

Developer to Designer: GUI Design for the Busy Developer

Mike Gunderloy

SYBEX®

I got a copy of Mike Gunderloy's book *Coder to Developer* yesterday and started looking at it and then started reading it and then continued reading it in bed before I went to sleep. I have been programming for 20 years, but it is still interesting for me to be reading this book because it refreshes ideas about certain things and gives me new ideas.... Also, it is great to see how other programmers (who have been at it for a long time and who I have a lot of respect for) go about their development process. The book is geared at taking people who know a lot about coding, but do not really know about the scope of developing a project. These are skills that it takes years to evolve through experience, and it's a perfect book for someone like Mike to write.

—Julia Lerman
Julia Lerman Blog

As freshly minted computer science majors pick up their diplomas, they should buy, beg, or borrow this book. *Coder to Developer* will take them from the mindset of interesting but academic code problems into the trenches of achieving professional success in this globalized world. *Coder to Developer* pulls together all the aspects of being a successful programmer who delivers solid code on time. Other reviewers have said this is only a .NET programmer book. Not true. While .NET programmers will benefit the most from buying *Coder to Developer*, Java, VB6, and even open-source diehards will find more than enough to be worth their while.

—Bob from Sonoma, California
(Courtesy of Amazon.com)

After three days of reading and digesting the information in the book, I must say that it is one of the best computer books I have ever read (and one of the very few that I have read cover-to-cover, and not only cover-to-cover, but cover-to-cover to the exclusion of all else). After reading the first couple of chapters, I decided to put aside the software application that I was working on, and read the entire book. I will now go back to the start of my application and apply the lessons from the book to the project. I don't feel that I have "lost" the time working on the software project, because I think that what I learned in the book will more than pay for itself in saved time during development.

—Eric Brunsen from Colorado Springs, Colorado
(Courtesy of Amazon.com)

Coder to Developer was a great read and a definite addition to my must-read list for others.

—Scott Watermasyk

The background of the slide is a faded, light gray image of ancient Egyptian hieroglyphs. The hieroglyphs are arranged in vertical columns, typical of how they were inscribed on stone or papyrus. In the center of the image, a large pyramid is visible, partially obscured by the hieroglyphic columns. The overall aesthetic is that of an ancient manuscript or a historical document.

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For Fru, who keeps calling me.

Acknowledgments

Some people finish a book and say “Never again.” After I finished this one, I said, “Let’s do another one.” That’s because of the truly superb editorial team that helped me complete the project. So I’d like to start by acknowledging Tom Cirtin, who signed me up for this project, as well as Susan Berge, Rachel Gunn, Nancy Sixsmith, and John Mueller. After they were done making me justify my stands and clarify places where I was unclear, this book was much better than when I thought I was finished with it. And even after that, of course, the production team at Happenstance took over and turned the manuscript into the final printed product that you’re holding today.

My notions about user interface design have come mainly from designing user interfaces and finding out what works and what doesn’t. Time and again, I’ve discovered that the interfaces I thought were completely obvious were in fact opaque (by using the simple stratagem of sending them out for testing). So thanks to all my customers for helping me improve my design skills by refusing to pay for inferior work.

Thanks, too, to the Microsoft Office team, who hired me several times to work on obscure corners of the product. Struggling to keep up with the Office quality bar is a great way to understand just how difficult it is to write good applications in general, as well as a great way to learn about interface design.

On the home front, my family has (as always) been very understanding of the long hours and occasional fits of grumpy cursing that go into writing a book. Even as I finish this list of acknowledgments, there are two kids sleeping on the couch behind me, having given up hope that dad was going to find more play time tonight. But I do take time whenever I can; Adam, Kayla, and Thomas are all much more fun to play with than any amount of software. And finally, Dana Jones gives me the love and support that I need to keep going at all.

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