

# Download A Philosophy Of Software Design

I'm trying to read all the good writing about software design. This is very easy because not very much has been written: it turns out that it's much easier to write an article about how to write a Tetris AI as a containerized Kotlin microservice than it is to shed insight on how to write good code. The Unix philosophy, originated by Ken Thompson, is a set of cultural norms and philosophical approaches to minimalist, modular software development. Software design is the process by which an agent creates a specification of a software artifact, intended to accomplish goals, using a set of primitive components and subject to constraints. Software design may refer to either "all the activity involved in conceptualizing, framing, implementing, commissioning, and ultimately modifying complex ... The basis of Wolfram Language: knowledge-based programming, automation, coherent design, symbolic expressions, data framework, free-form linguistics, universal deployment, computable documents, built-in connectivity, interactivity, scalability...