**P14**

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【ask】

*So let's get started. First of all, I hope you can think of an example, think of an example of a certain software or a certain technical framework that you have learned each tool before or recently, and then you can talk about how you learned this tool, that is, you can start from you I heard that he started talking about it, and then when you finally learn it, use it to complete one thing, complete a certain task, you can talk about the whole journey in detail.*

【answer】

Oh, that's it, let me give an example. Our commonly used development is called I OS Swift , because I personally develop on the IOS side, and because the language we use is swift , it is relatively new. Language, there are relatively few domestic tutorials in this case, so generally we will look at some foreign technical documents, as well as some old developers, that is, in the group, we will have some internally, that is, about every week. have that teach During the review process, the older generation of developers will introduce this thing to us. Well, there will be corresponding legacy documents. We may get started after reading this, that is, we will know how to use this thing. Well, but if you want to deeply understand and use it flexibly, not limited to some scenarios of our development, I will choose to read some foreign books on these tutorials, because there are many more advanced things, In particular, it is better to develop open source from abroad. Then these major domestic manufacturers have their own frameworks, and most of these are actually not open source. Well, the general process of learning this framework is my first understanding, that is, the company will have some newcomer documents, which will tell you what skills we need to master in daily development. The company will also, because I was just recruited by the school, to give you part of the time to learn this thing. For example, for the first two or three weeks , it will give you some small bugs and give you some requirements. You may spend half of your time fixing this thing and the other half of your time learning some things on the newcomer documentation. Then the process is first, I first understand this thing, and second I will go to the company's knowledge base to check how this thing is used. Well, after checking it out, I will follow the demos of the older generation to see how this thing is used, and then I will also go to these libraries that we have made, which is the code in our own projects. Let's see how this thing works. Then after I have learned about how to use this thing, um, I will check some, either the translation is better, or the pure English document, the introduction document and the use document, to go deeper Look at this thing again to deepen your impression, and then when you need it, it is equivalent to mastering this skill, and you can use it for development.

【ask】

Hmm, maybe it's like this, at first, you look at the data to familiarize yourself with this tool or a technology, and then try to use it to write some code, write some examples, or debug some bugs, right?

【answer】

adjust bugs . Generally, I will write some small examples myself.

【ask】

Can you roughly divide the whole learning process into several stages? For example, you can say that it can be divided into the early stage of learning, the middle stage and the later stage, and then you can say what are your learning goals in these different stages?

【answer】

In the early stage, I first need to understand what this framework is used for, and then why do you choose this thing? What advantages does it have? It is to solve this problem in the same way. The ultimate goal of development engineers is to solve this problem. There are several kinds of the same Framework, why should I choose, I can probably understand the difference between these types, right, and then and the basis of this thing, I can understand some of its basic concepts by looking at it, such as what is an observer What is a producer, right, I want to understand the producer-consumer model, and then I will understand the purpose of his garbage bag, and then how he handles functional programming in the middle, I want to understand its entire general framework in the first step The score is how this framework is used, its basic concept, and I understand it as the first step. The second step is to write the demo yourself and see how to use it in our project. This part is the second step. Let me say it is a familiar process. Then the third step is a further deepening process, that is, I will read some documents in the original text, that is, it is either the usage of the library officially released by him in Git Hub , or his framework is generally, some well- known Frameworks all have their own websites and documents that explain them, and then I will take a look at what the underlying principles are. Oh , it can be roughly divided into three stages. The last stage is the stage of actual combat. I will use the method of writing code to integrate this thing into the project to deepen it again. In this way, I think that after these 4 steps are repeated once or twice, you will You will have a better understanding of this new framework.

【ask】

It can be roughly divided into 4 stages. Then, in the early stage, it is actually an understanding and the process of getting started. Then in the middle stage, it should be about progress and familiarity. Then in the next two stages, it should be to do actual combat, and then pass some specific Write examples to get familiar with the way of writing code and practice, right?

【answer】

Well, that's right, it's just learned first, and then when you use it and you understand how to use it, how to put it into actual combat, and repeatedly deepen the impression, that's about four steps.

【ask】

probably understand, and then you can specifically say which documents you will use in each step. As far as documents are concerned, it can actually be divided into several types. For example, some introduce concepts, we call them concept types. Documentation, and some tutorials, such as getting started, quick start, etc., and some reference documents, such as API reference, right, and some called problem solving, such as the FAQ , etc. , um, can you give an overview of what types of documents you use at each stage?

【answer】

Oh, in the first stage, I should probably watch some channels which are basic conceptual explanations and how to use the API. You just have to learn how to use it, and then there are its basic concepts. You need to understand all of them. Then and how some of its interfaces are used. Then in the second stage, what I said is that we will see how it is used in our project. In this process, we will see how the code is written while facing the previous document. The second stage, in fact, the first and second stages are all about API and concept introduction. Then in stages 3 and 4, I think that in the actual combat process, most of the cases I will look at are like the case you mentioned, which is the type of Q&A document, and then basically don't read the document, how can you use it incorrectly? If so, go to Stackoverflow to check, or ask the old people, the older people in the company, alas, what's wrong with me? Usually I use it this way.

【ask】

Ok, there are also many types of documentation mentioned. Can you tell me where did you find these documents?

【answer】

Well, the common place is that, for example, GiuH ub is a large open source website. Basically, programmers will go to this website. This is a place. Then there are also a lot of documents inside the company , which are accumulated by everyone . I think this thing is also very valuable. I usually come from these two places. Then there is the official documentation of this library. GitHub is some open source source code. Its documentation is not particularly detailed. It is generally the more famous kind, because after everyone's verification, the more stars he has, the more people use it, and everyone will give more opinions. This is a virtuous circle, and this framework will be Gradually improve, when we generally choose, these more senior experts will have discretion when choosing which frameworks and libraries to use for this project, so we generally prefer this kind of library with more complete documentation. Look. Well, the first is Git Hub , the second is its official website, and the third is the company's internal documents. Then the most commonly used one is stack Overflow is a place where everyone asks questions, and then you will see where there are mistakes in your writing, and everyone will discuss and answer each other.

【ask】

That means you're going to go to some question-and-answer sites to find answers, right?

【answer】

um, yes.

【ask】

Well, then you should have encountered some problems during the development process. Except for this kind of question and answer website, how did you solve it?

【answer】

Because in fact, um, in a larger company, everyone actually does it, that is, you are responsible for a part of this work. In fact, there are many times when the problem occurs, not in you, but in the joint investigation. Sometimes, if you can't find it, you may ask for help from some older employees in the company who are more familiar with the business. Will use this method, and then he will think of some solutions, right? Tell you how to solve it? Well, I think this is a faster solution, because in fact, if you do a lot of things that are not open source, I still can't find them.

【ask】

Have you ever been able to solve it by yourself without asking for help, for example, by checking the documentation, and then finding a solution in the documentation?

【answer】

Haha, basically no, that is, I checked it hard, but I used some tools to locate it. For example, you have to look at the crash stack, or you can grab the package, right? These methods, use tools to solve them yourself, and then document If so, how should I say it, because the work I do here may be possible, and I don’t know about other departments outside, that is, there is no corresponding in us, and there are very few cases that can match him, because all It is relatively new work, so it is rare to consult such documents. But every time I find out about this problem and I find that there is no record in the case study , I will improve the article. In fact, this is also our daily task. If you think this is a typical problem, it will be very painful for anyone to check it. , you have to do a review of this problem and write it down as a document.

【answer】

Well, I get it, can you tell me how you usually search for documents?

【ask】

We have an internal office software called X X , which is very convenient to search for things. It is available in many large factories. For example, X X 's rain sparrows, some of these, and X X 's are very typical, that is, X X , you can find these things by searching for keywords.

【ask】

Well, besides the office software inside the company, will you use a search engine for documentation?

【answer】

Of course it will, usually by searching on Google .

【ask】

by googling ? How do you go to search? how to build this

search expression?

【answer】

Oh, it's the keyword. The search keyword is generally when an error is reported, and what is reported in the error log, just copy and paste it and search it, or go directly to the stack Search the error log in overflow .

【ask】

It's basically all keywords, right?

【answer】

Yes, for example, if I want to make a pop-up window, this is the function, then I may go to Apple's developers to search for U I alert, right? This kind of typical keywords can usually be searched .

【ask】

After the search, it should be to open a document, um, open a document to see this article. So can you tell me how you read the documentation? How can I quickly find the information I need?

【answer】

First make sure that this thing is the information you need. What I see more in daily life is Apple's developer documentation. First of all, its structure is that there is a paragraph to introduce what this function is used for, a few short sentences , and then he will give you a small demo example, That's how this thing is used . And then below, the whole category involves various APIs, right? For example, what methods are in this protocol, which are optional, and which must be implemented, right? He will introduce them. It's not clear, um, it's just an example, how to use it, its introduction is quite clear.

【ask】

That is to say, you will first browse roughly to see if it meets your needs, and then look at it more seriously if it does, right?

【answer】

right.

【ask】

Well, then you will also use the search function, or locate through the navigation bar of his document , just look at locating each chapter, or search for keywords, and directly locate that part, is there such a situation? ?

【answer】

Some, some, for example, the words we use are not big, well, there will be some high-level grammars when developing, we will go to, for example, the Apple developer website, and then search for swift first, and then it will jump. In the tutorial of this language, he will then divide a very detailed navigation. For example, the first basic is the introduction of this grammar, and then gradually he will start to introduce what the stack and stack look like in it, and then go higher. The first step is, um , for example, how to use inline functions, then some rare keywords, how to use them, and then how to perform garbage collection, or the ARC MRC . kind of this function. Ah, let's go from the shallow to the deep. I will introduce you a little bit, and then there is also a kind of very detailed navigation on the side . You can directly click on what you want to search . That piece is also very convenient, you can find it through navigation.

【ask】

You should have read many types of documents, like the ones I mentioned just now, there are concepts, explanations, and steps, which teach you how to do it step by step, and another is Troubleshooting, etc., you can roughly recall that among the documents you have read, what are the components of different types of documents, you can simply give an example.

【answer】

For example, the step class, the typical one is swift, which will be introduced to you in Chapter 1. All the basic concepts will be explained to you with vivid examples. What is the producer? What is a consumer? What is a time series and how is the garbage bag created. Then the second step is to teach you functional programming, which is equivalent to a bridging process in the middle. Well, how to use several higher-order functions, that is, how to use features, reduce, and black map. It will systematically introduce functional programming, and asynchronous things. Then the third step is some simple, that is, some small examples of stringing the previous things together will help you understand how the middle framework is used. Part 4 will tell you where these frameworks can be used and what benefits it will bring. For example, for native development, how many lines of things are native to this language, and what is the speed? Then if using iOS Swift, how many lines of code may be reduced, and then, um, what is the speed? In this way, it will give you a comparison, put out the codes of both, and there will be some statistical data when it is released, which not only teaches you how to use this thing, but also shows me How powerful this framework and function is, it is like this.

【ask】

It means that you should read more, so you have a clearer understanding of his structure, right?

【answer】

Oh, in fact, I just worked for a while, and I didn't watch a lot.

【ask】

Well, OK, so the next question is to know what you expect from the developer's documentation experience. That is, we hope that we should all hope to be able to use better developer documentation, so this question is to ask you, what kind of documentation do you think is a good developer documentation, or what kind of documentation do you expect to use? Documentation?

【answer】

The first is the introduction, that is, how to say it, from the shallow to the deep, the first step of the document should be from the shallow to the deep, that is, the basic foundation must be well grasped, that is, the basic concepts must be explained clearly. There may be some I think, like I'm not a computer major, I've turned to communication, um, although we have also studied some basic computer courses, but it may be weaker than pure CS. Some, so the developer documentation must not be that kind. How should I put it, some are the kind of documentation that can only be read and read by those who have been developing for five or six years. The first point I think is his friendliness, his friendliness to newcomers, and if there is a basic concept, it must be explained clearly. The second step is that its layout should be more reasonable, from the shallower to the deeper, there are certain The demo song to explain the usage of this thing. And then, to highlight why this thing is good for me, it is possible that these functions can also be implemented natively, which is nothing more than a little troublesome, then why should I introduce your library, right? The cost of introducing a library may be the increase in package size and It is the instability of the API, right, these are a series of consequences, you have to reflect, that is why I use this thing. And then the third point is that, um, if possible, try to have as many languages as possible, of course I am in English, no problem, um, to be honest, there are some translated things, sometimes we think it is not In particular, it can express the original meaning clearly , because there are still certain differences between languages. If possible, I think multi-language can also be added, that is, there is a better and more reliable Chinese translation, and then the fourth point is the corresponding design. I think my ordering is probably like this.

【ask】

Well, you think that the content is more important first, and the content should be from the shallower to the deeper, and then it should be friendly to newcomers, that is, the explanation of the concept and the explanation of the principle should be clearer. In addition, the organizational structure should be arranged reasonably, and it cannot be said that it is to give some difficult things. It should be relatively simple and easy to understand at the beginning. Well, after that, it is an internationalization process of it. Yes, I just want to be able to provide a multilingual version, but in fact, you should read English and there is no big problem, right?

【answer】

um, yes.

【ask】

Well, because I have interviewed many programmers before, they all feel that they are more willing to read documents in English, and they feel that reading in English is more straightforward. The translation from Chinese is actually not very good. In addition, a translation is needed. process. Well, the last point you mentioned is this interaction design, and the last point is design, so what do you expect from the design? For example, some documents will provide an environment for running the code. On that line, you can directly run the code and then debug it. Do you think so?

【answer】

I don't tend to be like this, because this is also a challenge to the developer team of the entire document. Some languages, such as new ones, such as rust or swift, are updated faster. Your code It runs on the website. If you add a running environment, it needs to be updated from time to time. Sometimes, it may be a year or two. No one has updated this library, but my entire language has been updated, you This library may not be able to be used, right? If it can run on your website, it will not run on mine in my production environment. I don't recommend it.

【ask】

That is, you have considered the issue of language updates, right? There is actually another aspect of the documentation that is documentation. Is there any update to this maintenance? Have you ever encountered a situation where the document is not updated in time?

【answer】

Ah yes, the language we use for development here is relatively new, that is to say, when the language of swift reaches 5.0, which is this time last year, its API has only stabilized, and this is often written before. After the end, the interface is like this. The interface of the system has not been updated in time, so an error will be reported as soon as it runs down. This is indeed the case.

【ask】

Well, alright , let's leave this question first, and there are still about 5 minutes left, then I will ask you another question, um, do you think the programmer's study habits and work habits Are there any features?

【answer】

Well, the job of a programmer is one that needs to be learned while working in your career, because the knowledge system is constantly being updated. If you have been stagnant and can only solve some primary problems, then there is a high probability There will be what we call the 35-year-old midlife crisis. In fact, there are many people who just don't like this profession, don't like writing code, just because they heard that his salary is relatively high, they come in , and when you go to work every day after you come in, it is also more painful for you to go to work. Gradually get off work and don’t study, right, because I don’t like this thing, so it’s easy to be eliminated slowly. I think a good, healthy development process should be like this, maybe 2/3 of every day is used for learning, that is, for production and communication. Then there are 1/3~1/4 of the time, I need to recharge myself every night, I am such a person.

【ask】

Then you should be a more self-disciplined person.

【answer】

No, I don't need to say that, I think most people should be like that.

【ask】

Then the habit of your learning is that the process should be learning by doing, right? How to learn by doing projects , and then different projects should be oh, that is, what he wants to learn is also different.

【answer】

Yes yes, um.