

The Art of Unix Programming

I. Context

1. Philosophy

2. History

3. Contrasts

II. Design

4. Modularity

5. Textuality

6. Transparency

7. Multiprogramming

8. Minilanguages

9. Generation

10. Configuration

11. Interfaces

12. Optimization

13. Complexity

III. Implementation

14. Languages

15. Tools

16. Reuse

IV. Community

17. Portability

18. Documentation

19. Open Source

20. Futures