

4 Programming Wisdom

You're going to fail. Failure is the norm, in art, music, literature, sports, politics, computing, and everything else.

Do not code with the assumption of success. Code with the expectation that you have made mistakes.

Plan things so that after you have failed, you can recover quickly and cheaply.

(John Mashey, paraphrased)

A Programming Truism

You will have a mistake in your code.

You will not be able to find your mistake.

No one you ask for help will be able to find your mistake.

The first jerk who walks by with unwanted advice will find the error immediately.

More Programming Truism

Probably more bugs are found as described below than are found in any other way:

After asking someone for help, you have to explain to that person what the program actually does.

As you are explaining your code, the bug becomes instantly apparent to you.

Rules of Thumb

No routine should be longer than about one page of code.

For every page of code, there should be about one page of documentation.

“Writing is nature’s way of showing us how fuzzy our thinking is.”

Jargon

Just for fun, google “devil’s DP dictionary”

Although the jargon files are intended to be humorous, they would not be so humorous if they weren’t also so true.