



And yet, somehow, they created legendary games that defined a generation. Perhaps there's something to be said for writing code by hand, one painstaking line at a time, with nothing but a stack of paper and a dream.

Next time your team mates complain about automated builds taking too long, remind them of the heroic souls at Atari. They'd laugh in the face of overnight compilation, and then quietly pass you a handwritten note telling you to leave them alone so they can get back to inventing everything from scratch.

If the Atari developers were akin to ancient monks, dutifully transcribing sacred code by hand, then Ruby developers are more like modern philosophers, pondering how to do less while achieving more.

The inventor of Ruby, Yukihiro "Matz" Matsumoto, has a rather curious philosophy. He openly admits that his goal when creating Ruby was to be lazy. Yes, you heard that right, lazy. And not just ordinary laziness, but the kind of laziness that requires deep, deliberate thought. The idea is simple: work

hard upfront so you never have to work hard again. Hide the complexity, make it disappear beneath layers of simplicity, and create a world where the programmer's job is to merely enjoy the process of coding.

In the world of Ruby, the goal is to create code that is so clear, so flawless, that you never have to test anything. Well, that's the dream, anyway. In reality, even Ruby developers can't quite escape the need for testing, but the philosophy behind Ruby is still to make everything as smooth as possible.

Why spend hours wrangling with convoluted syntax and arcane error messages when you can craft something elegant and intuitive? It's as if Ruby developers have unlocked some cosmic secret: programming should be fun, not painful.

The belief in hiding the complexity of the system so that it seems like everything just works. It's like finding out the wizard behind the curtain is actually a really chill guy who just wants to make life easier for you.

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Ruby developers craft their code with the same sort of ambition that someone might have when trying to build the perfect chair. They don't want it to just work; they want it to be so comfortable that you never think about the mechanics behind it. And why test a chair that's so perfectly engineered that it couldn't possibly wobble? Of course, in the real world, testing is still necessary (even the most perfect-looking chair can unexpectedly collapse under the wrong circumstances), but the Ruby mindset

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