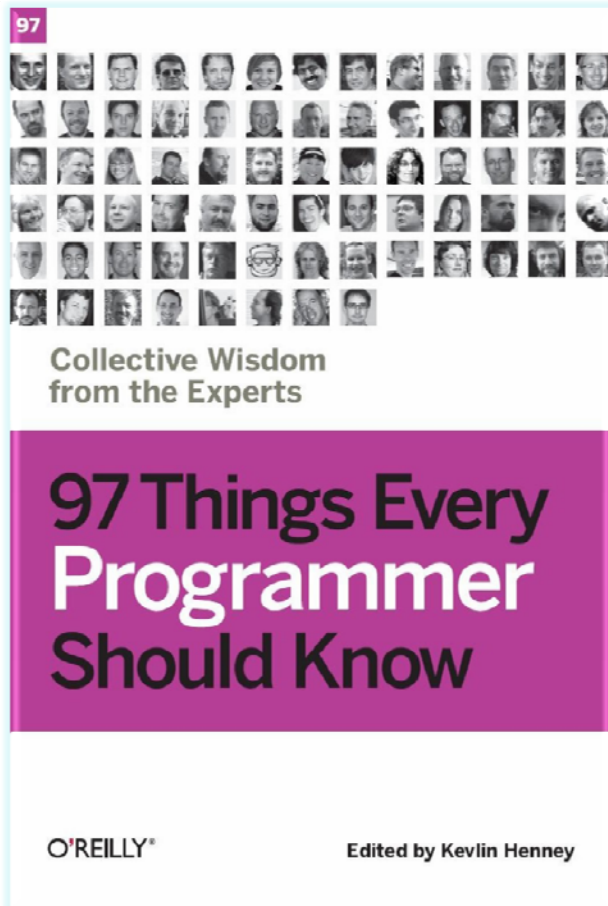


Software Craftsmanship

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The newest computer can merely compound, at speed, the oldest problem in the relations between human beings, and in the end the communicator will be confronted with the old problem, of what to say and how to say it.

Edward R Murrow

People in high tech take pride in their work. They are individuals who see the details of the things they produce in the light of the trials and triumphs they experience while creating products. In the courage of creation, they find a place to hang their individuality. Programmers and techno types appreciate elegant, spare code and the occasional well-turned architectural hack.

Rick Levine, *The Cluetrain Manifesto*

Manifesto for Software Craftsmanship

Raising the bar.

As aspiring Software Craftsmen we are raising the bar of professional software development by practicing it and helping others learn the craft. Through this work we have come to value:

Not only working software,
but also **well-crafted software**

Not only responding to change,
but also **steadily adding value**

Not only individuals and interactions,
but also **a community of professionals**

Not only customer collaboration,
but also **productive partnerships**

That is, in pursuit of the items on the left we have found the items on the right to be indispensable.



7-20-03 The Ideal Programmer

In January of this year, Scott Meyers (author of [Effective C++](#)), Bill Venners, Chuck Allison and myself convened a technical summit in Portland called "Writing Better Code." This was a small group that we invited from among people who had spent time thinking and writing about the issues around creation of code and projects. The list included:

- Scott Meyers
- Bruce Eckel
- Bill Venners
- Chuck Allison
- Joshua Bloch
- Alistair Cockburn
- Dave Thomas
- Andrew Hunt
- Pete McBreen
- Angelika Langer
- Chris Sells
- Kevlin Henney
- Randy Stafford
- Matt Gerrans

Links I Read

[Cafe Au Lait](#)

[Artima](#)

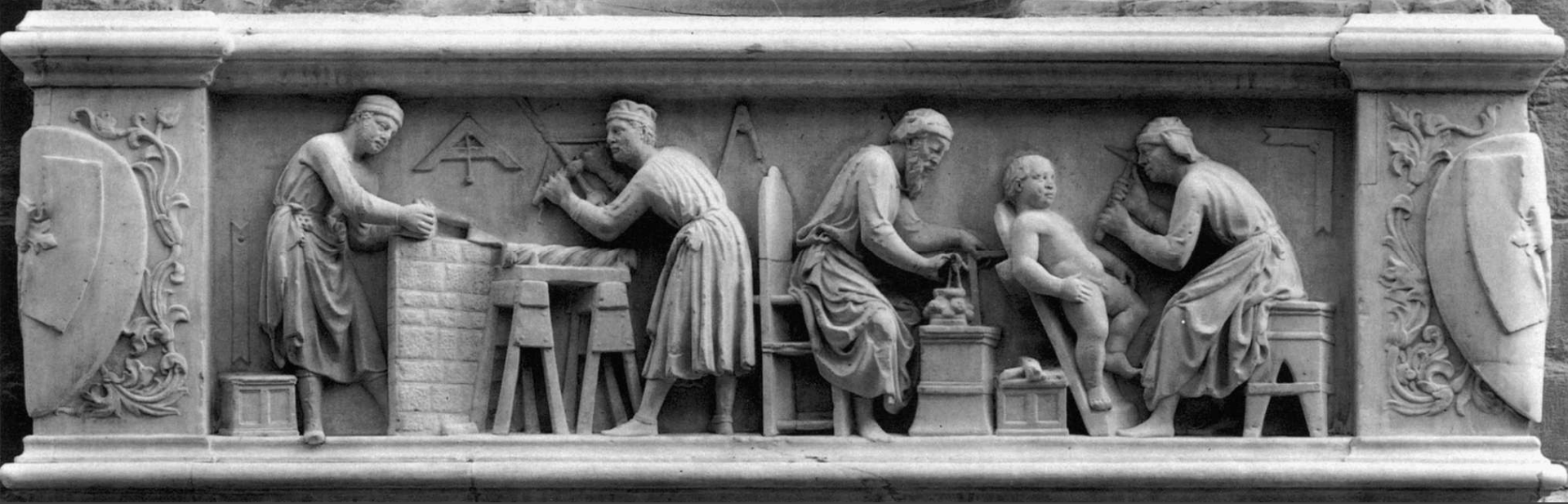
[Daily Python URL](#)

[Martin Fowler](#)

[Joel on Software](#)

[Paul Graham](#)

[Cringely](#)



Craftsmanship has been used for centuries for the successful transmittal of skills and the development of communities of practice.

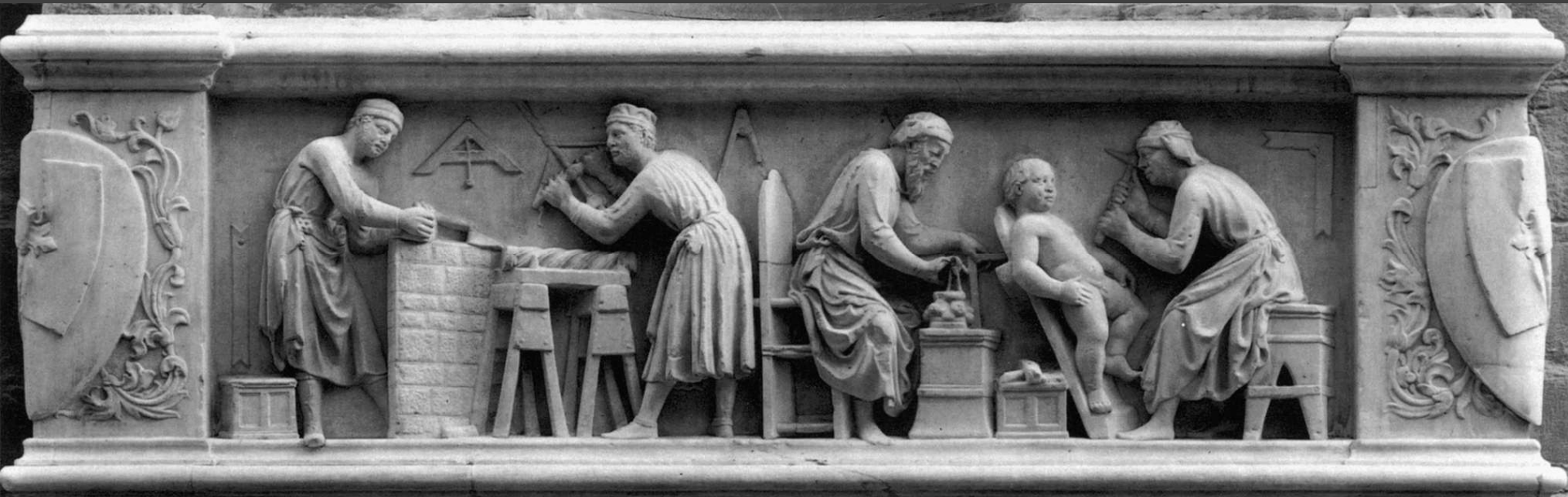
Pete McBreen, Software Craftsmanship

A guild is an association of craftsmen in a particular trade.

The earliest guilds were formed as confraternities of workers. They were organized in a manner something between a trade union, a cartel and a secret society. They often depended on grants of letters patent by an authority or monarch to enforce the flow of trade to their self-employed members, and to retain ownership of tools and the supply of materials. [...]

Two of the most outspoken critics of the guild system were Jean-Jacques Rousseau and Adam Smith, and all over Europe a tendency to oppose government control over trades in favour of laissez-faire free market systems was growing rapidly and making its way into the political and legal system. Karl Marx in his *Communist Manifesto* also criticized the guild system for its rigid gradation of social rank and the relation of oppressor/oppressed entailed by this system.

<http://en.wikipedia.org/wiki/Guild>



engineering the branch of science and technology concerned with the design, building, and use of engines, machines, and structures.

The New Oxford Dictionary of English

Structural engineering is the science and art of designing and making, with economy and elegance, buildings, bridges, frameworks, and other similar structures so that they can safely resist the forces to which they may be subjected.

The Institution of Structural Engineers



Software development can only be considered immature because of how we use our experience, not because we lack experience.



9:50 AM Nov 1st, 2009 from TweetDeck

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Bad Code, Craftsmanship, Engineering, and Certification
Robert C Martin

Sharpening the Tools
Dan North



Beyond Masters and Apprentices
A Scalable, Peer-led Model for Building Good Habits in
Large and Diverse Development Teams
Jason Gorman

The Craftsman Learns (or Learning the Craft)
Pete Goodliffe



Danger: Software Craftsmen at Work
David Harvey

Software Craftsmanship, Beyond the Hype
Corey Haines

