

## What the whole book is really about

This book tells the true story of how computers became what they are today — not because of big governments or corporations, but because of a group of **crazy-passionate computer lovers called “hackers.”**

These hackers were **not criminals.**

In this book, a **hacker** means someone who loves computers so much that they spend all their time trying to understand them, improve them, and use them to create new things.

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## The main idea (one sentence)

Computers became powerful and useful because of people who believed technology should be *open, shared, and freely explored* — not controlled.

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## The Hacker Ethic (their shared philosophy)

All hackers shared 6 core beliefs:

1. Access to computers should be free for everyone.
2. All information should be shared, not hidden.
3. Authority should be questioned — rules shouldn't block creativity.
4. Skill matters more than age, degrees, or status.
5. You can create beauty using code.
6. Computers can improve life and society.

This belief system is called **the Hacker Ethic** — and it changed the world.

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## The book is divided into 3 generations of hackers

### ① The first hackers (1950s–1960s — MIT)

- Early programmers working with giant computers.
- They stayed up all night experimenting, breaking limits, and improving machines.
- They created the first video game (**Spacewar**).
- People like **Richard Stallman, Bill Gosper, Peter Samson** changed programming forever.

👉 **Their gift:** They discovered how to *talk* to computers and pushed the limits of programming.

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## ② Hardware hackers (1970s — Silicon Valley)

- These people wanted to **bring computers to everyone**, not only universities.
- They started computer clubs, shared designs, and built the first personal computers.
- **Steve Wozniak** built the Apple computer for fun — not for money.
- **Bill Gates** entered here and became business-minded instead of open-sharing.

👉 **Their gift:** They made computers small, affordable, and personal.

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## ③ Game hackers (1980s — Home computers)

- Young creative developers who made computer games from their bedrooms.
- They treated computers like a playground for storytelling, graphics, and emotions.
- Companies like **Sierra On-Line** created a new industry from passion.

👉 **Their gift:** They made computers fun and emotional — not just machines.

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## 🌟 Final message of the book

Technology grows when:

- 💡 curiosity is free
- 💡 mistakes are allowed

- 💡 knowledge is open
- 💡 creativity is valued more than rules

The moment companies started hiding information, locking systems, and focusing only on money — **the original hacker spirit began to die.**

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## 💡 Why this book is important today

The book teaches us that:

- Innovation comes from **passion, curiosity, and experimentation**, not perfection.
  - Anyone — even young people with no degree — can change the world by **building things that matter**.
  - The original hacker values shaped the internet, open-source movement, and modern software culture.
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## 🔥 If we summarise it in 5 short lines:

- Hackers loved computers more than anything.
- They broke limits and created new possibilities.
- They believed technology should be open and shared.
- Their work built personal computers, video games, and software culture.
- Their spirit is the reason we have the digital world today.