

A Testing Framework in Elixir: Transitioning from Ruby on Rails to Elixir • Bruce Tate • Bruce goes all in with Elixir. • elixir, testing, ruby

The Voyage to Altair: The Lost Computer • Michael Swaine and Paul Freiberger • Ed Roberts was facing bankruptcy, his mail-order hobby electronics firm crushed in the calculator wars of the 1970s. His response was to take a very big risk on an obviously crazy idea. • history

Turning APIs into Resources: An Exploration of Resource Oriented Computing • Tom Geudens • Resource Oriented Computing lets you build apps the way the Web is constructed. Here Tom shows how to turn APIs into resources, and why. • api, web

Functional Snippets: Decomposing Arrays • Chris Eidhof, Wouter Swierstra, and Florian Kugler • Launching a new series on functional programming in Swift. • swift, language

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New Manager's Playbook: How to Manage Your Boss • Marcus Blankenship • This month Marcus takes on the critical challenge of managing up. • career

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Building Shootduino: Recreational Programming on the Arduino • Maik Schmidt • Maik was looking for a fun one-month project. So he built a retro space shooter game for the Arduino single-board computer. And he shares all the details here. • games, graphics, arduino

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Patterns Enhance Craft: Thoughts on Patterns • Kent Beck • Kent has been through the patterns-vs-craft fight and come out on the other side. • agile, patterns

#NoEstimates Does Not Mean “No Estimates”: It Means You’re Asking the Wrong Question • Seb Rose • Sometimes the reason you’re not getting the answers you want is that you’re asking the wrong question. “How can I deliver better estimates?” is probably the wrong question. • agile, estimation

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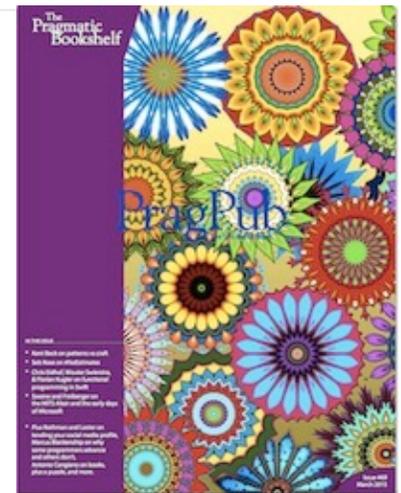
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Rothman and Lester: What Your Social Media Profiles Should Look Like, and Why They Should be Different • Andy Lester and Johanna Rothman • Johanna and Andy look at the various social media platforms for presenting yourself to the world, and explain how to use them to best advantage. • career

New Manager’s Playbook: Passed Over: Why Great Programmers Don’t Get Promoted • Marcus Blankenship • For some reason, you just can’t seem to make the leap from programmer to management, and you don’t know why. Marcus can help. • career

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A Timely Essay on Apple Watch App Development: Know What the Apple Watch Can — and Should Do Before You Even Think about Creating an App • Jeff Kelley • Wait! Don't build that Apple Watch app yet. In this article, Jeff walks you through the questions you need to answer in conceiving of, designing, and producing an Apple Watch app. • mobile, watch

Rule #1 for Distributed Teams: The 2015 Edition • Jeff Langr • Distributed development teams face some daunting challenges. Jeff has been there and knows how to solve them. • agile

Meet the Social Side of Your Codebase: Approaching Your Code as a Crime Scene • Adam Tornhill • You can read the structure of the organization that produced a piece of code in the code's history — which will reveal clues to solving deep development problems. • agile, career

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New Manager's Playbook: Making the Transition to Manager • Marcus Blankenship • I thought I was getting a promotion. Why do I feel like I've lost something important? • career

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Paul Learns To Parse: Part One • Michael Bevilacqua-Linn • Coming up with user stories is a technique for aligning your product development with actual use cases and user needs. What could we learn from telling developer stories? Michael explores. • agile, algorithms, language

Unfinished Revolution: Ted Nelson, Revolutionary • Michael Swaine and Paul Freiberger • This month and next we're profiling a couple of true revolutionaries. This month it's Ted Nelson, the Thomas Paine of the personal computer revolution. • history

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New Manager's Playbook: Leadership • Marcus Blankenship • When you make the jump to running your own business, it's not about what you can produce anymore. It's about how you can lead. • career

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Hello Again, Android!: An Interview with Ed Burnette •

Michael Swaine • Ed Burnette recently wrapped up the fourth edition of *Hello, Android*, and we collared him for a free-ranging interview on Android, his book, and programming in general. • android, mobile

Paul Learns To Parse: Part Two • Michael Bevilacqua-Linn •

Coming up with user stories is a technique for aligning your product development with actual use cases and user needs. What could we learn from telling developer stories? Michael explores. In the second part of this two-part story, Michael's characters dive deeper into parsing and DSL creation. • agile, algorithms, language

Unfinished Revolution: Douglas Engelbart, Revolutionary •

Michael Swaine and Paul Freiburger • This month and last month we're profiling a couple of true revolutionaries. This month it's Douglas Engelbart. • history

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New Manager's Playbook: Defusing Frustrating Situations with Gentle Corrections • Marcus Blankenship • Marcus shows how to defuse potentially explosive situations with employees. • career

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Mutation Testing — Totally a Thing: Is This Line of Code Really Necessary? • R. Michael Rogers • At first, Mike couldn't figure out why he needed mutation testing — and then he talked to someone who uses it effectively. • testing

Making Time To Tend Code: Your Codebase as a Garden • Rachel Davies • Codebases require tending, like a garden. • agile

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New Manager's Playbook: Letting Go • Marcus Blankenship • You're a developer, but you're at a point in your career where you find yourself managing others. Marcus shares tips on how to be as good at managing as you are at your "real" job. • career

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Mob Programming: United We Code • Woody Zuill • What do you get if you extrapolate pair programming to the whole team? It's Mob Programming, and it actually makes a lot of sense. • agile

What Perl Still Gets Right: An Appreciation of a Venerable Language and Its Rich Ecosystem • chromatic • Fresh from updating his classic book *Modern Perl*, chromatic explains why Perl is still awesome. • perl, language, functional

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New Manager's Playbook: The Case for Weekly Meetings: Why an Old-School Schedule Gets Leading-Edge Results • Marcus Blankenship • You're a developer, but you're at a point in your career where you find yourself managing others. Marcus shares tips on how to be as good at managing as you are at your "real" job. • career

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A Crash Course in Mobile Testing: Everything You Want to Know but Were too Busy to Ask • Keith Stobie • Testing for mobile app development is rarely done, or done well. Here's how to change that. • testing, mobile

Stepping Up to Simulation Testing: It's Expensive — and Worth It • Ryan Neufeld • When you move to the high-rent neighborhood of the testing space. • testing

Making Computer Science Insanely Great: Part 3: The Unknown Unknowns • James Bonang • Jim teaches kids to code in the most unlikely of circumstances and encounters the Unknown Unknowns. • kids, teaching

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Scripting Vim: Unlocking the Power of the Ubiquitous Editor

• Ben Klein • The Vim editor has a compatibility switch that keeps it compatible with its ancestor, the venerable vi. Let's see what happens when we turn that off. • vi, editors

Introducing Ember: A Framework for Building Web Apps that Can Stand Up to Native Apps in Performance • Matthew White • Ember favors convention over configuration and focuses on app performance. • frameworks, web, javascript

Inheriting a Project You Know Nothing About: Don't Panic • Andrew Hunter • The two people who know about this project are leaving in a week. After that, it's your baby. What questions do you ask, and in what order? • career, agile

Guest Essay: Saying No to Everything Else • Derek Sivers • Sometimes the road to Yes runs through a desert of No. • career, life

Functional Snippets: Permutations • Chris Eidhof, Wouter Swierstra, Florian Kugler • The next installment in our series on functional programming in Swift. • swift, language, functional

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Scripting Vim: Write Your Own Commands • Ben Klein • Totally mastering the power in the depths of your editor may be the most productive thing you can do as a developer. • vi, editors

Embrace the Full Stack: Expertise Is Overkill • David Copeland • A web application developer needs to know about everything from color theory and grid-based design to SQL joins and the Single Responsibility Principle. How can you master all that? • web, frameworks

Guest Essay: Relax for the Same Result • Derek Sivers • Unless you're actually running a race it may not be worth the cost to push yourself to the limit. • career, life

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