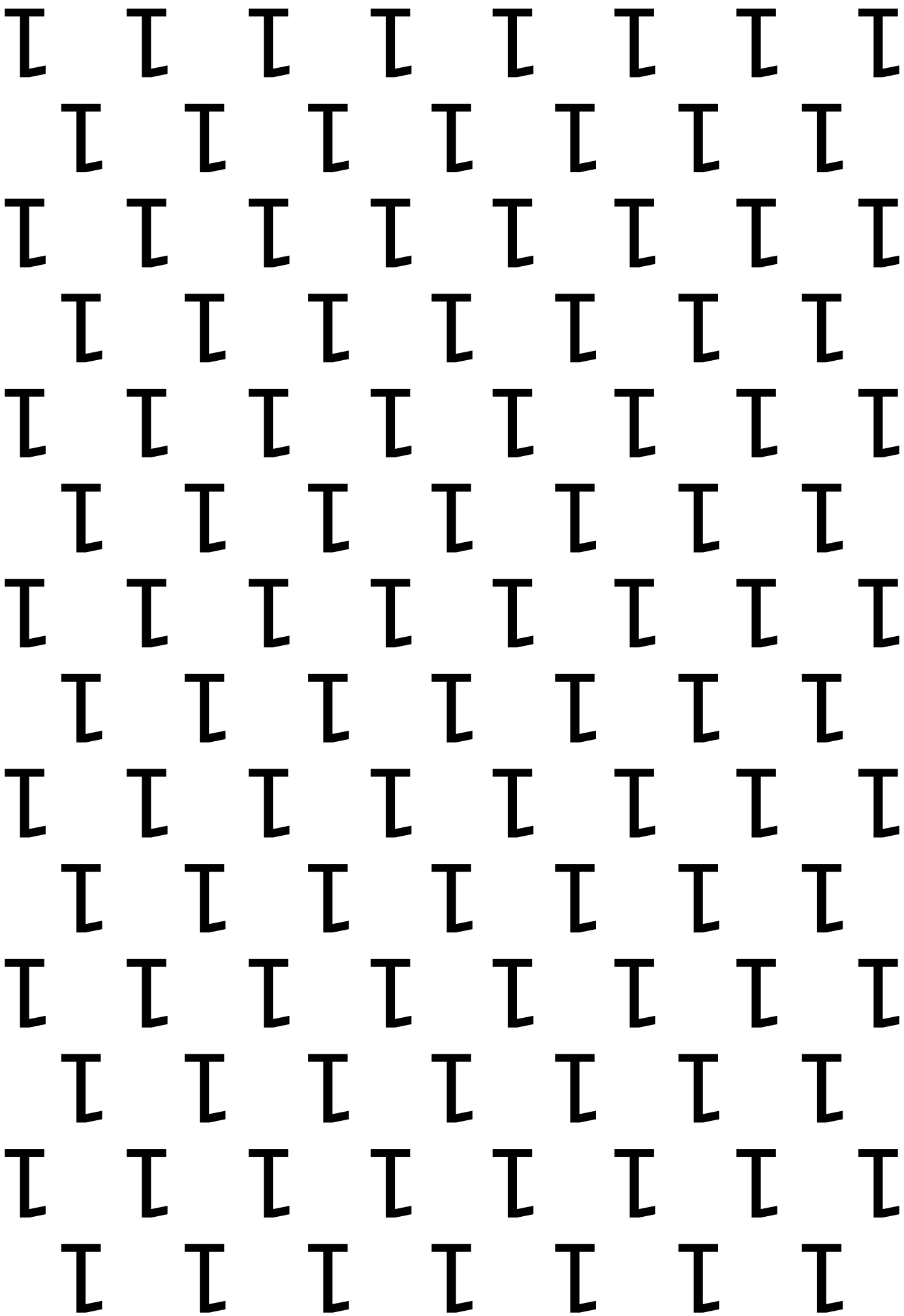
There are	two	hard	problems
45	84	23	36
in Computer	Science:	cache	invalidation,
49	8	30	15
naming	things,	off-by-1	errors.



There 31 79	are 80 72	two 73 18	ways 09
to 13 45	write 27 83	error-free 14 15	programs; 32
the 28 45	third 49 83	one 54 15	works. 32

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The 57 19	great 29 43	thing 10 67	about 61
19 TCP 63 4	43 jokes 48 2	67 is 9 18	61 that 6 5
4 you 15	2 always 50	18 get 42	5 them.

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I 29 4	know 73 62	a 44 67	joke 44 22
4 about 10 25	62 UDP, 88 5	67 but 23 74	22 you 23 36
25 might 79	5 not 49	74 get 98	36 it. 98

4 4 4 4 4 4 4
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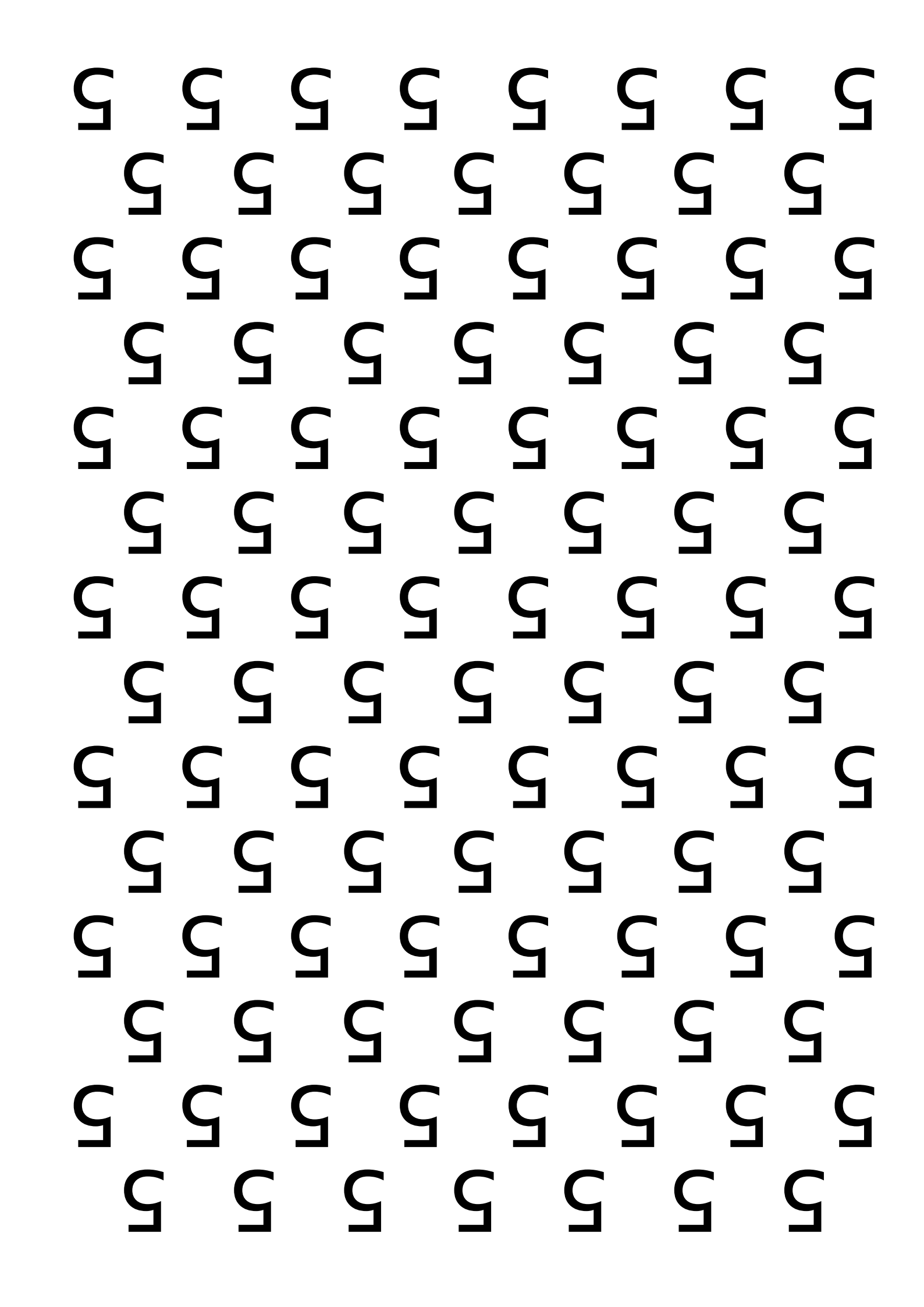
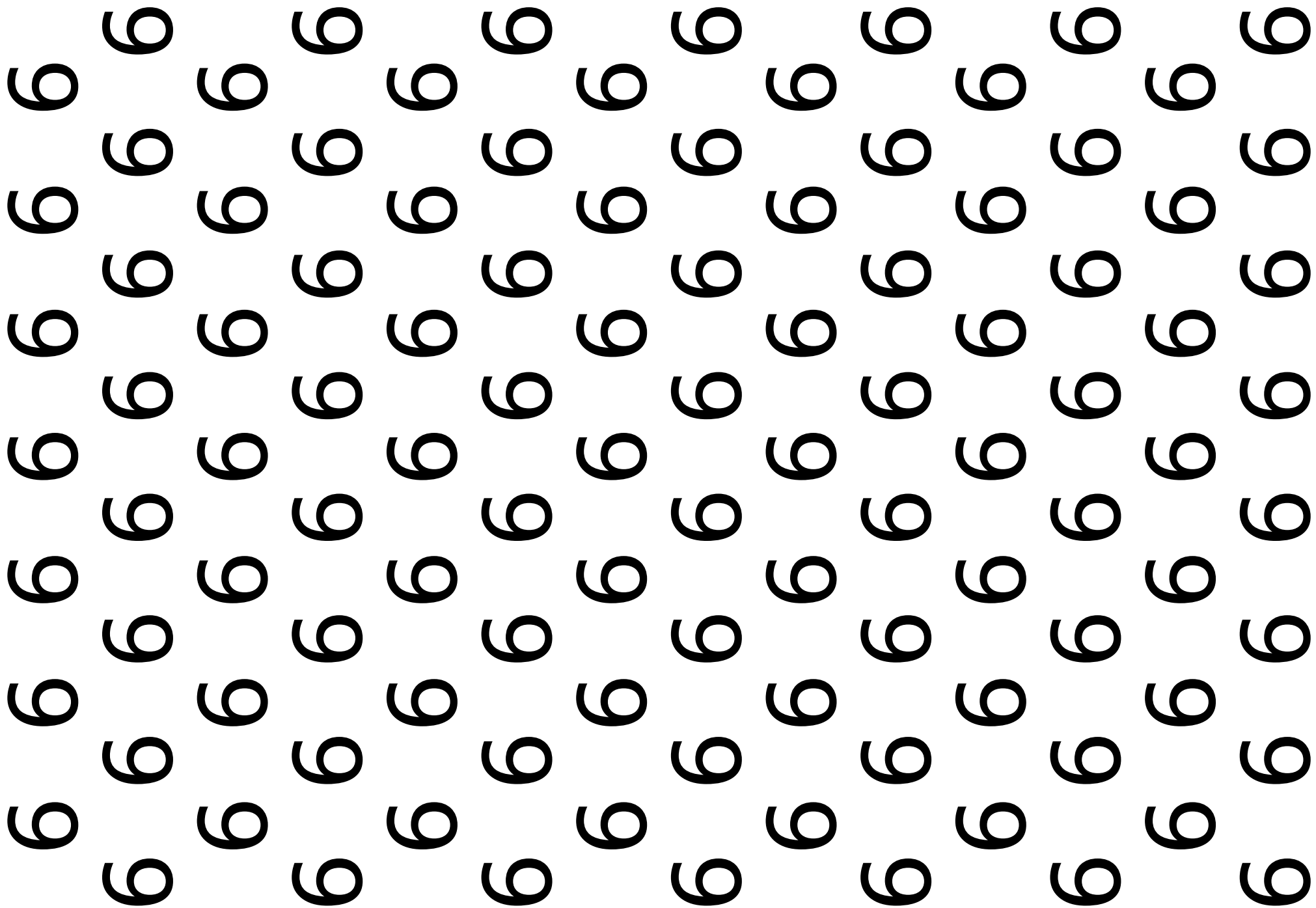
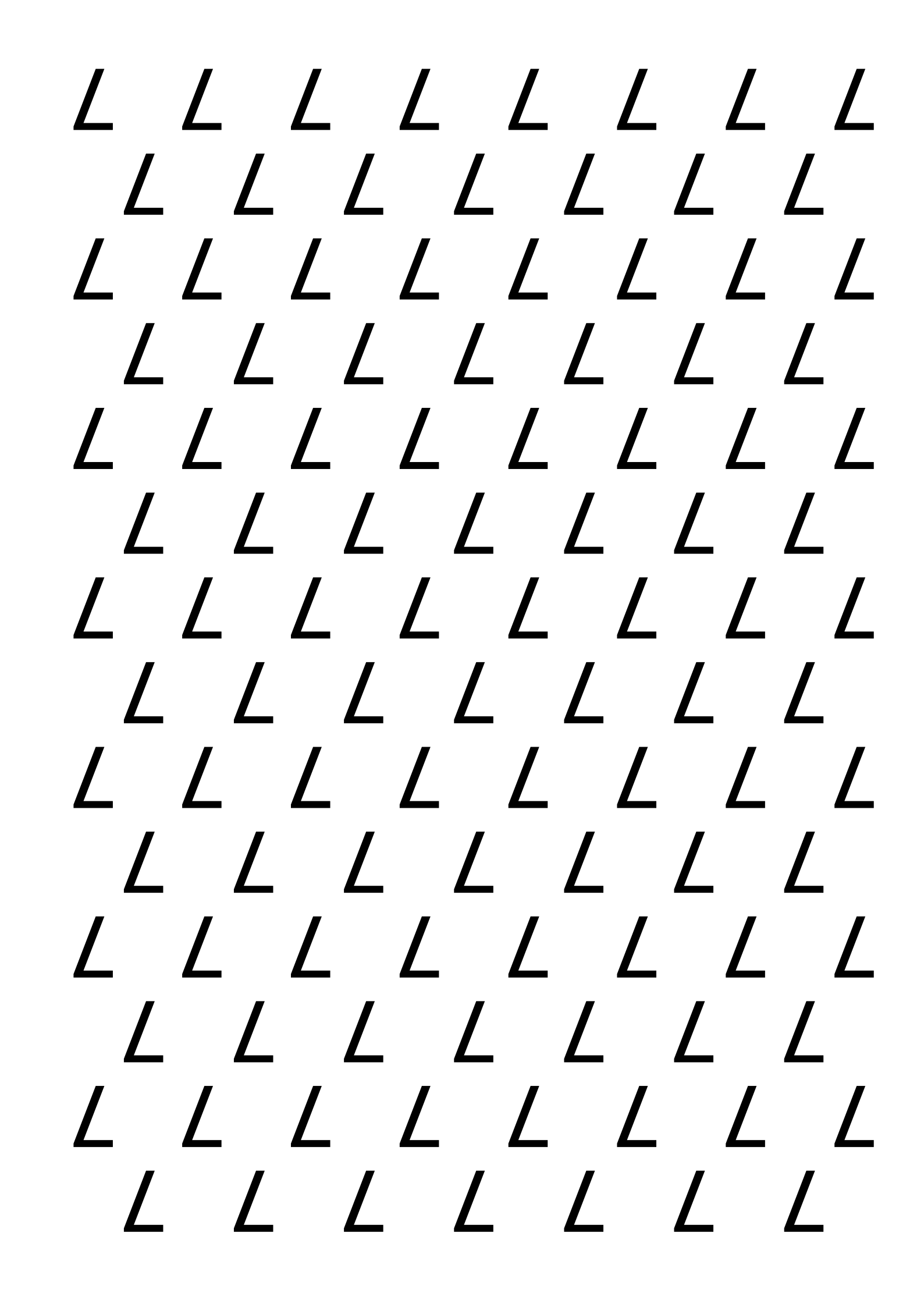
If 6 15	Java 47 85	had 25 80	true 25 78
15 garbage 14 84	85 collection, 68 60	80 most 64 54	78 programs 64 57
84 would 29 29	60 delete 19 19	54 themselves 31 31	57 automatically.



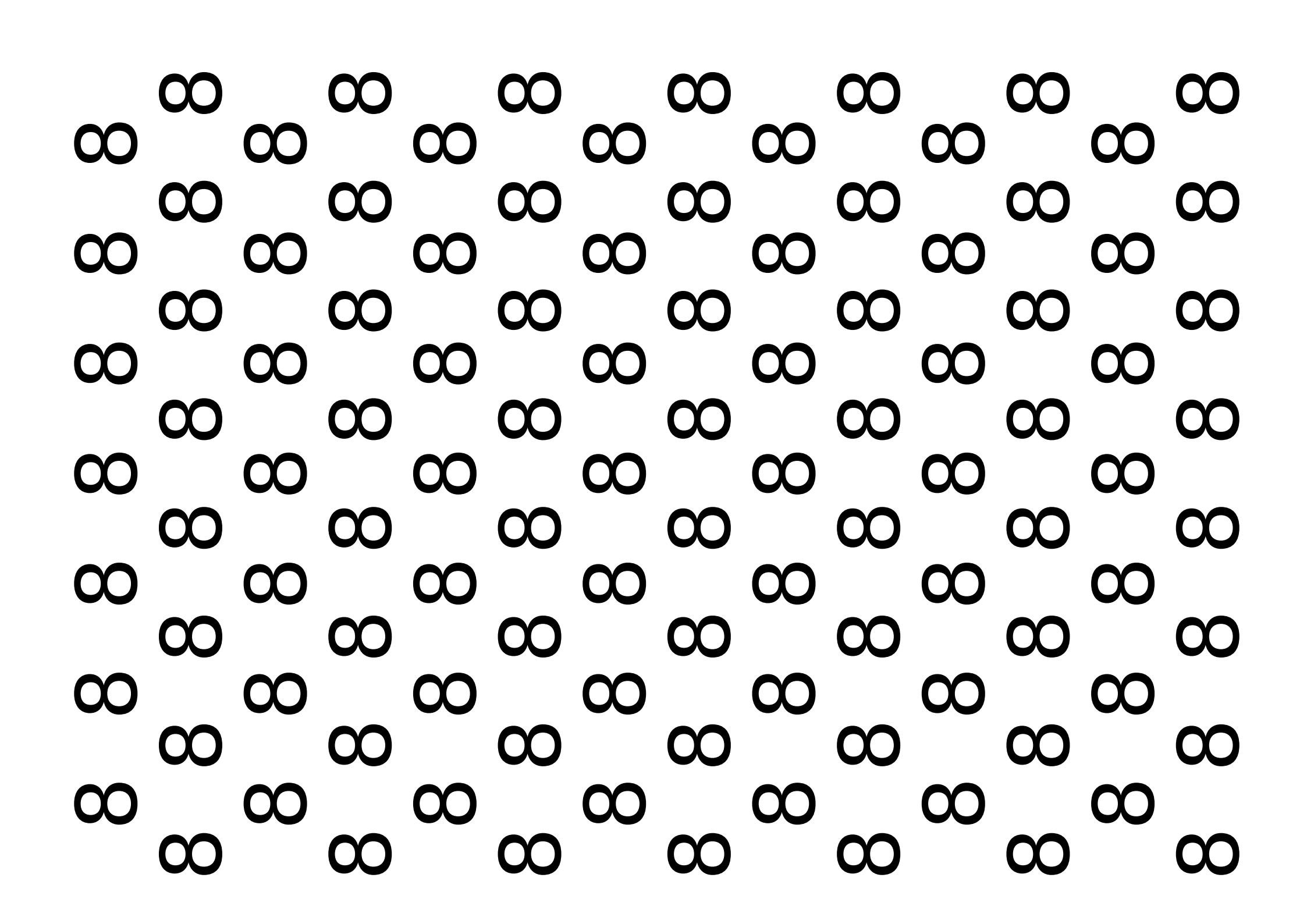
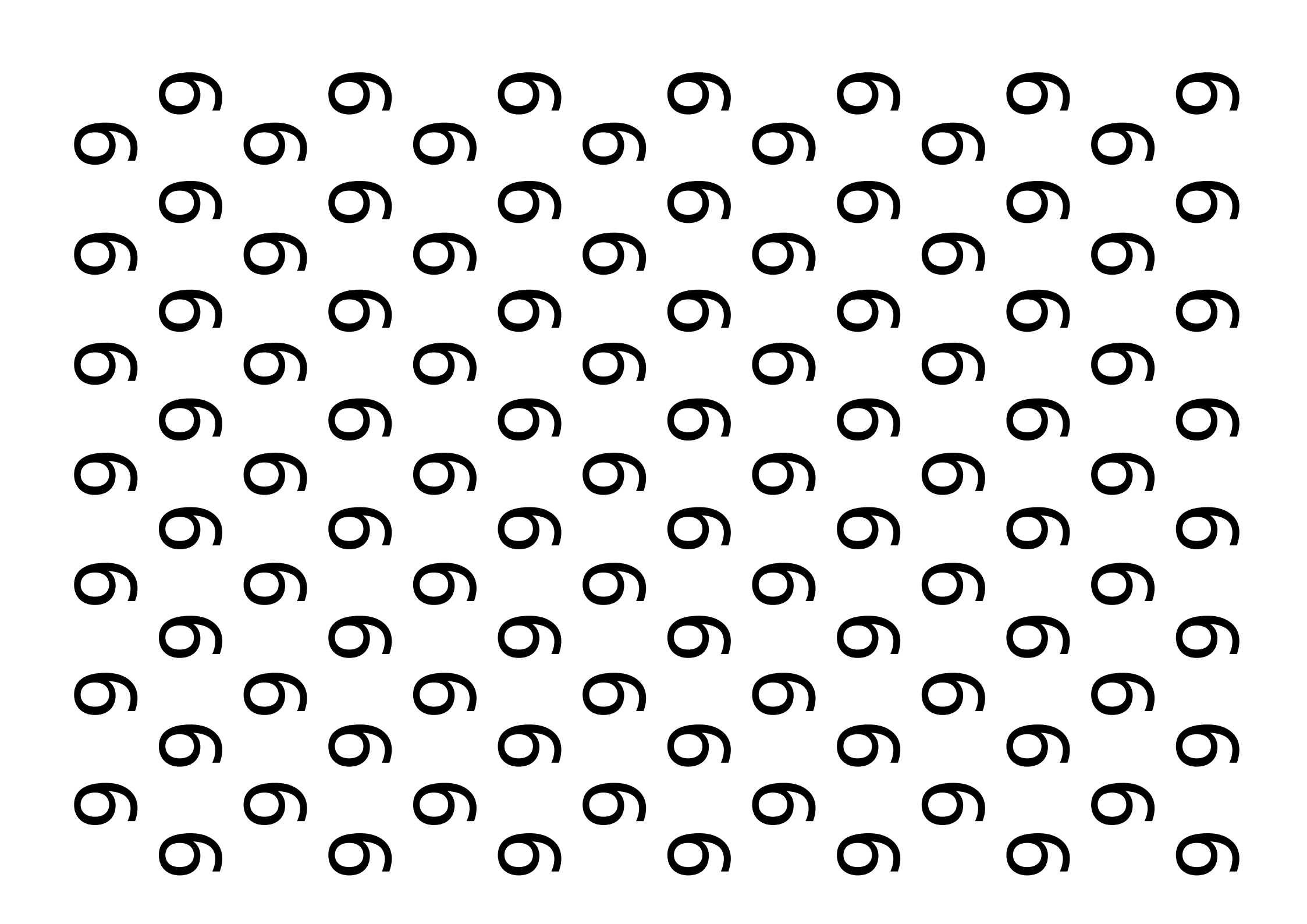
You 53 49	can 24 81	write 37 21	software 59
without 56 16	even 61 35	realising 30 32	that 54
you 7 16	are 88 35	doing 72 32	maths. 72 54



Programs 46	must be 24	written 2	for
81	67	84	73
people 33	to read, 53	and only 47	incidentally
31	87	43	49
for 44	machines 10	to 51	execute.



A 46 25	month 46 4 57	in 4 31 27	the 31 62
25 lab 32 48	57 frequently 32 11 74	27 saves 11 81 29	62 an 81 87
48 hour 13	74 in 13 64	29 the 64 39	87 library. 39



Whether 55	Machines 65	Can 75	Think
79	7	62	22
is 81	as 11	relevant 49	as
72	1	9	38
whether 17	Submarines 89	Can 84	Swim.
72	1	6	38