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Taken from a web page of Paul Graham (see <http://www ...>

Hackers and Painters: Big Ideas from the Computer Age I highly recommend it Bundling all these different types of work together in one When I finished grad school in computer science I went to art school to study painting A lot of people seemed surprised that someone interested in computers would also be interested in painting

Hackers & Painters: Big Ideas from the Computer Age

Hackers & Painters: Big Ideas from the Computer Age Paul Graham "The computer world is like an intellectual Wild West, in which you can shoot anyone you wish with your ideas, if you're willing to risk the consequences " --from Hackers & Painters: Big Ideas from the Computer

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your ideas, if you're willing to risk the consequences " --from Hackers & Painters: Big Ideas from the Computer Age, by Paul Graham We are living in the computer age, in a world increasingly designed and engineered by computer programmers and software designers, by people who call themselves hackers

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- Get in the habit of writing beautiful code
- Take communication classes: code that is hard to understand can't be beautiful
- Learn from the masters: agile programming, pragmatic programmers

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startups for components and ideas (pages 96–97, 99, 101, from chapter 6, "How to Make Wealth," in Hackers and Painters: Big Ideas from the Computer Age) (Graham 2004) Your job as an executive is to figure out how to turn your large company into an innovation machine—to generate new ideas and technology well and relatively often

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find his ideas very simple to understand because he has a knack of making the art of value investing look simple Every article speaks volumes about the tremendous amount of thinking that has gone into each topic Not only that, Pabrai is a natural story teller Here are few big ...

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EECS 101 Introduction to Computer Science Dinda, Spring, 2009 Page 1 of 10 EECS 101: An Introduction to Computer Science for Everyone Syllabus Web Page www.nucs101.org What roles this class can play for you Hackers and Painters: Big Ideas from the Computer Age, O'Reilly Media, 2004 • Lawrence Lessig,

How Computing Changes Thinking David Evans

Paul Graham, Hackers & Painters: Big Ideas from the Computer Age (O'Reilly Media, 2004) This is a delightful collection of essays by Paul Graham, co-founder of the first web application company which became Yahoo! shopping, as well as an accomplished painter The essays explore fundamental ideas in computing, but from a very different perspective

Hoshin Hacking White Paper - Business Centered Learning, LLC

in his book Hackers and Painters, that people not broadcast and defend an idea too soon; "To do good work, you need a brain that can go anywhere And you especially need a brain that's in the habit of going where it's not supposed to Great work tends to grow out of ideas that others have overlooked, and no idea is so overlooked as the

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in Hackers & Painters: Big Ideas from the Computer Age (O'Reilly Media, 2004) leadingedge If you know your way around a microcontroller, we have a challenge—and, possibly, a reward—just for you Together, NEC Electronics America and EDN have launched Cornelius van Drebbel's Mad Design Contest We challenge you to be as innovative as the

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Northwestern University EECS 101 Syllabus Kao et al, Spring, 2011 1 of 14 pages Northwestern University Hackers and Painters: Big Ideas from the Computer Age, O'Reilly Media, 2004 D Lawrence Lessig, Code: Version 20, Basic Books, 2006 5 Chapter 2 from Paul Graham, Hackers and Painters, O'Reilly, 2004 6 CNNMoneycom, Best

Introduction to Political Theory, 2006, 560 pages, John ...

Hackers & Painters Big Ideas from the Computer Age, Paul Graham, 2004, Computers, 258 pages The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups