## **Basic and Power Tools**

(Pragmatic Programmer, Chapter 3)

• Choose one editor and know it well

You need to be proficient. Simply typing linearly and using a mouse to cut and paste is not enough. You just can't be as effective that way as you can with a powerful editor under your fingers.

- Configurable, Extensible, Programmable
- Syntax highlighting, auto-completion, boilerplate, autoindent, IDE-like features (compile,run)

Using notepad is like using a teaspoon as a shovel—simply typing and usinb basic mouse-based cut and paste is not enough.

Software Design 5.1

## **Debugging**

- Origin of word bug
  - > That's not a bug, that's a feature
  - > Call it an error, a mistake, a fundamental flaw, ...
- Debugging as problem-solving
  - > Don't cast blame, find and fix the bug
  - > Resist myopia: don't eliminate symptoms, fix the bug
- What code to fix?
  - ➤ Compile a clean version, how?
- How to fix? Use debugger, code walk-through, eyeballs
  - > Read documentation (select system call is broken)

Software Design 5.3

## **Use Source Code Control**

- Good user interfaces have an UNDO feature, preferably multiple levels of undo, redo
  - How do we get this with our programming efforts?
  - Source control, configuration management
- Once a program is released, what's next?
  - Work on next version
  - Work on bug fixes
  - > How to do these simultaneously? Branch source tree
- How does more than one person work on same program?
  - CVS, concurrent versions system

Software Design 5.2

## **Great Programming**

- Everyone else does bad programming
- Everyone else does good programming
- Everyone does mediocre programming
- What is great programming?
- What is bad programming?

Software Design 5.4