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Like its predecessor, "More Joel on Software", by Joel Spolsky, is a collection of essays that had been published in the "Joel on Software" blog. The quality of these essays is more uneven than in the first book, but there are nonetheless some true gems.

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* Covers three years of the best essays. * Essays range from technical to humorous, but are always tangible. * Beautifully written and extremely timely. * Google lists 183,000 links for "Joel on Software". * Spolsky is one of the most popular programmers around today, with legions of followers.

A "good" programmer can outproduce five, ten, and sometimes more run-of-the-mill programmers. The secret to success for any software company then is to hire the good programmers. But how to do that? In Joel on Hiring, Joel Spolsky draws from his experience both at Microsoft and running his own successful software company based in New York City. He writes humorously, but seriously about his methods for sorting resumes, for finding great candidates, and for interviewing, in person and by phone. Joel's methods are not complex, but they do get to the heart of the matter: how to recognize a great developer when you see one.

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Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design–the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead–strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll

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learn how to perform usability testing that works.

* Will appeal to the same (large) audience as Joel on Software * Contains exclusive commentary by Joel * Lots of free publicity both because of Joel's influence in the community and the influence of the contributors

In a world that divides us, technology creates connection. Cell phones, e-mail, digital cameras, personal Web sites—they all join us, however tenuously, to what we value. Is connectivity what we're willing to pay for? Should technology be our servant or a tool that helps us do other things? What can we really learn from Napster? What would intelligent standards for touch-screen user interface look like? How does technology evolve, and what drives that evolution? For Dan Bricklin, technology cannot exist independently of the lives and needs of those who use it. For more than a decade he has shared his thoughts on this essential interdependence in blogs, podcasts, and essays. This volume compiles those observations, putting together case histories and new reflections for a fascinating study of how people and technology affect one another. Whether you're a software developer or a student of human nature, you'll find yourself drawn into this most intriguing discourse—because you are its subject.

Learn Bosque Programming helps you to get acquainted with the regularized programming paradigm and how it is applied in Bosque. You'll learn how to write programs and apply the key and unique features that make Bosque an attractive alternative for developers who seek improved productivity without having to worry about side-effects.

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