The Pragmatic Programmer

The Pragmatic Programmer: From Journeyman to Master is a book about software engineering by Andrew Hunt and David Thomas, published in October 1999, first in a series of books under the label *The Pragmatic Bookshelf*. It is an influential book in software engineering, [1] and it is used as a textbook in related university courses. [2]

The book does not present a systematic theory, but rather a collection of tips to improve the development process in a pragmatic way. The main qualities of what the authors refer to as a pragmatic programmer are being an <u>early adopter</u>, to have fast adaptation, inquisitiveness and critical thinking, realism, and being a jack-of-all-trades.^[3]

The book uses analogies and short stories to present development methodologies and caveats, for example the <u>broken windows theory</u>, the story of the <u>stone soup</u>, or the <u>boiling frog. [4]</u> Some concepts were named or popularised in the book, such as <u>code katas</u>, small exercises to practice programming skills, [5] and <u>rubber duck debugging</u>, a method of debugging whose name is a reference to a story in the book. [6]

References

 Andrew Hunt and David Thomas, The Pragmatic Programmer, Addison-Wesley, 2000.

1.

- "8 Most Influential Books on Programming of All Time" (https://www.bgosoftwar e.com/blog/8-most-influential-books-on-programming-and-computer-science-ofall-time/).
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- 2. "CSE 331 17sp Software Design & Implementation: Information and Syllabus" (http s://courses.cs.washington.edu/courses/cse331/17sp/syllabus.html).
- 3. Hunt and Thomas, pp. xviii-xix.
- 4. Hunt and Thomas, pp. 7-9.
- 5. Steve Fenton (2014). Pro TypeScript: Application-Scale JavaScript Development. Apress. p. 209. ISBN 1430267909.
- 6. Pete Goodliffe (2014). Becoming a Better Programmer: A Handbook for People Who Care About Code. O'Reilly Media. p. 82. ISBN 1491905581.

External links

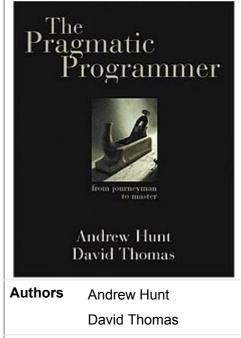
- Official website (http://pragprog.com/book/tpp/the-pragmatic-programmer)
- Pragmatic Programmer on CodingHorror (http://www.codinghorror.com/blog/2004/10/a-pragmatic-quick-reference.html)

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