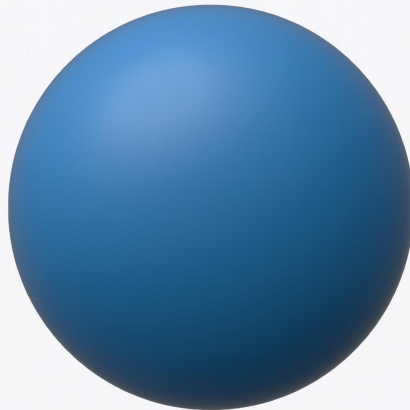


PragmaticBookshelf

# simplicity

sustainable, humane, and  
effective software development



dave thomas

edited by  
Susannah Davidson

This extract shows the online version of this title, and may contain features (such as hyperlinks and colors) that are not available in the print version.

For more information, or to purchase a paperback or ebook copy, please visit <https://www.pragprog.com>.

Copyright © The Pragmatic Programmers, LLC.

# Contents

Change History . . . . . ?

Let's Change Our World—Again . . . . . ?

## Part I — Simplify Your Projects

1. Orient; Step; Learn . . . . . ?

Practice 1. Agility On An Index Card ?

Practice 2. Orient: Find Out Where You Are ?

Practice 3. Step: Make the smallest possible progress ?

Practice 4. Learn: Assess and Adjust ?

2. Lose Weight Now... . . . . . ?

Practice 5. Cut Back on Unhealthy Dependencies ?

Practice 6. Frameworks: Read The Ingredients ?

Practice 7. The Best Features Are The Ones You Don't Ship ?

3. Simplify Your Projects . . . . . ?

Practice 8. Decouple Your Teams ?

Practice 9. Meetings, Bloody Meetings ?

Practice 10. Decorum: If You Have to Have a Meeting ?

Practice 11. Spread Your Skills ?

Practice 12. Let The Information Go Free ?

## Part II — Simplify Your Environment

- 4. **Automate All The Things** . . . . . ?
  - Practice 13. Make Your Desktop Work For You . . . . . ?
  - Practice 14. Make Your Terminal Work For You . . . . . ?
  - Practice 15. Automate Everything Else . . . . . ?
  - Practice 16. Own Your Editor . . . . . ?
  - Practice 17. Automate Setting Up Your Development Machine . . . . . ?
  
- 5. **“Embrace Change”** . . . . . ?
  - Practice 18. Mix the Practical and the Fanciful . . . . . ?
  - Practice 19. Play In The Future, Work In The Past . . . . . ?

## Part III — Simplify Your Interactions

- 6. **Soft Skills** . . . . . ?
  - Practice 20. Disagreements Are Not Zero Sum Games . . . . . ?
  - Practice 21. Work On Your Empathy . . . . . ?
  - Practice 22. Have Empathy For Things . . . . . ?
  - Practice 23. Spin a Story . . . . . ?

## Part IV — Simplify Your Code

- 7. **Data Driven** . . . . . ?
  - Practice 24. Let The Data Do The Driving . . . . . ?
  - Practice 25. Simplify Your Tests using Tables . . . . . ?
  - Practice 26. Simplify Logic With State Machines . . . . . ?
  
- 8. **Down At The Codeface** . . . . . ?
  - Practice 27. No Comment . . . . . ?
  - Practice 28. TO DO or NOT TO DO . . . . . ?
  - Practice 29. Line ‘em Up . . . . . ?
  - Practice 30. Dangle That Comma . . . . . ?
  - Practice 31. Sort ‘em Out . . . . . ?
  - Practice 32. Tall Beats Wide . . . . . ?

Practice 33. Keep It Local . . . . . ?

**9.** Outroduction . . . . . ?

**A1.** Bibliography . . . . . ?