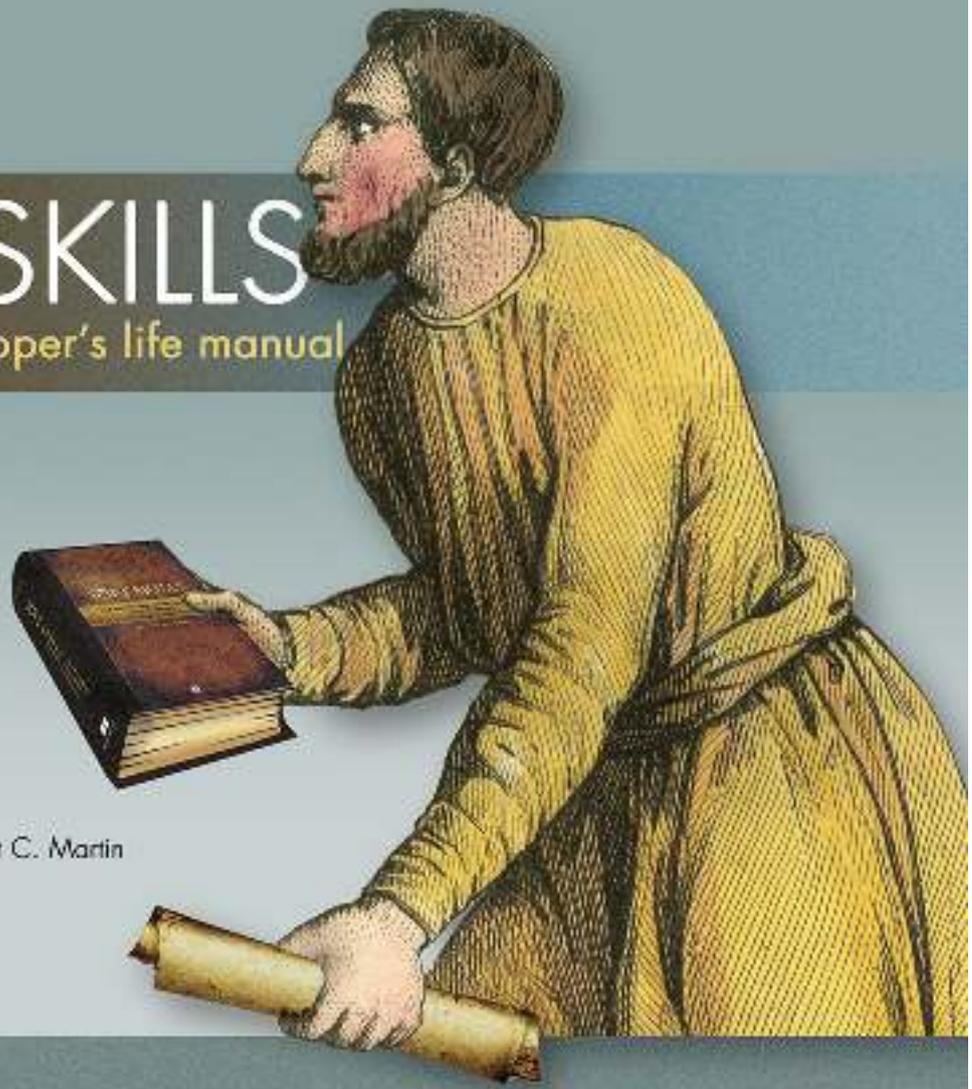


SOFT SKILLS

The software developer's life manual



John Z. Sonmez

Forewords by
Scott Hanselman and Robert C. Martin

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Soft Skills

The software developer's life manual

John Z. Sonmez



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To all developers who strive for continuous
self-improvement...

Who are not satisfied with good enough

Who always seek every opportunity to expand their horizons
and explore the unknown

Whose thirst for knowledge is never fully quenched

Who believe that software development means more than just writing code

Who know that failure is not the end, but merely a step in the journey

Who struggle at times, and sometimes fall, but always get back up again

Who have the will and determination to seek the harder path in life

And, most importantly, who are willing to help others along the way

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Foreword

I've long been an advocate for soft skills. Coding is so harsh and cold. Everything is so easily measured in the hard world of code. How many lines of code can you write? How productive can you be? Did those tests pass? It's easy to get caught up in the measurement of it all and lose sight of the human aspect of technology.

Are you liked? Are you appreciated? Are you kind and welcoming? Do you inspire with your positivity and supportive demeanor, or just with your ruthless competence? Are you taking care of yourself, your back, your buns, and your brain? I've been coding for well over 25 years and, let me tell you, things break down if you don't take care of them.

Perhaps you're a consultant, as many of us are. Are you taking care of your finances? Money doesn't compile quite the same way as code, as much as you'd wish it did. All of these skills and so many more make up the so-called soft skills. What John has done for us with this book is to compile all of the things one needs to know to form, well, a well-rounded software professional! After many years of fail-fast, fail-often, John speaks from vast experience about what works and what doesn't. *Soft Skills* is a near complete brain dump from a successful engineer and it gives you useful, practical, and actionable advice on a wide array of topics.

I'd also recommend you check out my free video documentary, "Get Involved in Tech" at <http://www.getinvolvedintech.com> for a video discussion of what it means to be a social developer, just like John talks about in Section 2 of this very book! John and I think similarly about these things which is why I'm thrilled to be writing this foreword.

Enjoy this book. Take it a little at a time, jump around, absorb, and return to it. Continuous integration and continuous improvement work in wetware as well as software!

SCOTT HANSELMAN
SOFTWARE ARCHITECT, ENGINEER, AUTHOR, TEACHER

Foreword

Late in the evening of Friday, December 5, 2014 (my 62nd birthday), I received an email from John Sonmez, the author of this book. He wrote, asking me to write a foreword by Monday, December 8. In John's email was a zip file with several dozen Word files—I found this presentation of the manuscript to be inconvenient and annoying, and I didn't have time to generate a PDF of the whole book.

I wasn't pleased to get such a request. My wife had just had double knee replacements and was in rehab. I had a flying lesson Saturday morning and planned to spend the rest of the day with my wife. I was scheduled to board a plane to London Saturday evening and teach courses Monday through Friday. So there was no way, not by Monday. John hadn't given me enough time, and I told him so.

Just before driving to the airport, I found John had sent me a Christmas package of cheeses and ham. It included a card, thanking me for considering writing the foreword. Also, I received another email from John in which he said he had begged his publisher for another day, so he could give me until Tuesday. He sent me several other imploring emails, but I told him that there was no reasonable chance, and that he should expect nothing from me.

I drove to the airport, boarded the plane, slept through the flight, and took a taxi to my favorite London hotel. I was wiped out by the travel and played Minecraft in a stupor until I finally crashed. On Monday I taught a full day, and then had to do some work on the SMC Compiler for Episode 30 of my Clean Code video series on <http://cleancoders.com>.

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