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Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and Living

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97 things every programmer should know is a light easy read that is broad enough to appeal to anyone who works in code or on software projects in general. I found essays like "How to Implement Doing it Right vs Getting it Done" to be very helpful and wise.

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The following are the original, unedited contributions for the book 97 Things Every Software Architect Should Know, which is available at O'Reilly Media, Amazon.com and your local book stores. This work is licensed under a Creative Commons Attribution 3. Revision History

97 Things · GitHub

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Introduction • 97 Things Every Programmer Should Know well, this book consists of 97 two-page tip and experiences about software development. some are about habits, some are about best practices, some are about the way you should look at things, etc. it was of course worth reading. somehow i can say it is essential to every programmer. but of course there's a best-time-to-read-this-book.

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Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8.

Things Every Programmers and Developer Should Know Without further ado, here is a list of things which I personally believe, every programmer should know, irrespective of the job he is doing.