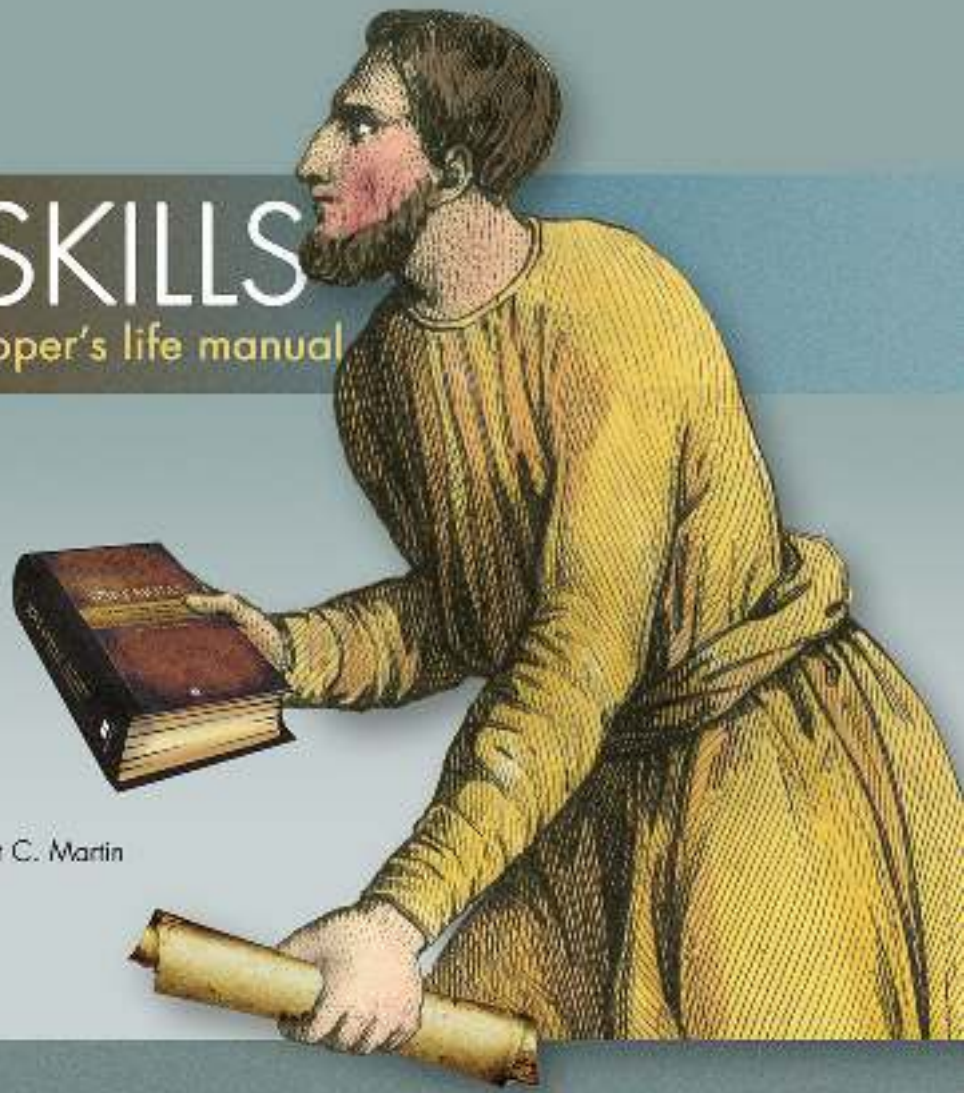


# SOFT SKILLS

The software developer's life manual



John Z. Sonmez

Forewords by  
Scott Hanselman and Robert C. Martin

 MANNING

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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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# Brief contents

---

- 1 Why this book is unlike any book you've ever read 1

## SECTION 1 CAREER 7

- 2 Getting started with a "BANG!": Don't do what everyone else does 9
- 3 Thinking about the future: What are your goals? 13
- 4 People skills: You need them more than you think 18
- 5 Hacking the interview 23
- 6 Employment options: Enumerate your choices 29
- 7 What kind of software developer are you? 36
- 8 Not all companies are equal 43
- 9 Climbing the corporate ladder 49
- 10 Being a professional 55
- 11 Freedom: How to quit your job 61
- 12 Freelancing: Going out on your own 69
- 13 Creating your first product 77
- 14 Do you want to start a startup? 83
- 15 Working remotely survival strategies 89
- 16 Fake it till you make it 94
- 17 Resumes are BORING—Let's fix that 98
- 18 Don't get religious about technology 103

## SECTION 2 MARKETING YOURSELF 107

- 19 Marketing basics for code monkeys 109
- 20 Building a brand that gets you noticed 115
- 21 Creating a wildly successful blog 121
- 22 Your primary goal: Add value to others 130
- 23 #UsingSocialNetworks 134
- 24 Speaking, presenting, and training: Speak geek 140
- 25 Writing books and articles that attract a following 146
- 26 Don't be afraid to look like an idiot 151

## SECTION 3 LEARNING 157

- 27 Learning how to learn: How to teach yourself 159
- 28 My 10-step process 163
- 29 Steps 1-6: Do these once 167

- 30 Steps 7–10: Repeat these 176
- 31 Looking for mentors: Finding your Yoda 182
- 32 Taking on an apprentice: Being Yoda 187
- 33 Teaching: Learn you want? Teach you must. 191
- 34 Do you need a degree or can you “wing it?” 196
- 35 Finding gaps in your knowledge 201

## SECTION 4 PRODUCTIVITY 207

- 36 It all starts with focus 209
- 37 My personal productivity plan 214
- 38 Pomodoro Technique 221
- 39 My quota system: How I get way more done than I should 228
- 40 Holding yourself accountable 233
- 41 Multitasking dos and don'ts 238
- 42 Burnout: I've got the cure! 243
- 43 How you're wasting your time 249
- 44 The importance of having a routine 255
- 45 Developing habits: Brushing your code 260
- 46 Breaking things down: How to eat an elephant 266
- 47 The value of hard work and why you keep avoiding it 272
- 48 Any action is better than no action 277

## SECTION 5 FINANCIAL 283

- 49 What are you going to do with your paycheck? 285
- 50 How to negotiate your salary 292
- 51 Options: Where all the fun is 301
- 52 Bits and bytes of real estate investing 309
- 53 Do you really understand your retirement plan? 317
- 54 The danger of debt: SSDs are expensive 326
- 55 Bonus: How I retired at 33 332

## SECTION 6 FITNESS 347

- 56 Why you need to hack your health 349
- 57 Setting your fitness criteria 354
- 58 Thermodynamics, calories, and you 359
- 59 Motivation: Getting your butt out of the chair 364
- 60 How to gain muscle: Nerds can have bulging biceps 369
- 61 How to get hash-table abs 377
- 62 Starting RunningProgram.exe 381
- 63 Standing desks and other hacks 385
- 64 Tech gear for fitness: Geeking out 390

## SECTION 7 SPIRIT 395

- 65 How the mind influences the body 397
- 66 Having the right mental attitude: Rebooting 402
- 67 Building a positive self-image: Programming your brain 408
- 68 Love and relationships: Computers can't hold your hand 414
- 69 My personal success book list 419
- 70 Facing failure head-on 424
- 71 Parting words 430

---

# Contents

---

*Foreword* xxi  
*Foreword* xxiii  
*Preface* xxvi  
*Acknowledgments* xxviii  
*About This Book* xxxi  
*About the Author* xxxiv

**1 Why this book is unlike any book you've ever read 1**

**SECTION 1 CAREER 7**

**2 Getting started with a “BANG!”: Don't do what everyone else does 9**

*Having a business mindset* 9  
*How to think like a business* 10

**3 Thinking about the future: What are your goals? 13**

*How to set goals* 14  
*Tracking your goals* 16

**4 People skills: You need them more than you think 18**

*Leave me alone, I just want to write code!* 18  
*Learning how to deal with people* 19  
Everyone wants to feel important 19 ◦ Never criticize 20  
Think about what the other person wants 20 ◦ Avoiding arguments 21



- 
- 5 Hacking the interview 23**
    - The quickest way to “pass” an interview 23*
    - How I got my last job 24*
    - Thinking outside of the box and building rapport 25*
    - But what about the actual interview itself? 27*
    - What can you do right now? 27*
  
  - 6 Employment options: Enumerate your choices 29**
    - Option 1: The employee 29*
    - Option 2: The independent consultant 31*
    - Option 3: The entrepreneur 32*
    - Which should you pick? 34*
  
  - 7 What kind of software developer are you? 36**
    - Specialization is important 36*
    - Getting specific about specialties 37*
    - Kinds of specialties for software developers 39*
    - Picking your specialty 40*
    - What about the Polyglot programmer? 41*
  
  - 8 Not all companies are equal 43**
    - Small companies and startups 43*
    - Medium-size companies 45*
    - Large companies 45*
    - Software development companies versus companies with software developers 47*
    - Choose carefully 48*
  
  - 9 Climbing the corporate ladder 49**
    - Taking responsibility 49*
    - Becoming visible 50*
    - Educate yourself 52*
    - Be the problem solver 53*
    - What about politics? 53*

- 
- 10 Being a professional 55**
    - What is a professional? 56*
    - Being a professional (forming good habits) 57*
    - Doing what is right 58*
    - Seeking quality and self-improvement 59*
  
  - 11 Freedom: How to quit your job 61**
    - Going about things the smart way 61*
    - Preparing to work for yourself 63*
    - How much do you really work? 64*
    - Cutting the cord 67*
  
  - 12 Freelancing: Going out on your own 69**
    - Getting started 69*
    - Ask someone you know 70*
    - Best way to get clients 71*
    - Setting your rate 72*
  
  - 13 Creating your first product 77**
    - Finding an audience 77*
    - Testing the market 80*
    - Start small 81*
    - Getting started 82*
  
  - 14 Do you want to start a startup? 83**
    - Startup basics 83*
    - Go big or go home 84*
    - A typical startup lifecycle 85*
    - Accelerators 86*
    - Getting funded 86*
  
  - 15 Working remotely survival strategies 89**
    - The challenges of being a hermit 89*
      - Challenge 1: Time management 89
      - Challenge 2: Self-motivation 90
      - Challenge 3: Loneliness 92

- 16 Fake it till you make it 94**  
*What it means to fake it until you make it 94*  
*Putting it into practice 95*
- 17 Resumes are BORING—Let's fix that 98**  
*You aren't a professional resume writer 99*  
*Hiring a resume writer 99*  
*Going the extra mile 101*  
*What if you don't want to hire a professional? 102*
- 18 Don't get religious about technology 103**  
*We are all religious about technology 103*  
*Everything is good 104*  
*My conversion 105*  
*Don't limit your options 106*

## **SECTION 2 MARKETING YOURSELF 107**

- 19 Marketing basics for code monkeys 109**  
*What marketing yourself means 109*  
*Why marketing yourself is important 110*  
*How to market yourself 112*
- 20 Building a brand that gets you noticed 115**  
*What is a brand? 115*  
*What makes up a brand? 116*  
*Creating your own brand 118*
- 21 Creating a wildly successful blog 121**  
*Why are blogs so important? 121*  
*Creating a blog 123*  
*Keys to success 125*  
*Getting more traffic 127*  
*I can't guarantee you success 128*

- 
- 22 Your primary goal: Add value to others 130**
    - Give people what they want 130*
    - Give away 90% of what you do for free 131*
    - The fast track to success 132*
    - Offering more of yourself 133*
  
  - 23 #UsingSocialNetworks 134**
    - Growing your network 134*
    - Using social media effectively 135*
    - Staying active 136*
    - Networks and accounts 137*
  
  - 24 Speaking, presenting, and training: Speak geek 140**
    - Why speaking live is so impactful 141*
    - Getting started speaking 142*
    - What about training? 143*
  
  - 25 Writing books and articles that attract a following 146**
    - Why books and articles are important 146*
    - Books and magazines don't pay 147*
    - Getting published 148*
    - Self-publishing 149*
  
  - 26 Don't be afraid to look like an idiot 151**
    - Everything is uncomfortable at first 151*
    - It's okay to look like an idiot 152*
    - Take small steps (or dive right in) 153*
- 
- SECTION 3 LEARNING 157**
- 27 Learning how to learn: How to teach yourself 159**
    - Dissecting the learning process 159*
    - Teaching yourself 160*

- 
- 28 My 10-step process 163**  
*The idea behind the system 163*  
*The 10-step system 165*
- 29 Steps 1–6: Do these once 167**  
*Step 1: Get the big picture 167*  
*Step 2: Determine scope 168*  
*Step 3: Define success 170*  
*Step 4: Find resources 171*  
*Step 5: Create a learning plan 172*  
*Step 6: Filter resources 174*
- 30 Steps 7–10: Repeat these 176**  
*Step 7: Learn enough to get started 176*  
*Step 8: Play around 177*  
*Step 9: Learn enough to do something useful 178*  
*Step 10: Teach 180*  
*Final thoughts 181*
- 31 Looking for mentors: Finding your Yoda 182**  
*Mentor qualities 182*  
*Where to find a mentor 184*  
*Virtual mentors 185*  
*Recruiting a mentor 186*
- 32 Taking on an apprentice: Being Yoda 187**  
*Being a mentor 187*  
*The benefits of mentorship 188*  
*Picking a “worthy” apprentice 189*
- 33 Teaching: Learn you want? Teach you must. 191**  
*I’m not a teacher 191*  
*What happens when you teach? 192*  
*Getting started 193*

**34 Do you need a degree or can you “wing it?” 196***Do you need a degree to succeed? 196**Advantages to having a degree 198**What if you don't have a degree? 199***35 Finding gaps in your knowledge 201***Why we leave the gaps 201**Finding your gaps 202**Filling the gaps 204***SECTION 4 PRODUCTIVITY 207****36 It all starts with focus 209***What is focus? 209**The magic of focus 210**Getting more focus 211**It's not as easy as it sounds 212***37 My personal productivity plan 214***Overview 214**Quarterly planning 215**Monthly planning 215**Weekly planning 215**Daily planning and execution 218**Dealing with interruptions 218**Breaks and vacations 219***38 Pomodoro Technique 221***Pomodoro Technique overview 221**Using the Pomodoro Technique effectively 222**The mental game 224**How much work can you get done? 226*

### **39 My quota system: How I get way more done than I should 228**

*The problem 228*

*Enter quotas 229*

*How the quota system works 230*

*Why the quota system works 231*

### **40 Holding yourself accountable 233**

*Accountability 233*

*Becoming accountable to yourself 234*

*External accountability 236*

### **41 Multitasking dos and don'ts 238**

*Why multitasking is generally bad 238*

*Batching is much more productive 239*

*What about true multitasking? 240*

### **42 Burnout: I've got the cure! 243**

*How you burn out 243*

*In reality, you're just hitting a wall 244*

*On the other side of the wall 245*

*Pushing past the wall 246*

### **43 How you're wasting your time 249**

*The biggest time waster of all 249*

*Giving up the TV 250*

*Other time wasters 251*

*Tracking your time 253*

### **44 The importance of having a routine 255**

*Routines make you 255*

*Creating a routine 256*

*Getting more detailed 257*

- 45 Developing habits: Brushing your code 260**
  - Understanding habits 260*
  - Recognizing bad habits and altering them 262*
  - Forming new habits 264*
- 46 Breaking down things: How to eat an elephant 266**
  - Why bigger isn't always better 266*
  - Breaking down things 268*
  - How to break down things 269*
  - Breaking down problems 271*
- 47 The value of hard work and why you keep avoiding it 272**
  - Why is hard work so darn...hard? 272*
  - I'll just work "smarter" 273*
  - Hard work is boring 274*
  - The reality 274*
  - Working hard: How to do it 275*
- 48 Any action is better than no action 277**
  - Why we refuse to take action 277*
  - What happens when you don't take action 278*
  - What is the worst that could happen? 279*
  - It's easier to steer a moving car 280*
  - What can you do now? 281*

## **SECTION 5 FINANCIAL 283**

- 49 What are you going to do with your paycheck? 285**
  - Stop thinking short term 285*
  - Assets and liabilities 287*
  - Back to your paycheck 290*



- 
- 50 How to negotiate your salary 292**  
*Negotiations begin before you even apply for the job 292*  
*How you get the job is extremely important 293*  
*First person to name a number loses 295*  
*What about when you're asked to name a number first? 296*  
*What if you're asked about your current salary? 297*  
*When you have an offer 298*  
*Some final advice 299*
- 51 Options: Where all the fun is 301**  
*Option basics 301*  
*Digging a little deeper 303*  
*Selling options 306*  
*More complex options 307*
- 52 Bits and bytes of real estate investing 309**  
*Why real estate investment? 310*  
*Okay, so how do I do it? 313*  
*First step: Education 313*  
*Taking action 315*  
*Use property management 316*
- 53 Do you really understand your retirement plan? 317**  
*Retirement is all about working backwards 318*  
*Calculating your retirement goal 319*  
*Path 1: 401(k), IRAs, or other retirement accounts 320*  
*Path 2: Setting up an early retirement or aiming to get rich 322*  
*What if I am stuck in the middle or close to retirement? 324*
- 54 The danger of debt: SSDs are expensive 326**  
*Why debt is generally bad 326*  
*Some common debt follies 328*  
*Not all debt is bad 330*

**55 Bonus: How I retired at 33 332**

- What it means to be “retired” 332*
- How I got started 333*
- Rental woes 335*
- Gaining traction 336*
- Grinding it out 337*
- Short circuit? 338*
- More grinding it out 338*
- Turning a corner 341*
- The lucky break 342*
- Hard work mode 343*
- Multiple passive income streams 344*
- A quick analysis 344*

**SECTION 6 FITNESS 347****56 Why you need to hack your health 349**

- Confidence 350*
- Brain power 351*
- Fear 352*

**57 Setting your fitness criteria 354**

- Picking a specific goal 354*
- Creating milestones 355*
- Measuring your progress 357*
- Living a healthy lifestyle 357*

**58 Thermodynamics, calories, and you 359**

- What is a calorie? 359*
- Losing weight is simple 360*
- How many calories are you consuming? 361*
- How many calories are you burning? 361*
- Utilizing calories to achieve your goal 362*

**59 Motivation: Getting your butt out of the chair 364**

- What motivates you?* 364
- Rewarding yourself too early* 365
- Motivation ideas* 366
- Just get it done!* 367

**60 How to gain muscle: Nerds can have bulging biceps 369**

- How muscles grow* 370
- Weightlifting basics* 370
- Different goals* 371
  - Strength 371
  - Size 371
  - Endurance 372
- Getting started* 372
- What lifts should you do?* 373
- What to eat* 375

**61 How to get hash-table abs 377**

- Abs are made in the kitchen* 377
- Your body doesn't want you to have abs* 378
- What can you do about it?* 379

**62 Starting RunningProgram.exe 381**

- Why you might want to run* 381
- Getting started running* 382
- Advice for getting started* 383

**63 Standing desks and other hacks 385**

- Standing desks and treadmills* 385
- Food hacks* 386
  - Eggs in the microwave 387
  - Plain nonfat Greek yogurt 388
  - Frozen meats 388

**64 Tech gear for fitness: Geeking out 390**

- Step counters and pedometers* 390
- Wireless scales* 391

*Combo devices* 392  
*PUSH strength* 392  
*Headphones* 393  
*Apps* 394

## SECTION 7 SPIRIT 395

### 65 How the mind influences the body 397

*It starts with the mind* 398  
*The mind and body connection* 399

### 66 Having the right mental attitude: Rebooting 402

*What is positivity?* 402  
*The positive effects of positivity* 405  
*How to reboot your attitude* 405  
    Change your thoughts 406 ◦ Meditation 406 ◦ Play  
    more 407 ◦ Books 407

### 67 Building a positive self-image: Programming your brain 408

*What is self-image?* 408  
*Your self-image is difficult to change* 410  
*Reprogramming your brain* 411

### 68 Love and relationships: Computers can't hold your hand 414

*Why software developers sometimes have a hard time finding love* 414  
*Understanding the game* 415  
*So, all I have to do is be confident, right?* 417  
*It's a numbers game* 417

### 69 My personal success book list 419

*Self-help and inspirational books* 419  
    *The War of Art* 419 ◦ *How to Win Friends and Influence People* 420 ◦ *Think and Grow Rich* 420

*Psycho-Cybernetics* 421 ◦ *The Power of Positive Thinking* 421 ◦ *Atlas Shrugged* 421

*Software development books* 422

*Code Complete* 422 ◦ *Clean Code: A Handbook of Agile Software Craftmanship* 422 ◦ *Head First Design Patterns* 422

*Investing* 423

*The Millionaire Real Estate Investor* 423 ◦ *Rich Dad, Poor Dad* 423 ◦ *No-Hype Options Trading: Myths, Realities, and Strategies That Really Work* 423

**70 Facing failure head-on 424**

*Why are we so afraid of failure, anyway?* 424

*Failure isn't defeat* 426

*Failure is the road to success* 426

*Learn to embrace failure* 427

**71 Parting words 430**

*Appendix A If you can write code, you can understand finances* 433

*Appendix B How the stock market works: Rules of the system* 441

*Appendix C Garbage in, garbage out: Diet and nutrition basics* 448

*Appendix D How to eat healthy: Pizza is not a food group* 453

*Index* 459

---

## Foreword

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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

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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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