Chapter 1 : Emperor â€" Card Game Rules | Bicycle Playing Cards

*Teach Yourself Casino Games New Edition (Teach Yourself: Games/Hobbies/Sports) [Belinda Levez] on calendrierdelascience.com *FREE* shipping on qualifying offers. For improving your odds of winning, bet on Teach Yourself! Written by a gaming expert.*

The Amazon advanced search for [title: Of the top ten, nine are programming books the other is about bookkeeping. Similar results come from replacing "teach yourself" with "learn" or "hours" with "days. Idiots can learn it in 21 days, even if they are dummies. So the book can only be talking about a superficial familiarity, not a deep understanding. As Alexander Pope said, a little learning is a dangerous thing. Alan Perlis once said: Unfortunately, this is not enough, as the next section shows. The key is deliberative practice: There appear to be no real shortcuts: In another genre, the Beatles seemed to burst onto the scene with a string of 1 hits and an appearance on the Ed Sullivan show in But they had been playing small clubs in Liverpool and Hamburg since , and while they had mass appeal early on, their first great critical success, Sgt. Peppers, was released in Malcolm Gladwell has popularized the idea, although he concentrates on 10, hours, not 10 years. Henri Cartier-Bresson had another metric: True expertise may take a lifetime: Samuel Johnson said "Excellence in any department can be attained only by the labor of a lifetime; it is not to be purchased at a lesser price. Get interested in programming, and do some because it is fun. The best kind of learning is learning by doing. To put it more technically, "the maximal level of performance for individuals in a given domain is not attained automatically as a function of extended experience, but the level of performance can be increased even by highly experienced individuals as a result of deliberate efforts to improve. Mind, Mathematics, and Culture in Everyday Life is an interesting reference for this viewpoint. Talk with other programmers; read other programs. This is more important than any book or training course. If you want, put in four years at a college or more at a graduate school. Work on projects with other programmers. Be the best programmer on some projects; be the worst on some others. Work on projects after other programmers. Understand a program written by someone else. See what it takes to understand and fix it when the original programmers are not around. Think about how to design your programs to make it easier for those who will maintain them after you. Learn at least a half dozen programming languages. Remember that there is a "computer" in "computer science". Know how long it takes your computer to execute an instruction, fetch a word from memory with and without a cache miss , read consecutive words from disk, and seek to a new location on disk. Get involved in a language standardization effort. Either way, you learn about what other people like in a language, how deeply they feel so, and perhaps even a little about why they feel so. Have the good sense to get off the language standardization effort as quickly as possible. With all that in mind, its questionable how far you can get just by book learning. Before my first child was born, I read all the How To books, and still felt like a clueless novice. Instead, I relied on my personal experience, which turned out to be far more useful and reassuring to me than the thousands of pages written by experts. Fred Brooks, in his essay No Silver Bullet identified a three-part plan for finding great software designers: Systematically identify top designers as early as possible. Assign a career mentor to be responsible for the development of the prospect and carefully keep a career file. Provide opportunities for growing designers to interact and stimulate each other. This assumes that some people already have the qualities necessary for being a great designer; the job is to properly coax them along. Alan Perlis put it more succinctly: Michelangelo would have had to be taught how not to. So it is with the great programmers". Perlis is saying that the greats have some internal quality that transcends their training. But where does the quality come from? Or do they develop it through diligence? As Auguste Gusteau the fictional chef in Ratatouille puts it, "anyone can cook, but only the fearless can be great. But maybe fearless is a way to summarize that. How about working hard to continually improve over 24 months? References Bloom, Benjamin ed. Developing Talent in Young People , Ballantine,

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