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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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Containing a collection of all–new articles from the original, *More Joel on Software* has even more of an edge than the original, and the tips for running a business or managing people have far broader application than the software industry. We feel it is safe to say that this is the most useful book you will buy this year.

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NYC vernacular that we both share, " dupkis " about what users really want. And I, like many, was hooked both by the series and the occasional random essay that Joel wrote. And then I had this epiphany: I'm a publisher, I like reading his stuff, why not turn it into a book?... Read the complete Foreword — Gary Cornell, Cofounder, Apress Since the release of the bestselling title *Joel on Software* in 2004, requests for a sequel have been relentless. So, we went back to the famed JoelonSoftware.com archives and pulled out a new batch of favorites, many of which have been downloaded over one million times. With Joel's newest book, *More Joel on Software*, you'll get an even better (not to mention updated) feast of Joel's opinions and impressions on software development, software design, running a software business, and so much more. This is a new selection of essays from the author's web site, http://www.joelonsoftware.com. Joel Spolsky started his weblog in March 2000 in order to offer his insights, based on years of experience, on how to improve the world of programming. This weblog has become infamous among the programming world, and is linked to more than 600 other web sites and translated into 30+ languages! Spolsky's extraordinary writing skills, technical knowledge, and caustic wit have made him a programming guru. With the success of *Joel on Software*, there has been a strong demand for additional gems and advice, and this book is the answer to those requests. Containing a collection of all–new articles from the original, *More Joel on Software* has even more of an edge than the original, and the tips for running a business or managing people have far broader application than the software industry. We feel it is safe to say that this is the most useful book you will buy this year.

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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 learn how to perform usability testing that works.

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.

* 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

Discover the benefits of regularized programming by implementing Bosque to build a variety of reliable apps Key FeaturesGet up and running with the Bosque programming language and use it to build better softwareStreamline your app development and improve productivity using Bosque programmingEliminate sources of complexity such as loops, recursion, and invariants to develop quality productsBook Description Bosque is a new high-level programming language inspired by the impact of structured programming in the 1970s. It adopts the TypeScript syntax and ML semantics and is designed for writing code that is easy to reason about for humans and machines. With this book, you'll understand how Bosque supports high productivity and cloud-first development by removing sources of accidental complexity and introducing novel features. This short book covers all the language features that you need to know to work with Bosque programming. You'll learn about basic data types, variables, functions, operators, statements, and expressions in Bosque and become familiar with advanced features such as typed strings, bulk algebraic data operations, namespace declarations, and concept and entity declarations. This Bosque book provides a complete language reference for learning to program with Bosque and understanding the regularized programming paradigm. You'll also explore real-world examples that will help you to reinforce the knowledge you've acquired. Additionally, you'll discover more advanced topics such as the Bosque project structure and contributing to the project. By the end of this book, you'll have learned how to configure the Bosque environment and build better and reliable software with this exciting new open-source language. What you will learnFind out what the Bosque project identifiy accidental complexity in code and how to overcome it with BosqueUnderstand the principles of the regularized programming paradigmInstall and configure the Bosque environmentGet hands-on experience using the Bosque language and its key featuresRecognize the advantages of explicit code intermediate representation designWho this book is for This book is for experienced developers and early adopters who are interested in learning a new, mindset-changing programming language. You ' ll also find this book useful if you know TypeScript or JavaScript programming and want to understand the advantages of Bosque compared to other programming languages. Experience with any programming language and knowledge of various programming paradigms such as structured programming and functional programming are required to get started with this book.

Writing and running software is now as much a part of science as telescopes and test tubes, but most researchers are never taught how to do either well. As a result, it takes them longer to accomplish simple tasks than it should, and it is harder for them to share their work with others than it needs to be. This book introduces the concepts, tools, and skills that researchers need to get more done in less time and with less pain. Based on the practical experiences of its authors, who collectively have spent several decades teaching software skills to scientists, it covers everything graduate-level researchers need to automate their workflows, collaborate with colleagues, ensure that their results are trustworthy, and publish what they have built so that others can build on it. The book assumes only a basic knowledge of Python as a starting point, and shows readers how it, the Unix shell, Git, Make, and related tools can give them more time to focus on the research they actually want to do. Research Software Engineering with Python can be used as the main text in a one-semester course or for self-guided study. A running example shows how to organize a small research project step by step; over a hundred exercises give readers a chance to practice these skills themselves, while a glossary defining over two hundred terms will help readers find their way through the terminology. All of the material can be re-used under a Creative Commons license, and all royalties from sales of the book will be donated to The Carpentries, an organization that teaches foundational coding and data science skills to researchers worldwide.

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