

What programmers do

@alihaberfield



My job: write programs &



Communicate



Monitor



Manage projects



Support users

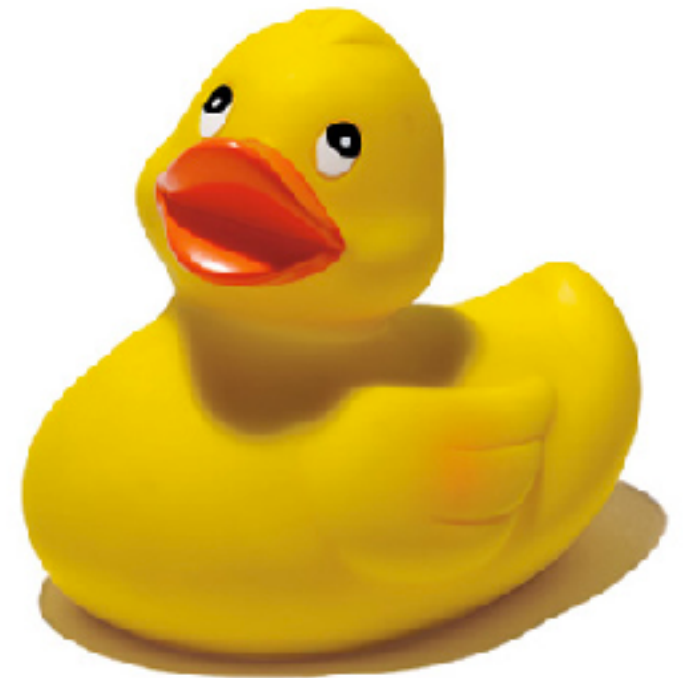


Design things



Learn & teach

Tools For Communicating



Coding work:



Fix things that have broken



Develop new features

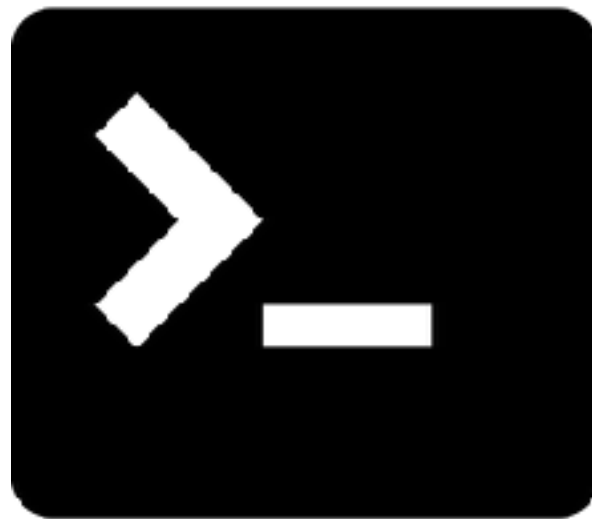


Delete things that are no longer needed



Update things that are old

Tools For Doing Code



PASSED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` ✨ ✨ ✨ Thursday at 12:13pm

FAILED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` Thursday at 11:34am

FAILED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` Thursday at 11:21am

FAILED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` Thursday at 11:06am

FAILED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` Thursday at 11:03am

FAILED **alihaberfield** pushed `fixes to 1.2.2 - #894, 8` 💣 💣 💣 Thursday at 10:59am

Techniques For Failing Usefully



Break the problem into smaller pieces



Prove what the problem is



Describe the problem to someone else



Research the problem



Iterate solutions

Software can be chaotic, but we make it work



Expert

Trying Stuff Until it Works

O RLY?

The Practical Developer
@ThePracticalDev

What programmers do:
Figure stuff out.

1 | I think that I shall never see
2 A graph more lovely than a tree.
3 A tree whose crucial property
4 Is loop-free connectivity.
5 A tree that must be sure to span
6 So packets can reach every LAN.
7 First, the root must be selected.
8 By ID, it is elected.
9 Least-cost paths from root are traced.
10 In the tree, these paths are placed.
11 A mesh is made by folks like me,
12 Then bridges find a spanning tree.
13
14 Algorhyme
15 Radia Perlman

/end

@alihaberfield

