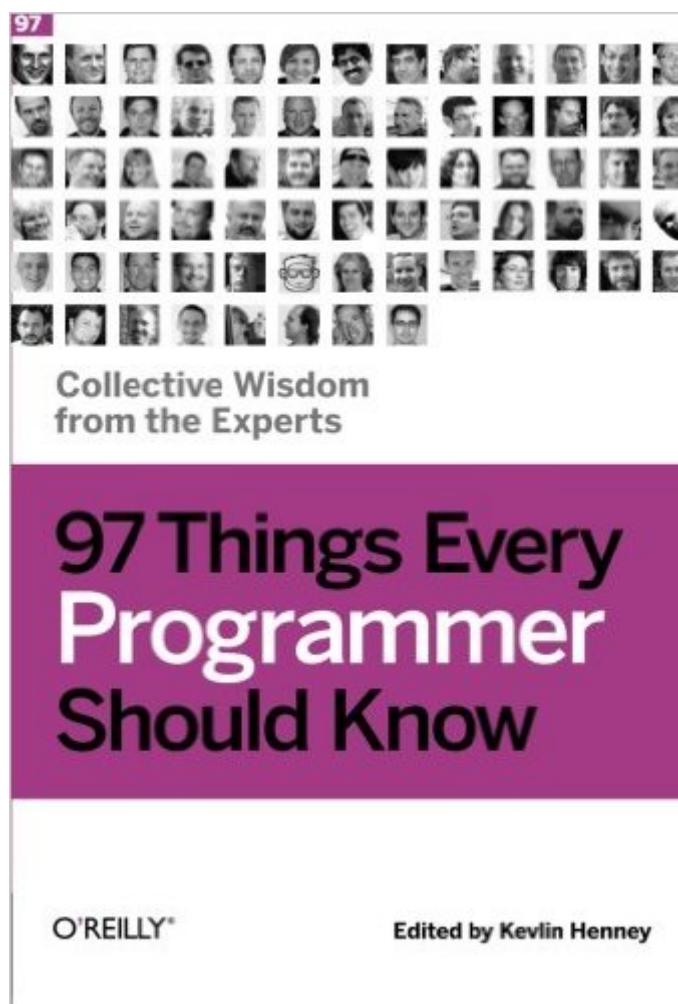The book was found

97 Things Every Programmer Should Know: Collective Wisdom From The Experts

Synopsis

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice.With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects.A few of the 97 things you should know:"Code in the Language of the Domain" by Dan North"Write Tests for People" by Gerard Meszaros"Convenience Is Not an -ility" by Gregor Hohpe"Know Your IDE" by Heinz Kabutz"A Message to the Future" by Linda Rising"The Boy Scout Rule" by Robert C. Martin (Uncle Bob)"Beware the Share" by Udi Dahan

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Customer Reviews

Kevlin Henney is an independent consultant and trainer. His work focuses on patterns and architecture, programming techniques and languages, and development process and practice. He has been a columnist for various magazines and online publications, including The Register, Better Software, Java Report, CUJ, and C++ Report. Kevlin is co-author of two volumes in the Pattern-Oriented Software Architecture series: A Pattern Language for Distributed Computing and On Patterns and Pattern Languages. He also contributed to 97 Things Every Software Architect

Should Know

Sure, some of 97 things will be too obvious for any programmer reader.But some of them seemed fresh for me.Anyway, it was interesting.

If you would have the oportunity to have a meet with a 100 experts guys in technology, to give to you some advices about how to be a better dev, would you assist ? ok. Here is the answer about this book, I think the best is to have clear targets about what improve to be better profesional , and then investigate about that. When you have several years developing (better if you have only 2 or three years doing that) you will need someone to give you the right patk, not only for you, just for leading other developers. It's a must to know which should be the better choices about how to do the things. great book, not only the code's book are needed.

This book is a compilation of short essays ranging on topics as diverse as Bugs, Error Handling, Customers, Refactoring, and Expertise. The purpose of the short essay is not to answer all your questions or be a definitive guide to programming. Rather the purpose is to provide a starting point for a conversation. To this end, I think a practical way to use this book whether in academia or a development team would be to assign groups of essays to be read ahead of time to stimulate classroom or team meeting discussions. Read my full review of the book here,[...].

As other reviewers have noted there is stuff here that is rather pedantic for anyone who has been programming professionally for more than five years, however there is still a great deal of good material and some interesting discussions. There is in indeed code where it is necessary, you can find some by simply using the "look inside" feature. Programming is about ideas and concepts far more than it is about code and this book has many very lively discussions; the chapter on Floating Point inaccuracies is worth the price of the book.This book also has the benefit of the fact that we do not work in a vacuum. We learn from each other and when mentoring younger programmers a book like this helps to remind us of the things that were so ingrained in us ten years ago that we might never even think to mention it to our charges.

Exactly what I wanted, thanks!

As you can probably tell from the preview and even the title, it is just a bunch of 2 page articles.

However, it has served me well as a list of topics for further research.

I'm enjoying the advice included within the book. I'm not a full-time programmer and could use some additional perspective from seasoned professionals.

I thought this would be a good informative book - but a few things put me off.1st - I think the number 97 may be too much for everyone to pitch in and do a good job of it and also keep the book thin and also get the point across.2nd - The ideas talked about in some of the items seem very good - but as the idea got into my head slightly - I saw that the article ended.Some of the other items I think 50% of them - seemed not really worth writing about probably - they should be known to any developer who had done good enough Software Developer for 10 years or so.

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