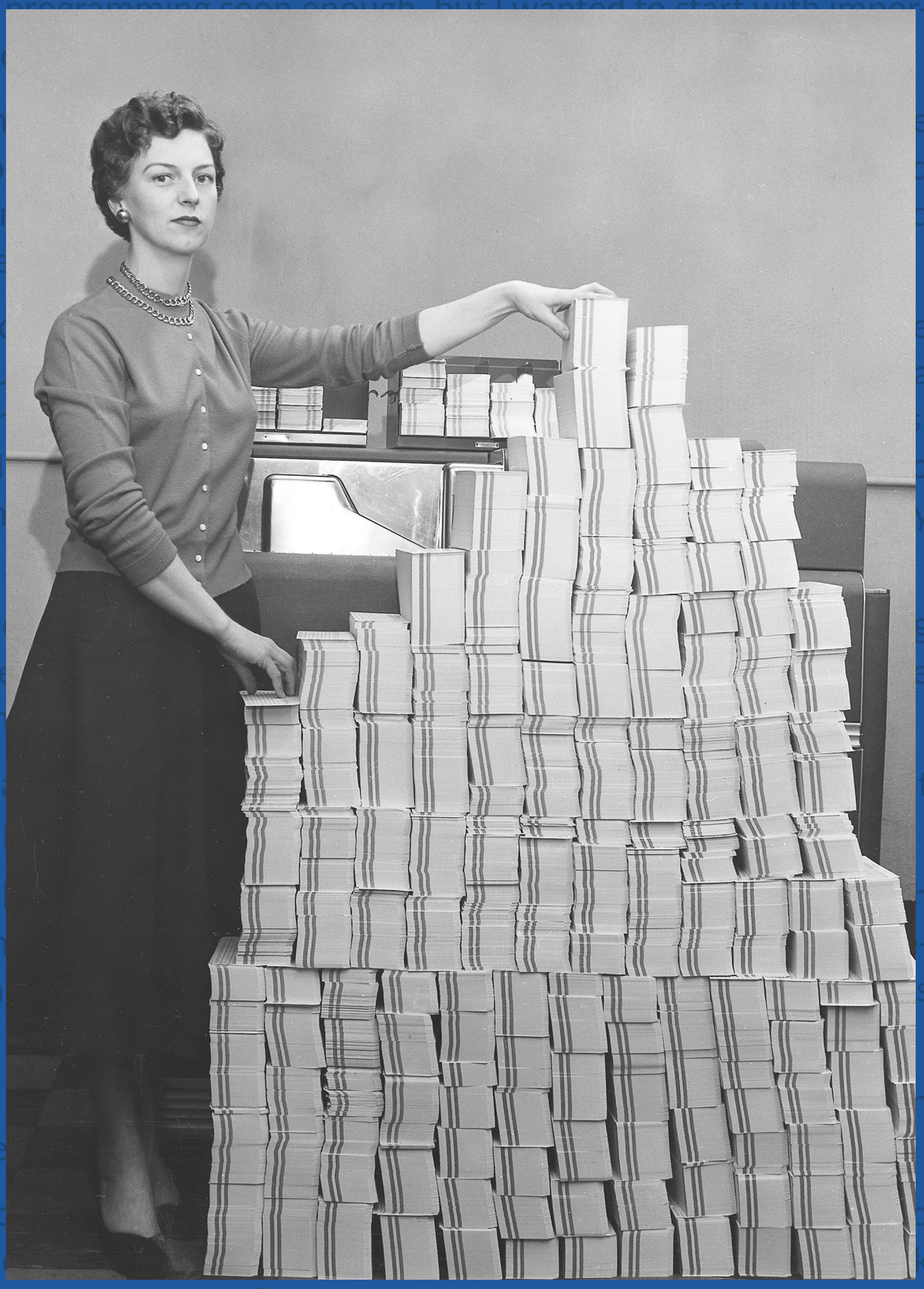
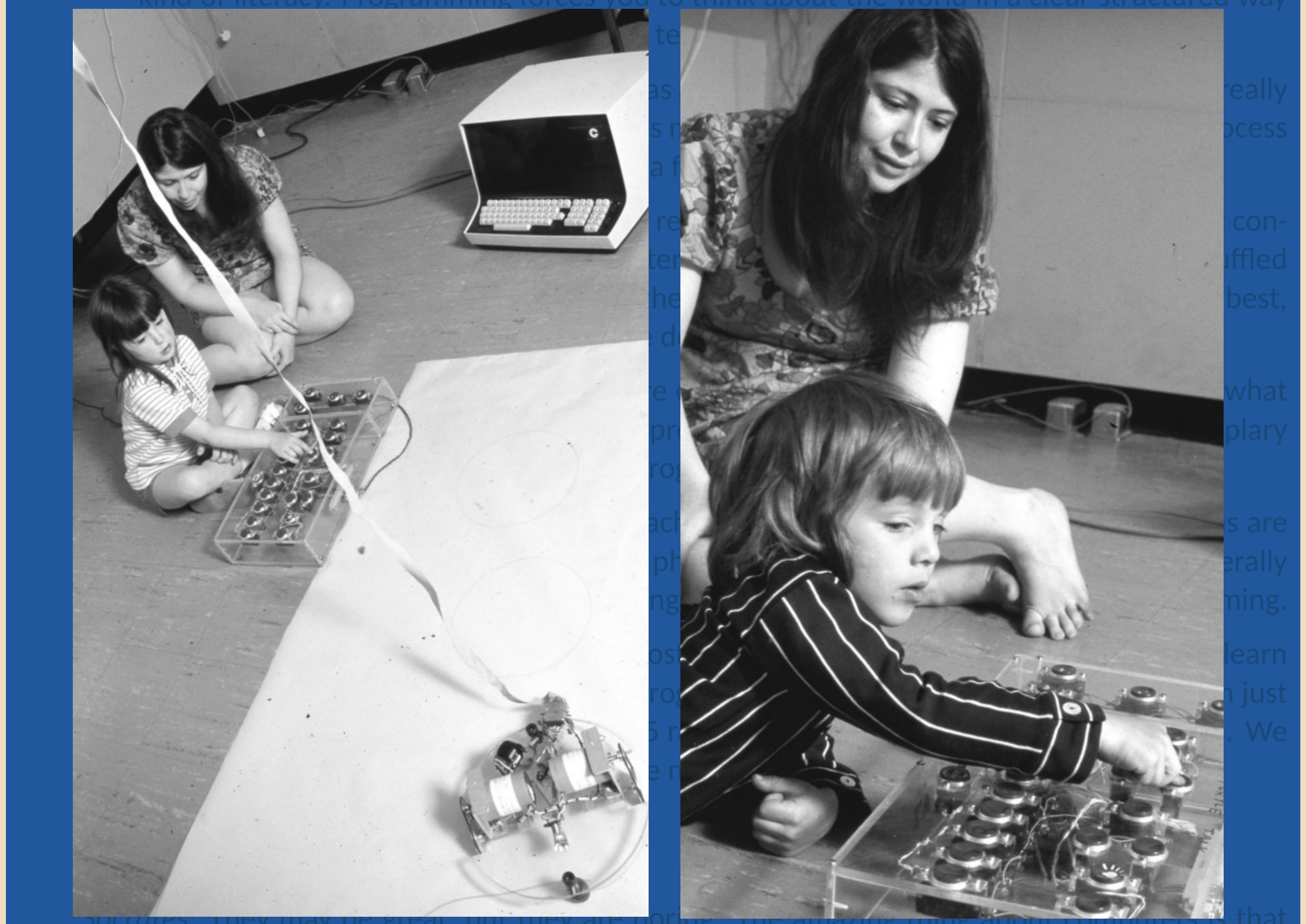
Cultures of Programming

Managerial



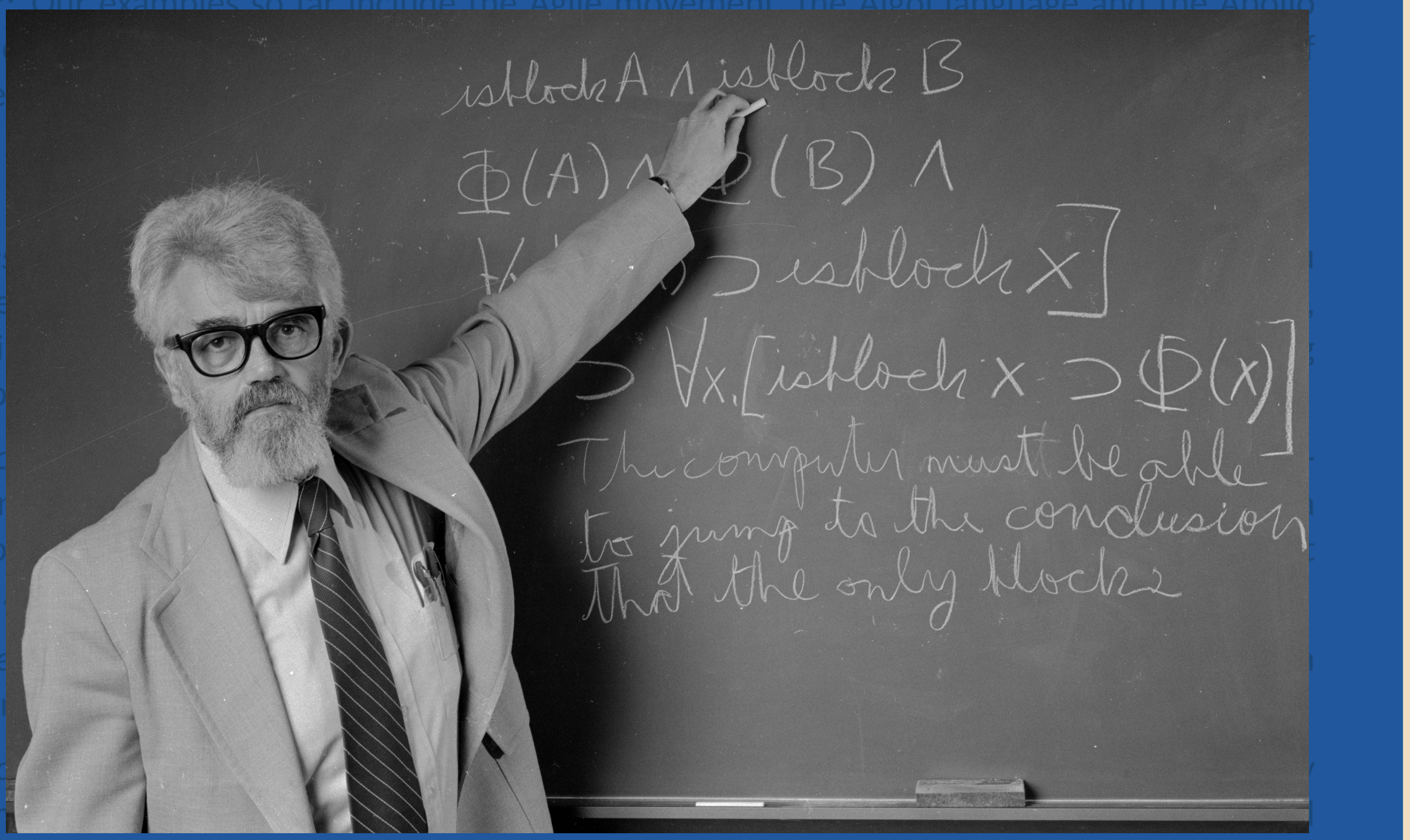
Programmer Madeleine Carey standing next to a stack of 60,000 cards with the source code of the SAGE (Semi-Automatic Ground Environment) master program.

Humanistic



Radia Perlman and children with "button boxes", a simple programming device that she created for controlling "floor turtles", robots based on the Logo programming language.

Mathematical



John McCarthy, a pioneer in mathematical reasoning about computer programs, uses mathematical notation to explain an early artificial intelligence algorithm.

Engineering

A promotional photo showing an operator using the IBM System/360, a system released in 1965, a successful product whose initial engineering difficulties nearly destroyed IBM.

Hacker

Dan Edwards and Peter Samson playing Spacewar!, one of the first computer games, built in 1961 for fun and also to showcase the capabilities of the PDP-1 computer.