axis accelerometer, create a universal remote with an Arduino, and a few cheap parts build your own burglar alarm that emails you whenever someone's moving in your living room. Build binary dice and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real world projects using the Arduino. Exercises extend your skills, and What If It Doesn't Work sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book. Some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include: [adafruit.com](http://adafruit.com), [makershed.com](http://makershed.com), [radioshack.com](http://radioshack.com), [sparkfun.com](http://sparkfun.com), and [mouser.com](http://mouser.com). Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero or Uno or Duemilanove or Diecimila board, USB cable, Half size breadboard, Pack of LEDs (at least 3, 10 or more is a good idea), Pack of 100 ohm, 1k ohm, and 10k ohm resistors, Four pushbuttons, Breadboard jumper wire, connector wire, Parallax Ping sensor, Passive Infrared sensor, An infrared LED, A 5V servo motor, Analog Devices TMP36 temperature sensor, ADXL335 accelerometer breakout board, 6 pin 0.1 standard header (might be included with the ADXL335), Nintendo Nunchuk Controller, Arduino Ethernet shield, Arduino Proto shield, and a tiny breadboard (optional but recommended), Piezo speaker/buzzer (optional), Tilt sensor (optional), A 25-30 Watts soldering iron with a tip (preferably 1.16), A soldering stand, and a sponge. A standard 60/40 solder rosin core spool for electronics work.

*The Pragmatic Programmer* Andrew Hunt, David Thomas, 1999-10-20 What others in the trenches say about *The Pragmatic Programmer*: The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there. Kent Beck, author of *Extreme Programming Explained*: Embrace Change. I found this book to be a great mix of solid advice and wonderful analogies. Martin Fowler, author of *Refactoring* and *UML Distilled*: I would buy a copy, read it twice, then tell all my

colleagues to run out and grab a copy This is a book I would never loan because I would worry about it being lost Kevin Ruland Management Science MSG Logistics The wisdom and practical experience of the authors is obvious The topics presented are relevant and useful By far its greatest strength for me has been the outstanding analogies tracer bullets broken windows and the fabulous helicopter based explanation of the need for orthogonality especially in a crisis situation I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike John Lakos author of Large Scale C Software Design This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients Eric Vought Software Engineer Most modern books on software development fail to cover the basics of what makes a great software developer instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well An excellent book Pete McBreen Independent Consultant Since reading this book I have implemented many of the practical suggestions and tips it contains Across the board they have saved my company time and money while helping me get my job done quicker This should be a desktop reference for everyone who works with code for a living Jared Richardson Senior Software Developer iRenaissance Inc I would like to see this issued to every new employee at my company Chris Cleeland Senior Software Engineer Object Computing Inc If I m putting together a project it s the authors of this book that I want And failing that I d settle for people who ve read their book Ward Cunningham Straight from the programming trenches The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process taking a requirement and producing working maintainable code that delights its users It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse Read this book and you ll learn how to Fight software rot Avoid the trap of duplicating knowledge Write flexible dynamic and adaptable code Avoid programming by coincidence Bullet proof your code with contracts assertions and exceptions Capture real requirements Test ruthlessly and effectively Delight your users Build teams of pragmatic programmers and Make your developments more precise with automation Written as a series of self contained sections and filled with entertaining anecdotes thoughtful examples and interesting analogies The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development Whether you re a new coder an experienced programmer or a manager responsible for software projects use these lessons daily and you ll quickly see improvements in personal productivity accuracy and job satisfaction You ll learn skills and develop habits and attitudes that form the foundation for long term success in your career You ll become a Pragmatic Programmer *Buildr* Buildr,2009-06-14 From the Apache Buildr project documentation **Software Engineering Made Easy** Marco Gähler,2025-07-04 Learn how to write good code for humans This user friendly book is a comprehensive guide to writing clear and bug free code It integrates established programming principles and outlines expert driven rules to prevent you

from over complicating your code You ll take a practical approach to programming applicable to any programming language and explore useful advice and concrete examples in a concise and compact form Sections on Single Responsibility Principle naming levels of abstraction testing logic if else interfaces and more reinforce how to effectively write low complexity code While many of the principles addressed in this book are well established it offers you a single resource Software Engineering Made Easy modernizes classic software programming principles with quick tips relevant to real world applications Most importantly it is written with a keen awareness of how humans think The end result is human readable code that improves maintenance collaboration and debugging critical for software engineers working together to make purposeful impacts in the world What You Will Learn Understand the essence of software engineering Simplify your code using expert techniques across multiple languages See how to structure classes Manage the complexity of your code by using level abstractions Review test functions and explore various types of testing Who This Book Is For Intermediate programmers who have a basic understanding of coding but are relatively new to the workforce Applicable to any programming language but proficiency in C or Python is preferred Advanced programmers may also benefit from learning how to deprogram bad habits and decomplicate their code

**Extreme Programming and Agile Methods - XP/Agile Universe 2002** Don Wells,Lauris Williams,2003-08-02 The second XP Universe and rst Agile Universe brought together many p ple interested in building software in a new way Held in Chicago August 4 7 2002 it attracted software experts educators and developers Unlike most c ferences the venue was very dynamic Many activities were not even well de ned in advance All discussions were encouraged to be spontaneous Even so there were some written words available and you are holding all of them now We have collected as much material as possible together into this small volume It is just the tip of the iceberg of course A reminder to us of what we learned the people we met and the ideas we expressed The conference papers including research and experience papers are rep duced in these proceedings Forty one 41 papers were submitted Each subm ted paper received three reviews by program committee members The program committee consisted of 40 members Papers submitted by program committee members were refereed separately This ensured that reviewers could provide an honest feedback not seen by the paper submitters In many cases the program committee shepherded authors to signi cantly improve their initial submission prior to completing the version contained in these proceedings In the end the program committee chose 25 papers for publication 60% acceptance

□□□ □□□□□□□□ □□□□□□□□□□ Andrew Hunt□David Thomas,2016-11-30 2 Andrew Hunt and David Thomas The Pragmatic Programmer Addison Wesley 1999 2000 1 2 3 4 5 6 7 8 A B C **Beginning Ruby** Peter Cooper,2017-01-11 Based on the bestselling first edition Beginning Ruby From Novice to Professional Second Edition is the leading guide for every type of reader who wants to learn Ruby from the ground up The new edition of this book provides the same excellent introduction to Ruby as the first edition plus updates for the newest version of Ruby including the addition of the Sinatra and Ramaze web application frameworks and a chapter on GUI development so developers can take advantage of these new

trends Beginning Ruby starts by explaining the principles behind object oriented programming and within a few chapters builds toward creating a full Ruby application By the end of the book in addition to in depth knowledge of Ruby you ll also have basic understanding of many ancillary technologies such as SQL XML web frameworks and networking Introduces readers to the Ruby programming language Takes readers from basic programming skills to web development with topics like Ruby based frameworks and GUI programming Covers many ancillary technologies in order to provide a broader picture e g databases XML network daemons

**Grails 2: A Quick-Start Guide** Dave Klein,Ben Klein,2013-12-12 Grails is a full stack web development framework that enables you to build complete web applications in a fraction of the time and with less code than other frameworks Grails uses the principle of convention over configuration and the dynamic Groovy programming language This revised and updated new edition shows you how to use Grails by iteratively building a unique working application By the time you re done you ll have built and deployed a real functioning website Using this hands on pragmatic approach you ll explore topics such as Ajax in Grails custom tags and plugins You ll dig into Grails powerful view technology Groovy Server Pages and see how you can easily leverage the help offered by scaffolding to create custom user interfaces faster than you would have thought possible Along the way you ll learn about domain classes controllers and GSP views And you ll see how Grails enables you to use powerful frameworks such as Spring and Hibernate With Grails you can get a lot done with little effort With this book you ll get a lot done as well Get started with Grails today What You Need Grails 2 will run on any machine that supports Java Grails applications can be deployed on any Java Servlet container including Tomcat Jetty WebLogic JBoss and Websphere

*Ruby Quick Syntax Reference* Matt Clements,2014-12-01 Ruby Quick Syntax Reference is a condensed code and syntax reference to the Ruby scripting language It presents the essential Ruby syntax in a well organized format that can be used as a handy reference You won t find any technical jargon bloated samples drawn out history lessons or witty stories in this book What you will find is a language reference that is concise to the point and highly accessible The book is packed with useful information and is a must have for any Ruby programmer In Ruby Quick Syntax Reference you will find A concise reference to the Ruby language syntax Short simple and focused code examples A well laid out table of contents and a comprehensive index allowing easy review

**Ship it!** Jared Richardson,William A. Gwaltney,2005-06-01 Ship It is a collection of tips that show the tools and techniques a successful project team has to use and how to use them well You ll get quick easy to follow advice on modern practices which to use and when they should be applied This book avoids current fashion trends and marketing hype instead readers find page after page of solid advice all tried and tested in the real world Aimed at beginning to intermediate programmers Ship It will show you Which tools help and which don t How to keep a project moving Approaches to scheduling that work How to build developers as well as product What s normal on a project and what s not How to manage managers end users and sponsors Danger signs and how to fix them Few of the ideas presented here are controversial or extreme most experienced programmers will agree that this stuff works Yet

50 to 70 percent of all project teams in the U S aren't able to use even these simple well accepted practices effectively This book will help you get started Ship It begins by introducing the common technical infrastructure that every project needs to get the job done Readers can choose from a variety of recommended technologies according to their skills and budgets The next sections outline the necessary steps to get software out the door reliably using well accepted easy to adopt best of breed practices that really work Finally and most importantly Ship It presents common problems that teams face then offers real world advice on how to solve them

*Raspberry Pi* Maik Schmidt, 2014-03-21 Printed in full color Most of the book is targeted at beginners in computing and programming A few parts such as the small electronics project and setting up a web server assume some intermediate skills The Raspberry Pi is one of the most successful open source hardware projects ever For less than 40 you get a full blown PC a multimedia center and a web server and this book gives you everything you need to get started You'll learn the basics progress to controlling the Pi and then build your own electronics projects This new edition is revised and updated with two new chapters on adding digital and analog sensors and creating videos and a burglar alarm with the Pi camera Get your Raspberry Pi up and running and doing cool stuff You'll start with the basics adding hardware installing and configuring Debian Linux and customizing the Pi's firmware to get the most out of your hardware Then the fun begins You'll connect the Pi to your home network surf the web and tweet messages You'll learn how to get the most out of Midori the Pi's standard browser and control the desktops of other PCs with the Pi Then you'll explore the Pi's versatility with a series of home projects Turn it into a web server in your home network convert the Pi into a powerful multimedia center so you can watch high definition video and listen to your favorite music and play classic video games Then you'll use the GPIO pins on the Raspberry Pi to build your own electronics projects such as an out of memory alarm You'll learn how to use digital and analog sensors with the Pi even though the Pi doesn't have analog input ports Finally you'll set up the Pi camera create your own time lapse videos and build an automatic e mailing burglar alarm Power to the Pi What You Need You need a Raspberry Pi and several things that you probably already have at home such as a keyboard a mouse a monitor TV set and an SD card To build the electronic projects you need a few cheap parts and the Pi camera

**FileMaker 12 Developers Reference** Bob Bowers, Steve Lane, Scott Love, Dawn Heady, 2012-08-23 The new FileMaker 12 allows you to build unparalleled databases for a wide variety of devices from Windows and Mac desktops to iPhones and iPad With 10 million registered customers FileMaker's users are average Joes who are knowledge workers subject matter experts and business users from all walks of life The community extends well beyond the pool of professional software developers FileMaker's legendary ease of use has led to its wide adoption and has allowed non programmers an avenue into creating sophisticated software solutions FileMaker 12 Developer's Reference will serve to help bridge the gaps in these people's understanding of FileMaker's hundreds of calculation functions script steps and operations They know FileMaker they've used it for years but they need a quick reference immediately accessible while not interrupting their work on screen There is

no other book like this on the market All FileMaker books include information on calculation formulas scripting etc but none have expressly focused on giving readers one simple thing a quick reference to be used in conjunction with their programming efforts Some books teach others explain still others explore specific in depth topics This book will appeal to the entire FileMaker Pro community and be a great extension of their library This edition is updated for the many new features coming with FileMaker 12 including the product s design functionality and the file format and a new section dedicated to FileMaker Go which is the iOS client     FileMaker 8 Functions and Scripts Desk Reference Scott Love,Steve Lane,Bob Bowers,2006-02-21 FileMaker 8 Functions and Scripts Desk Reference is the only book on the market expressly focused on describing each calculation formula and how and when to use each one With this book s real world concrete examples of how to use each function you will go far beyond FileMaker 8 s help system Just as a dictionary helps supplement one s memory this book is an invaluable companion to users working to develop solutions to their every day software problems     *The Internet Encyclopedia, Volume 3 (P - Z)* Hossein Bidgoli,2004-04-12 The Internet Encyclopedia in a 3 volume reference work on the internet as a business tool IT platform and communications and commerce medium     *Beginning Ruby* Kenneth Cooper,2007-05-01 Ruby is perhaps best known as the engine powering the hugely popular Ruby on Rails web framework However it is an extremely powerful and versatile programming language in its own right It focuses on simplicity and offers a fully object oriented environment Beginning Ruby is a thoroughly contemporary guide for every type of reader who wants to learn Ruby from novice programmers to web developers to Ruby newcomers It starts by explaining the principles behind object oriented programming and within a few chapters builds toward creating a genuine Ruby application The book then explains key Ruby principles such as classes and objects projects modules and libraries and other aspects of Ruby such as database access In addition Ruby on Rails is covered in depth and the books appendixes provide essential reference information as well as a primer for experienced programmers     **The Pragmatic Programmer** David Thomas,Andrew Hunt,2019-07-30 One of the most significant books in my life Obie Fernandez Author The Rails Way Twenty years ago the first edition of The Pragmatic Programmer completely changed the trajectory of my career This new edition could do the same for yours Mike Cohn Author of Succeeding with Agile Agile Estimating and Planning and User Stories Applied filled with practical advice both technical and professional that will serve you and your projects well for years to come Andrea Goulet CEO Corgibytes Founder LegacyCode Rocks lightning does strike twice and this book is proof VM Vicky Bresseur Director of Open Source Strategy Juniper Networks The Pragmatic Programmer is one of those rare tech books you ll read re read and read again over the years Whether you re new to the field or an experienced practitioner you ll come away with fresh insights each and every time Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding These lessons have helped a generation of programmers examine the very essence of software development independent of any particular language framework or methodology and



the Pragmatic philosophy has spawned hundreds of books screencasts and audio books as well as thousands of careers and success stories Now twenty years later this new edition re examines what it means to be a modern programmer Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse Read this book and you ll learn how to Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible dynamic and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively including property based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self contained sections and filled with classic and fresh anecdotes thoughtful examples and interesting analogies The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different aspects of software development Whether you re a new coder an experienced programmer or a manager responsible for software projects use these lessons daily and you ll quickly see improvements in personal productivity accuracy and job satisfaction You ll learn skills and develop habits and attitudes that form the foundation for long term success in your career You ll become a Pragmatic Programmer Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details **.NET**

**Gotchas** Venkat Subramaniam,2005-05-24 Like most complex tasks NET programming is fraught with potential costly and time consuming hazards The millions of Microsoft developers worldwide who create applications for the NET platform can attest to that Thankfully there s now a book that shows you how to avoid such costly and time consuming mistakes It s called NET Gotchas The ultimate guide for efficient pain free coding NET Gotchas from O Reilly contains 75 common NET programming pitfalls and advice on how to work around them It will help you steer away from those mistakes that cause application performance problems or so taint code that it just doesn t work right The book is organized into nine chapters each focusing on those features and constructs of the NET platform that consistently baffle developers Within each chapter are several gotchas with detailed examples discussions and guidelines for avoiding them No doubt about it when applied these concise presentations of best practices will help you lead a more productive stress free existence What s more because code examples are written in both VB NET and C NET Gotchas is of interest to more than 75 percent of the growing numbers of NET programmers So if you re a NET developer who s mired in the trenches and yearning for a better way this book is most definitely for you [OpenGL ES 2 for Android](#) Kevin Brothaler,2013-06-26 Printed in full color Android is booming like

never before with millions of devices shipping every day It s never been a better time to learn how to create your own 3D games and live wallpaper for Android You ll find out all about shaders and the OpenGL pipeline and discover the power of OpenGL ES 2 0 which is much more feature rich than its predecessor If you can program in Java and you have a creative vision that you d like to share with the world then this is the book for you This book will teach you everything you need to

know to create compelling graphics on Android You ll learn the basics of OpenGL by building a simple game of air hockey and along the way you ll see how to initialize OpenGL and program the graphics pipeline using shaders Each lesson builds upon the one before it as you add colors shading 3D projections touch interaction and more Then you ll find out how to turn your idea into a live wallpaper that can run on the home screen You ll learn about more advanced effects involving particles lighting models and the depth buffer You ll understand what to look for when debugging your program and what to watch out for when deploying to the market OpenGL can be somewhat of a dark art to the uninitiated As you read this book you ll learn each new concept from first principles You won t just learn about a feature you ll also understand how it works and why it works the way it does Everything you learn is forward compatible with the just released OpenGL ES 3 and you can even apply these techniques to other platforms such as iOS or HTML5 WebGL

**FileMaker 9 Developer Reference** Bob Bowers, Steve Lane, Scott Love, 2007-08-02 Maybe you know FileMaker and you have used it for years but need a quick reference immediately accessible while not interrupting your work on screen This is the only book on the market expressly focused on describing each calculation formula and how and when to use each Filled with real world concrete examples this book is an invaluable companion to readers working to develop solutions to their every day software problems Contains hundreds of calculation functions script steps and operations that will appeal to every FileMaker user new and old Sys Admin ,1999

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