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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.jelonsoftware.com>.

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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

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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.

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* 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

Managing Humans is a selection of the best essays from Michael Lopp's popular website Rands in Repose(www.randsinrepose.com). Lopp is one of the most sought-after IT managers in Silicon Valley, and draws on his experiences at Apple, Netscape, Symantec, and Borland. This book reveals a variety of different approaches for creating innovative, happy development teams. It covers handling conflict, managing wildly differing personality types, infusing innovation into insane product schedules, and figuring out how to build lasting and useful engineering culture. The essays are biting, hilarious, and always informative.

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