Hackers and Painters: Summary of the Key Ideas - Original Book by Paul Graham: Big Ideas from the Computer Age

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"Hackers and Painters" explores the latest happenings in the computer world from an entirely new perspective. Today's world is dominated by entrepreneurs and industrialists, most of whom hail from the world of computers, and there are certain factors which can make programmers more successful compared to people engaged in other professions.

Who should read this book:
• People who are interested in technology, programmers and computer experts.
• Anyone who wants to gain an insight into the factors which separate programmers from other people.
• People who are interested in finding out how technology has infiltrated every sphere of our daily lives and the role computers play in shaping our present as well as our future.

In this summary:
Chapter 1: Why nerds fail to be popular in school
Chapter 2: Nerds in the real world
Chapter 3: How hacking and painting relate to each other
Chapter 4: Hacking: what it means
Chapter 5: The uglier sides of safeguarding intellectual property
Chapter 6: Advantages of web-based software over desktop-based software
Chapter 7: Server-oriented programming
Chapter 8: Wealth vs. money
Chapter 9: The pie fallacy
Chapter 10: Final Summary
Evolvo opinion

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From reader reviews:

Thomas Carroll:

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Mark Malek:

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Connie Hockaday:

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