**Brendon Samson**

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 9: Check Your Code First before Looking to Blame Others

**What are the 3 things I Learned today:**

1. **Before** – Blaming others whenever you encounter errors when running the program.

**After** – Check/diagnose first the program on your side to make sure that where the error originated before confiding it with others.

1. **Before** – Dismissing other people report of an error because you cannot recreate it for yourself.

**After** – Ask the person who reported the error for the steps or order of actions they took before they encountered the problem to recreate it for yourself.

1. **Before** – Quick to ask others for help or question them why something does not work.

**After** – Diagnose first the problem on where it originated from and check whether it only happens on your side before questioning or asking someone else for help.

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 10: Choose Your Tools with Care

**What are the 3 things I Learned today:**

1. **Before** – Immediate decision on what tools or libraries to use for the project without thinking through the limitations of the tool that you may encounter in the future.

**After** – Don’t decide without properly planning or thinking the features you need for your project before selecting your tool.

1. **Before** – The implemented tool turns out to be not fit for the project.

**After** – Before deciding on that tools to use make sure that it fits for the project.

1. **Before** – Using large tools that becomes unnecessary along the way that makes everything more complex.

**After** – Only use tools that is necessary to keep it simple and easier to maintain.

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 11: Code in the Language of the Domain

**What are the 3 things I Learned today:**

1. **Before** – Misusing or confusing another programming languages syntax for another.

**After** – Always use the correct syntax for the language you are using to avoid confusion and misunderstandings between you and the next person who will be reading your code.

1. **Before** – Not knowing what “Programming Domain” is in computer science and/or programming.

**After** – Understanding that “Programming Domain” refers to the field or problem that a program, programming language or a language syntax is designed to operate within or solve.

1. **Before** – Prioritizing convenience over what is right in your code.

**After** – Always make your domain concepts explicit which would make other programmers be able to understand your code easier.

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 12: Code Is Design

**What are the 3 things I Learned today:**

1. **Before** – Assuming that a great design would yield a desirable outcome.

**After** – Design is not adequate it should also be followed by multiple tests to make sure that the quality is impeccable.

1. **Before** – Creating designs for the sake of compliance.

**After** – Great designs are produced by designers who dedicates themselves to the mastery of their craft.

1. **Before** – Half-heartedly acknowledging your creation with “This is good enough.”

**After** – “This is good enough” is not enough. You should validate your creation by testing it to make sure that it does what you intend it to do.

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 13: Code Layout Matters

**What are the 3 things I Learned today:**

1. **Before** – Changing pieces of code even though it is not needed.

**After** – Do not change lines of code that does not need changing to avoid having errors.

1. **Before** – Writing complex code inside a single function.

**After** – It is important to make your code simple and readable to make it easy for you and other people reading your code.

1. **Before** – Writing codes anywhere, on one or multiple files.

**After** – Keep your code format compact to reduce the need for scrolling and switching files.