Linux/Unix Philosophy
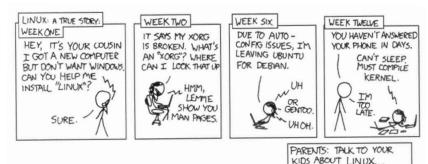
- The user should know better.....so he must specify how things work
- Provide mechanisms, not policy
  - Mechanism: long life time
  - Policy: short life time
- Its not friendly, but its efficient
  - Don't confuse ease of use with efficiency
  - Pedestrian OS'es achieve glossiness by locking users into one interface policy. Its narrow, rigid and works well for a fixed set of jobs. But, unanticipated tasks are often impossible of very painful.
- Easy things are easy, hard things are possible

Linux/Unix Philosophy

- Linux provides a large set of simple tools...
  which can be connected with well specified interfaces...
  which are usually textual data streams.
- No one big tool is smart enough to handle all cases or optimized for everything or can anticipate all the uses to which it may be put.
- Its a big tool box, and a lumberyard full of lumber
- We get a big say in what gets built and how its structured
- Its a plus for us. We're engineers. We build stuff.

Linux/Unix Philosophy

- ▶ Button pushers are easily replaced, craft your own tools
- ▶ We are being groomed to be consumers
- ▶ Resist and be creators of new things