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Hackers & Painters: Big Ideas from the Computer Age, by Paul Graham, explains this world and the motivations of the people who occupy it. In clear, thoughtful prose that draws on illuminating historical examples, Graham takes readers on an unflinching exploration into what he calls "an intellectual Wild West."

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Preview — Hackers & Painters by Paul Graham. Hackers & Painters Quotes Showing 1-30 of 172.

“There are few sources of energy so powerful as a procrastinating college student.”. ? Paul Graham, Hackers & Painters: Big Ideas from the Computer Age. tags: graham , hackers , humor , inspirational , painters , paul. 79 likes.

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Hackers & Painters: Big Ideas from the Computer Age is a collection of essays from Paul Graham discussing hacking, programming languages, start-up companies, and many other technological issues.

[1] [2] [3] [4] [5] "Hackers & Painters" is also the title of one of those essays.

~~Hackers & Painters — Wikipedia~~

Disclaimer: I'm a big fan of Paul Graham's writing and works. I've been reading his blog for ages, and am a somewhat obsessive reader of his website Hacker News. I recently decided to purchase and read Graham's book, "Hackers & Painters", to casually read through some of his favorite essays.

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Hackers & Painters: Big Ideas from the Computer Age - Paul Graham - Google Books. "The computer world is like an intellectual Wild West, in which you can shoot anyone you wish with your ideas, if...

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"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 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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~~?Hackers & Painters on Apple Books~~

Hackers & painters : big ideas from the computer age. [Paul Graham] -- A collection of essays on the computer age offers insights into programmers, programming, and the businesses and business world they are creating, covering such topics as why nerds are both unpopular ...

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The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

"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 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. Who are these people, what motivates them, and why should you care? Consider these facts: Everything around us is turning into computers. Your typewriter is gone, replaced by a computer. Your phone has turned into a computer. So has your camera. Soon your TV will. Your car was not only designed on computers, but has more processing power in it than a room-sized mainframe did in 1970. Letters, encyclopedias, newspapers, and even your local store are being replaced by the Internet. *Hackers & Painters: Big Ideas from the Computer Age*, by Paul Graham, explains this world and the motivations of the people who occupy it. In clear, thoughtful prose that draws on illuminating historical examples, Graham takes readers on an unflinching exploration into what he calls "an intellectual Wild West." The ideas discussed in this book will have a powerful and lasting impact on how we think, how we work, how we develop technology, and how we live. Topics include the importance of beauty in software design, how to make wealth, heresy and free speech, the programming language renaissance, the open-

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source movement, digital design, internet startups, and more.

Everything around us is turning into computers. Typewriters, phones, cars, letters, encyclopedias, newspapers, and even your local store are being replaced by the Internet. *Hackers & Painters: Big Ideas from the Computer Age*, by Paul Graham, explains this world and the motivations of the people who occupy it. In clear, thoughtful prose that draws on illuminating historical examples, Graham takes readers on an unflinching exploration into what he calls "an intellectual Wild West."

* Our summary is short, simple and pragmatic. It allows you to have the essential ideas of a big book in less than 30 minutes. By reading this summary, you will discover how hacking is a refined and sophisticated discipline, and how it relates to painting. You will also discover : that very often, under the glasses of the hacker and the pimply-faced nerd, badly bundled and mistreated, hides a magnificent intelligence and a rare sensitivity; the common points between pictorial composition and the art of creating code; the rudiments of the discreet and subtle art of computer programming; the keys to innovation. Behind many of the great fortunes that marked their time and continue to do so today, hackers are often hiding, in the good sense of the word, people from the world of programming, of code: Steve Jobs, Bill Gates, Larry Ellison or Mark Zuckerberg. Computing is a formidable springboard for those who know how to "halt and catch fire", as IBM puts it. The code is a means of expression and determines, just like a painter, what the coder wants to reveal to the world and about himself. It is a musical and pictorial score in which its creators challenge the individual through a beautiful language composed of zeros and ones. *Buy now the summary of this book for the modest price of a cup of coffee!

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"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 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. Who are these people, what motivates them, and why should you care? Consider these facts: Everything around us is turning into computers. Your typewriter is gone, replaced by a computer. Your phone has turned into a computer. So has your camera. Soon your TV will. Your car was not only designed on computers, but has more processing power in it than a room-sized mainframe did in 1970. Letters, encyclopedias, newspapers, and even your local store are being replaced by the Internet. *Hackers & Painters: Big Ideas from the Computer Age*, by Paul Graham, explains this world and the motivations of the people who occupy it. In clear, thoughtful prose that draws on illuminating historical examples, Graham takes readers on an unflinching exploration into what he calls "an intellectual Wild West." The ideas discussed in this book will have a powerful and lasting impact on how we think, how we work, how we develop technology, and how we live. Topics include the importance of beauty in software design, how to make wealth, heresy and free speech, the programming language renaissance, the open-source movement, digital design, internet startups, and more.

Named by Inc. magazine as one of the 10 Best Business Books of 2018 Every startup wants to change the world. But the ones that truly make an impact know something the others don't: how to make government and regulation work for them. As startups use technology to shape the way we live, work, and learn, they're taking on challenges in sectors like healthcare, infrastructure, and education, where

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failure is far more consequential than a humorous chat with Siri or the wrong package on your doorstep. These startups inevitably have to face governments responsible for protecting citizens through regulation. Love it or hate it, we're entering the next era of the digital revolution: the Regulatory Era. The big winners in this era--in terms of both impact and financial return--will need skills they won't teach you in business school or most startup incubators: how to scale a business in an industry deeply intertwined with government. Here, for the first time, is the playbook on how to win the regulatory era. "Regulatory hacking" doesn't mean "cutting through red tape"; it's really about finding a creative, strategic approach to navigating complex markets. Evan Burfield is the cofounder of 1776, a Washington, DC-based venture capital firm and incubator specializing in regulated industries. Burfield has coached startups on how to understand, adapt to, and influence government regulation. Now, in *Regulatory Hacking*, he draws on that expertise and real startup success stories to show you how to do the same. For instance, you'll learn how... * AirBnB rallied a grassroots movement to vote No on San Francisco's Prop F, which would have restricted its business in the city. * HopSkipDrive overcame safety concerns about its kids' ridesharing service by working with state government to build trust into its platform. * 23andMe survived the FDA's order to stop selling its genetic testing kits by building trusted relationships with scientists who could influence the federal regulatory community. Through fascinating case studies and interviews with startup founders, Burfield shows you how to build a compelling narrative for your startup, use it to build a grassroots movement to impact regulation, and develop influence to overcome entrenched relationships between incumbents and governments. These are just some of the tools in the book that you'll need to win the next frontier of innovation.

Peter Seibel interviews 15 of the most interesting computer programmers alive today in *Coders at Work*,

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offering a companion volume to Apress's highly acclaimed best-seller *Founders at Work* by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the *Coders at Work* web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of *The Art of Computer Programming* and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Teaching users new and more powerful ways of thinking about programs, this two-in-one text contains a tutorial--full of examples--that explains all the essential concepts of Lisp programming, plus an up-to-

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date summary of ANSI Common Lisp. Informative and fun, it gives users everything they need to start writing programs in Lisp and highlights innovative Lisp features.

An inside account of the unexpected and often unscalable experiments fueling the startup explosion."

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

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