

CODE IS FOR HUMANS. CODE, COGNITION, DESIGN, AND ENGINEERING.

To write better code and build better products we must understand why engineering and design often fail. Why is it so difficult to write bug-free code? Why do people fail to use products? And why do engineering projects go sideways?

The answer to these questions lies in the shortcomings of human cognition and the nature of complexity. This book explores these topics and presents a human-centric approach to software engineering. An approach that considers and compensates for our cognitive biases, cognitive weaknesses, and the chaotic nature of the universe. The ideas presented will help you write better code, build better products, and be a more effective engineer.



Zohar Jackson served as a Software Architect at Mobileye (Israel's top tech company) and Vice President of Engineering at Visionary.ai. Over twenty years of writing software has led him to work on a large variety of software, including self-driving cars, web applications, projects with intelligence agencies, automated trading, computational photography, machine learning, and distributed systems.



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ISBN 979-8-85-792898-1



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PART I: THEORY

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ZOHAR JACKSON

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