

FEATURES

The Layoffs Are Coming! • by Andy Lester • Andy wrote the book on finding tech jobs (*Land the Tech Job You Love*). Here he tells you how to keep the job you have.

Why Clojure? • interviewed by Michael Swaine • Rich Hickey created Clojure, a modern dialect of Lisp that targets the JVM. In this PragPub interview, Rich explains what that means to you.

When Things Go Wrong • by Stuart Halloway • As Stuart demonstrates in this deep immersion in Clojure coding, one of Clojure's strengths is how it shines when things go wrong.

Pragmatic Publishing • interviewed by Michael Swaine • Dave Thomas talks about the decisions behind Pragmatic Bookshelf's comprehensive ebook program, and how book publishing is undergoing a transformation, from electronic versus paper to direct sales versus the channel.



DEPARTMENTS

Welcome to PragPub • by Andy Hunt and Dave Thomas • Time to start a real dialogue among highly talented, skilled professionals who care about their craft.

Up Front • by Michael Swaine • Michael says hello, world.

Choice Bits • Tweets, posts and chatter on job searches and revolving doors, book reviewers and bonus tracks, Google Wave and shampoo bottles, desires, donkeys, and daydreams.

How Do We? • People often ask how we do what we do. This monthly series explains.

Swaine's World • by Michael Swaine • In which Mike loses his job and offers you career advice.

The Quiz • A monthly diversion at least peripherally related to programming.

Shady Illuminations • by John Shade • Columnist John Shade casts a jaundiced eye on Microsoft's latest attempt to out-google Google.

Calendar • Author sightings and other notable events.

FEATURES

Writing an iPhone App • by Chris Adamson • Developing iPhone apps is in some ways remarkably like writing desktop apps — and in many ways jarringly different.

iPhone, Meet Cucumber • by Ian Dees • It's the hot development platform, and anything that speeds the process of getting your iPhone app finished and tested is welcome news. So Ian Dees shows how to drive an iPhone GUI from a Ruby test script.

Pragmatic Life • interviewed by Michael Swaine • A chat with Andy Hunt about the Pragmatic Life book series and about life in general.

Managing Your Life Projects • by Johanna Rothman • How to be more effective in your daily life by applying the principles of managing your project portfolio.



DEPARTMENTS

Up Front • by Michael Swaine • Your feedback on our first issue, our take on iPhone development, and more.

Choice Bits • Tweets, posts, and mermaid's tears from the interliving coral shoals of thought.

How Do We? • by Dave Thomas • People often ask how we do what we do. This series explains.

Get a Life • by Daniel Steinberg • Fire up the backyard grill and roast a batch of beans.

Swaine's World • by Michael Swaine • Michael heads into the woods, reflecting on bold retreats and loving attacks.

Shady Illuminations • by John Shade • John Shade wonders whether you have to be social to write social software, and if so, whether that's a deal-killer.

The Quiz • A monthly diversion at least peripherally related to programming.

Calendar • Author sightings and other notable events.

FEATURES

Responsive Design • by Kent Beck • Kent reflects on his years designing software and concludes that we need a new approach, one that embraces ambiguity and tension.

Clone Yourself • by Chad Fowler • Thinking of your career as a system leads to some surprising conclusions.

And Your Bugs Can Sing • by David Koelle and Brian Tarbox • What if your log files sang to you?

Beauty in Code • by Scott Davis • Scott talks about striving for beauty in the code as it runs and as it is written.



DEPARTMENTS

Up Front • by Michael Swaine We are three.

Choice Bits • Gems from our forum and other sources.

How Do We? • by Dave Thomas • People often ask how we do what we do. This series explains.

Get a Life • by Daniel Steinberg • Cut yourself some slack. You deserve it, and your work may benefit from it.

Swaine's World • by Michael Swaine • Mike gets a surprise visitor and surveys computer calisthenics of the past, present, and future.

Shady Illuminations • by John Shade • Open source needs women.

The Quiz • by Michael Swaine • A monthly diversion at least peripherally related to programming.

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Android's Next Move • Ed Burnette interviewed by Michael Swaine • An interview with the author of Hello, Android.

Mail on Rails • by Dave Hoover • Delivering the mail is a pain. So why configure mail servers and domain keys when you can get existing Web APIs to do the dirty work for you?

TextMate Tricks • by James Edward Gray II • With a little help from Ruby, James spiffs up his favorite text editor.

State Secrets • by David Bock • State machines, workflow, and international treaties.

Painting with Sound • by Andy Hunt • Basic tips for home recording to help you tell your story more effectively and sound better.

DEPARTMENTS

Up Front • by Michael Swaine • Help us shape PragPub.

Choice Bits • Tweets, posts, and chatter on programming, publishing, people, and PragPub.

How Do We? • by Dave Thomas • People often ask how we do what we do. This series explains.

Get a Life • by Daniel Steinberg • Write that book you've always wanted to. We'll help.

Language Workbenches • by Michael Swaine • DSLs rule! Now if only they weren't so unruly.

Shady Illuminations • by John Shade • How Google hijacked Internet Explorer.

The Quiz • by Michael Swaine • A monthly diversion at least peripherally related to programming.

Calendar • by Jackie Carter • Author sightings and other notable events.



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The Agile Coach • Rachel Davies and Liz Sedley interviewed by Michael Swaine • Agile coaches Rachel and Liz share advice on coaching your Agile team.

The Pompatus of Pomodoro • by Staffan Nöteberg • Make time an enabler rather than the enemy who always wins.

Bonjour, iPhone • by Bill Dudney • Bill walks you through building a rudimentary multiplayer game for the iPhone.

Stretching Stripes • by Frederic Daoud • Fred shows you how to create Stripes extension classes to customize the framework to your needs.

Interrupt Mood • by Brian Tarbox • Are people always interrupting you with dumb questions?



DEPARTMENTS

Up Front • by Michael Swaine • Our fifth issue mixes code, self-improvement, and a prize.

Choice Bits • Tweets, posts, and chatter on programming, publishing, people, and paradoxes.

How Do We? • by Dave Thomas • People often ask how we do what we do. This series explains.

Get a Life • by Daniel Steinberg • Daniel invites you to rediscover the art of letter-writing.

Swaine's World • by Michael Swaine • Improving your spelling is all about learning new habits.

Shady Illuminations • by John Shade • Greatest iPhone annoyance: spammers or Flashers?

The Quiz • by Michael Swaine • A monthly diversion at least peripherally related to programming.

Calendar • by Jackie Carter • Author sightings and other notable events.

FEATURES

Automating Screencasts • by Jason Huggins • Are you ready for your closeup?

Going Naked • by Dan Haywood • Take a stroll down the Naked Objects path.

Forgive and Remember • by Paul Butcher • Paul offers some advice to make debugging a learning experience.

Our Daily Bread • by Steve Peter • Take control of what goes into this fundamental food and enjoy your own bread fresh from the oven.



DEPARTMENTS

Up Front • by Michael Swaine • Meet the people who make the magazine.

Choice Bits • Tweets, posts, and chatter on programming and life.

How Do We? • by Dave Thomas • People often ask how we do what we do. This series explains.

Get a Life • by Daniel Steinberg • Daniel gets a jump on his January diet with an Agile approach.

The Working Geek • by Andy Lester • For a guy who is fond of saying “Life is too short to work a crappy job,” Andy gives surprising advice in his new monthly column on the working life of a techie.

Swaine’s World • by Michael Swaine • Tell us a story — even if you’re just introducing a new systems language.

The Quiz • This Month: The Return of the Text Sudoku.

Calendar • by Jackie Carter • Author sightings and other notable events.

Shady Illuminations • by John Shade • Google releases a new programming language and John finds a bit of Python in it.

