

Contents

| | |
|--|-----------|
| Section 1: Starting a Successful Programming Career | 1 |
| 1. How Much Are You Worth? | 3 |
| 2. A Primer for Fledgling Programmers | 13 |
| 3. What Your Boss Really Wants from You | 21 |
| 4. Tips from a Technical Interviewer | 29 |
| 5. Final Interview? Ask These Questions | 35 |
| 6. What You Won't Learn in Programming School | 43 |
| 7. The Beauty of Borrowed Code | 51 |
| 8. Learning from the Masters | 59 |
| 9. Techies and Bit-Twiddlers Are Doomed | 65 |
| | |
| Section 2: Thriving in a Competitive Environment | 71 |
| 10. Harnessing the “Brute Force” of Calculation | 73 |
| 11. Take On the Tough Jobs | 79 |
| 12. Mission: Impossible | 87 |
| 13. How Your Work Is Tracked | 95 |
| 14. Boost Your Output, Lower Your Stress With Productivity Tools | 99 |
| 15. A Blueprint for Savvy Programming | 107 |
| 16. Master Millions of Lines of Complex Code | 115 |
| 17. “Good Enough” Programming for the Seasoned Programmer | 121 |
| 18. How Seasoned Programmers Stay at the Top of Their Game | 125 |
| 19. Self-Management Tips for the Seasoned Professional | 131 |
| 20. Spotting Opportunities, Skirting Land Mines | 135 |

HOW TO BECOME A HIGHLY PAID CORPORATE PROGRAMMER

| | |
|---|------------|
| Section 3: Mastering the Corporate Culture | 141 |
| 21. Slipping Into a New Corporate Culture | 143 |
| 22. Mentors and Mentees | 149 |
| 23. How Do You Deal with the End User? | 155 |
| 24. When You Get a Really Bad Boss | 159 |
| 25. A Raise and a Promotion In-House | 165 |
| 26. A Big Push Out of the House | 169 |
| | |
| Section 4: Beyond Programming | 173 |
| 27. Jumping to Management | 175 |
| 28. The Top of the Pyramid: The Programmer Consultant | 181 |
| 29. Write for Your Industry | 191 |
| 30. Founding and Running Your Own Firm | 197 |
| 31. Inventing Your Own Software | 203 |
| 32. Marketing Your Product | 209 |