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**Check your code first before looking to blame others**

There is one huge problem of all developers: they don’t believe their code could be broken. They often think that compiler, OS or other software has bugs in its structure but not in their own code. Of course, there is no program in the world without some problems, but it is more often developers spend too much time looking for bug in their work-tool when they should have to look for it in own code.

Every of us have to understand and remember that probability of existing bugs in widely used, famous and most common framework is very low. May be in some alpha versions of programs you could find some bugs; however, try to check your code looking for mistakes in loops, types of variables or in other elements. The items of the most common procedure to fix bugs are to isolate problem, check for mistakes in isolated part, explain the problem to colleague and run program on different machines and platforms. Especially, it might be different result, if you try to run you code on software of different vendors and on different software of single vendor. In addition, every programmer have to remember that he creates software not for machines but for usual people. This means that somebody can use your program the way you would never imagine.

Besides, if you have multithreaded system you have to remember that problems of this system will be multithreaded and such complicated bugs cannot be found by usual unit tests. Consequently, your code must be simple.

Finally, if we rephrase Sherlock Holmes’s tip, “when you exclude something you are not sure, the other unbelievable thigs that are left must be truth”. You should remember, that machine works the way we said it, therefore, the problem in our minds, not in machine’s.