**Discussion Topics: Pragmatic Programming**

In this module's discussion board assignment, answer the following questions:

1. Using the ***Pragmatic Programmer*** reading assignment, select one (1) topic and complete the following:
   * Why did you select this topic?
   * Summarize the main points (in your own words) of that topic in three or four sentences.
   * Find at least one additional resource (video, book, article, website, etc.) that supports your summary. Include a link to that resource.

This week, I decided to focus on Topic 46: Solving Impossible Puzzles for my discussion. I debated between discussing a few of the topics but ultimately landed on this one since it stuck out to me the most. It can be easy to assume that a task is too complicated to complete, but that is usually when I am stuck with the idea that there is only one answer. Especially when reading the subtitle is “Get Out of Your Own Way!” I feel like the biggest thing against me is often myself. I also find clarity when I step away from a complex or easy problem. A fresh mind can really help.

Throughout programming, running into problems is an expected outcome we face. It can be easy to get stuck with the thought that one solution is the only way and that there are no other plausible answers (Thomas & Hunt, 2024/2020). Just because you think a solution could not work does not mean it is accurate (Thomas & Hunt, 2024/2020). There are other ways to look at answers and their possible paths. When experiencing these frustrating or seemingly impossible problems, removing yourself from the situation and focusing on something else may provide insight (Thomas & Hunt, 2024/2020).

In her 2023 article, Karis Tobias discussed getting stuck while programming. Admitting that you are confused or not understanding is a step in the right direction that can lead you to the correct solution (Tobias, 2023). Working and gathering solutions to other problems can also help answer issues in the future (Tobias, 2023).

**References**

Thomas, D., & Hunt, A. (2020). *The Pragmatic Programmer: your journey to mastery*. Addison-Wesley. (Original work published 2024)

Tobias, K. (2023, July 26). *Getting stuck while programming? Here’s how I overcame it*. Medium. https://karistobias.medium.com/getting-stuck-in-programming-how-do-i-overcome-it-4c048e79ca8c

***Before you submit your thread, put your name in the subject line.***

**Assignment Requirements and Grading:**

1. An initial post of approximately 250 words is due by **Thursday, 11:59 p.m., CT**.
2. For the initial post to be considered substantive, it should be at least 250 words in length and fully cover the topics being presented. Single-sentence definitions or responses will not be awarded points.
3. Submit your post by clicking on the **Assignment Link** above, then **Create Thread**. You must create a thread in order to view your peers' posts. Tip: Create your post in a Word document and then copy and paste your work into the thread.
4. A minimum of three (3) responses, **to the original threads of other students**, of 100-200 words each are due by **Sunday, 11:59 p.m., CT**.
5. To view the rubric grading criteria, click on the following link: [Discussion Board Grading Rubric](https://content.bellevue.edu/cst/csd/rubricdbv3.pdf).

**(50 points)**