

# THE UNIX PHILOSOPHY

1. Make each thing do one thing well. To do a new job, build afresh rather than complicate old things by adding new “features”.
2. Expect the output of everything to become the input to another, as yet unknown, thing. Don't clutter output with extraneous cruft. Avoid stringent formats and interactive input.
3. Design and build to be tried early, ideally within weeks. Don't hesitate to throw away the clumsy parts and rebuild them.
4. Use tools in preference to unskilled help to lighten a task, even if you have to detour to build the tools and expect to throw some of them out after you're finished using them.

*Paraphrased and de-softwarified*

*from Doug McIlroy in the Bell System Technical Journal from 1978*