



More Joel on Software: Further Thoughts on Diverse and Occasionally Related Matters That Will Prove of Interest to Software Developers, Designers, and Managers, and to Those Who, Whether by Good Fortune or Ill Luck, Work with Them in Some Capacity

Joel Spolsky

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Joel, Apress, Blogs, and Blooks

...I was learning the hard way about how to be a publisher and probably spending way too much time looking at web sites and programming than I should have in response to that. Anyway, one day I came across this web site called, which was run by a guy with strong opinions and an unusual, clever writing style, along with a willingness to take on the conventional wisdom. In particular, he was writing this ongoing series about how bad most user interfaces were--mostly because programmers by and large knew, as Joel and I would say, using the same Yiddish-derived NYC vernacular that we both share, "bupkis" 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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From Reader Review More Joel on Software: Further Thoughts on Diverse and Occasionally Related Matters That Will Prove of Interest to Software Developers, Designers, and Managers, and to Those Who, Whether by Good Fortune or Ill Luck, Work with Them in Some Capacity for online ebook

Chibimagic says

Like the original Joel on Software, this book is a collection of articles that Joel Spolsky has posted on his website in the past 10 years. And like the original, it's loosely organized into parts, but there's no overarching narrative. Unlike the original, the articles are fascinating up to the last word, and I was genuinely surprised when I reached the last page. It left me wanting more.

Joel is an amazing writing about software development: programming itself, management, and the entire product lifecycle. His books are the new Mythical Man Month, but way more fun to read, way more comprehensive, and without any of the boring stuff that only pertains to writing operating systems in the 1960s. He covers programming, design, managing, hiring, pricing, customer service--everything a software company needs to succeed and thrive. And his writing is so good, even though you can find every word of this book on his website for free, you'll still want to buy this book and carry it with you and read it again and again as a modern software development bible.

Benjamin says

Better than the first.

my favorite quote: "Managers exist to get furniture out of the way so the real talent can do brilliant work."

Matt says

I didn't expect a lot from this book. It was published when the world was still young and great reptiles ruled the world - eight years ago. I picked it up because I've read quite a bit of Joel Spolsky's blog and I expected quite a lot from the dead-tree version.

My expectations weren't betrayed. The book features a lot of great information on how software should be developed by tackling all the non-software problems: hiring developers, building a great work environment, handling delicate topics, and much more. It gave me a glimpse at the wider state of software development and get a sense of the direction we're heading in or what kind of problems the field is having.

The book also invoked a feeling of sadness, because, even though it was compiled a good eight years ago out of Joel's even older blog posts, most of the great actionable items described in it only live on in a few hundred software shops out there. We're still expected to be ok with working in noisy open-plan offices,

being told to ditch quality control measures like testing in order to "get to market faster" (then told to work overtime to "fix them darn bugs of yours"), effective forms of Agile have died out (XP) and other forms of Agile have been mutated into tools of coercion (Scrum), and much more. There doesn't seem to be a light in the tunnel.

Joel Cares says

I'm pretty sure I had read at least half of this book before on Joel's blog (big surprise, it's a book of blog posts) but it was still interesting to read through this. As I'm in the beginning stages of a programming career I found myself mostly nodding and saying "Yes, that seems correct" a lot. This is definitely the kind of book I want to pick up again in 5 years and dive a little deeper into the thoughts behind it all. Great writer, great book. He sets a high bar for me, another Joel in the software world. I've got a lot of blogs to write.

Nathan says

This book is basically selected blog posts from <http://www.joelonsoftware.com> in book form for offline portability. There is definitely some good relevant content here covering a wide range of topics around effective software engineering, management, and the state and nature of the industry.

Kristjan says

Despite the fact it has been while when this book was issued and therefore many examples outdated, the concepts and points are still very valid.

Reason why my rating was due to not following/understanding why some chapters made it to the book as not tightly linked topic at hand (regarding typefaces, browsers, others' book reviews, book intros).

Nikolaos Korasidis says

Grand software schemes as well as small-scale technical advice, all wrapped in good humour and bathed in hard-earned experience. If you dabble in software, there is no excuse not to read it.

Khang Nguyen says

Like how "ignore everyone" was better than "the devil plan", More Joel on software is a bit less than the original Joel on software. If you have read Smart and Get Thing Done, the content of part 1, 2 (and 3? I don't remember clearly) is sort of repeated.

Suzie says

Explains the things that should and do happen at software companies and in code. Pretty great, though I don't share his view on liberal arts or non prestigious schools for the most part. (It isn't Joel on Liberal Arts, and those classes weren't his favorites, which is fine.)

Abhishek Kona says

Well, Joel clearly thought I made so much money with the first book. May be I can make some more with the second one.

This is a poor follow up to the first book. It would have been 10 times better if Joel released an updated version of the first book - but I get it, he is not a full time book author.

Suggest skipping this book. Though: there are 2-3 quite good articles in it.

Saurabh says

This book certainly deserves a 5 star rating not because it talks about the intricacies of software industry from Joel's point of view but because it makes you aware of every single aspect of the software industry warning you of all the pitfalls. This is one of the best books I have ever read on software and is a bible every software guy should read and assimilate. It teaches you the tips and tricks of software development and the business in close proximity from someone who has been there and done that. As a startup guy I found it extremely invaluable and I am sure I'd read it over and over again going ahead.

pluton says

The continuation of the first book, Joel on Software, is also a set of articles from Joel's blog. Most of them are still relevant (business-related), some are relevant because software development stumbles upon the same problems again and again (history repeating), and a small part is old.

Michael says

Joel, if you tell the "I once worked at this bakery..." story one more time, I swear I'm going to scream.

Arjen says

Another book bundling Joel Spolky's thoughts on software development, software education, companies and

stuff. Actually, it's a collection of blog posts published somewhere between 2000 - 2008.

I like Joel. I like the way he writes. He must have been in 37Signals minds when they wrote in 'Getting Real': hire good writers. Joel is a good writer having the ability to explain difficult concepts in a language my father understands. On top of that he is funny at times.

My favourite story from this book is where he tells about refactoring the code for fogbugz ('Rub a Dub Dub'). It's really comforting to see that even guys like him are "removing all formatting from HTML on putting it in CSS" or "removing all SQL statements from presentation code". Software grows, emerges, evolves. You don't write genius code in one go. Only geniuses do. Not you. Not me. Not Joel.

Read this one and his other blog collection book as well.

Shana says

Highly enjoyable and really interesting. It's not so often that you get a technical book that is actually a pleasure to read. Joel Spolsky has some really interesting opinions and I learned a lot of stuff about software development that I wasn't aware of.
