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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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* 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.

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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 coollooking, artistic pieces. Most programmers see

themselves as analytic, logical thinkers at Will 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.

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