The Art of Unix Programming

by Eric Steven Raymond

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Dedication

To Ken Thompson and Dennis Ritchie, because you inspired me.

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from engines
Rule of Simplicity: Design for simplicity; add complexity only where you
must
Rule of Parsimony: Write a big program only when it is clear by demon-
stration that nothing else will do
Rule of Transparency: Design for visibility to make inspection and debug-
ging easier

Rule of Robustness: Robustness is the child of transparency and simplicity.
Rule of Representation: Fold knowledge into data, so program logic can be
stupid and robust
Rule of Least Surprise: In interface design, always do the least surprising
thing
Rule of Silence: When a program has nothing surprising to say, it should
say nothing
Rule of Repair: Repair what you can — but when you must fail, fail noisily
and as soon as possible
Rule of Economy: Programmer time is expensive; conserve it in preference
to machine time
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