

1. The Claude C Compiler: What It Reveals About the Future of Software

Source: Simon Willison's Weblog | Published: 2026-02-22T23:58:43+00:00

Link: <https://simonwillison.net/2026/Feb/22/ccc/#atom-everything>

The Claude C Compiler: What It Reveals About the Future of Software On February 5th Anthropic's Nicholas Carlini wrote about a project to use parallel Claudes to build a C compiler on top of the brand new Opus 4.6 Chris Lattner (Swift, LLVM, Clang, Mojo) knows more about C compilers than most. He just published this review of the code. Some points that stood out to me: Good software depends on judgment, communication, and clear abstraction. AI has amplified this. AI coding is automation of implementation, so design and stewardship become more important. Manual rewrites and translation work are becoming AI-native tasks, automating a large category of engineering effort. Chris is generally impressed with CCC (the Claude C Compiler): Taken together, CCC looks less like an experimental research compiler and more like a competent textbook implementation, the sort of system a strong undergraduate team might build early in a project before years of refinement. That alone is remarkable. It's a long way from being a production-ready compiler though: Several design choices suggest optimization toward passing tests rather than building general abstractions like a human would. [...] These fla...

2. London Stock Exchange: Raspberry Pi Holdings plc

Source: Simon Willison's Weblog | Published: 2026-02-22T23:54:39+00:00

Link: <https://simonwillison.net/2026/Feb/22/raspberry-pi-openclaw/#atom-everything>

London Stock Exchange: Raspberry Pi Holdings plc Striking graph illustrating stock in the UK Raspberry Pi holding company spiking on Tuesday: The Telegraph credited excitement around OpenClaw : Raspberry Pi's stock price has surged 30pc in two days, amid chatter on social media that the company's tiny computers can be used to power a popular AI chatbot. Users have turned to Raspberry Pi's small computers to run a technology known as OpenClaw, a viral AI personal assistant . A flood of posts about the practice have been viewed millions of times since the weekend. Reuters also credit a stock purchase by CEO Eben Upton : Shares in Raspberry Pi rose as much as 42% on Tuesday in ?a record two?day rally after CEO Eben Upton bought ?stock in the beaten?down UK computer hardware firm, halting a months?long slide, ?as chatter grew that its products could benefit from low?cost artificial?intelligence projects. Two London traders said the driver behind the surge was not clear, though the move followed a filing showing Upton bought ?about 13,224 pounds ?worth of shares at around 282 pence each on Monday. Tags: ai , generative-ai , raspberry-pi , llms , ai-agents , openclaw

3. How I think about Codex

Source: Simon Willison's Weblog | Published: 2026-02-22T15:53:43+00:00

Link: <https://simonwillison.net/2026/Feb/22/how-i-think-about-codex/#atom-everything>

How I think about Codex Gabriel Chua (Developer Experience Engineer for APAC at OpenAI) provides his take on the confusing terminology behind the term "Codex", which can refer to a bunch of different things within the OpenAI ecosystem: In plain terms, Codex is OpenAI?s software engineering agent, available through multiple interfaces, and an agent is a model plus instructions and tools, wrapped in a runtime that can execute tasks on your behalf. [...] At a high level, I see Codex as three parts working together: Codex = Model + Harness + Surfaces [...] Model + Harness = the Agent Surfaces = how you interact with the Agent He defines the harness as "the collection of instructions and tools", which is notably open source and lives in the openai/codex repository. Gabriel also provides the first acknowledgment I've seen from an OpenAI insider that the Codex model family are directly trained for the Codex harness: Codex models are trained in the presence of the harness. Tool use, execution loops, compaction, and iterative verification aren?t bolted on behaviors ? they?re part of how the model learns to operate. The harness, in turn, is shaped around how the model plans, invokes tool...

4. Sentry

Source: Daring Fireball | Published: 2026-02-22T20:58:55Z

Link: https://sentry.io/resources/ios-workshop-jan-2026/?utm_source=daringfireball&utm_medium=aid-display&utm_campaign=general-fy27q1-evergreen&utm_content=static-ad-mobilerss-trysentry

My thanks to Sentry for sponsoring last week at DF. Sentry is running a hands-on workshop: ?

Crash Reporting, Tracing, and Logs for iOS in Sentry ?. You can watch it on demand. You?ll learn how to connect the dots between slowdowns, crashes, and the user experience in your iOS app. It?ll show you how to: Set up Sentry to surface high-priority mobile issues without alert fatigue. Use Logs and Breadcrumbs to reconstruct what happened with a crash. Find what?s behind a performance bottleneck using Tracing. Monitor and reduce the size of your iOS app using Size Analysis. ?

5. The Talk Show: ?A Mitigated Disaster?

Source: Daring Fireball | Published: 2026-01-27T01:32:03Z

Link: <https://daringfireball.net/thetalkshow/2026/01/26/ep-439>

Daniel Jalkut returns to the show so we can both vent about MacOS 26 Tahoe. Sponsored by:

Notion : The AI workspace where teams and AI agents get more done together. Squarespace : Save 10% off your first purchase of a website or domain using code talkshow . Sentry : A real-time error monitoring and tracing platform. Use code TALKSHOW for \$80 in free credits. Factor : Healthy eating, made easy. Get 50% off your first box, plus free breakfast for 1 year, with code talkshow50off . ?

6. There?s a Hidden Preference to Auto-Resize Columns in the Finder on MacOS 14 and 15

Source: Daring Fireball | Published: 2026-01-26T23:18:37Z

Link: <https://forums.realmacsoftware.com/t/auto-resizing-columns-in-finder/52435>

Good tip from ?DifferentDan? on the Realmac customer forum, posted back in November: I saw on macOS Tahoe 26.1, Apple finally added an option in the Column View settings to automatically right size all columns individually and that setting would persist, but I don?t really like

Liquid Glass (yet) so I haven?t updated to Tahoe. Looks like someone found a workaround however for those that are still on Sequoia. Just open up Terminal on your Mac, copy in the below, and press return. The one-line command: defaults write com.apple.finder _FXEnableColumnAutoSizing -bool YES; killall Finder (Change YES to NO if you want to go back.) Marcel Bresink?s

TinkerTool is a great free app for adjusting hidden preferences using a proper GUI, and it turns out TinkerTool has exposed this hidden Finder preference for a few years now. You learn something every day. I enabled this a few days ago on MacOS 15 Sequoia, and it seems exactly like the implementation Apple has exposed in the Finder?s View Options window in Tahoe, which I wrote about Friday . No better, no worse. ?

7. Show HN: Beeper ? All Your Chats in One App

Source: Eric Migicovsky's Blog RSS Feed | Published: Wed, 20 Jan 2021 00:00:00 GMT

Link: <https://ericmigi.com/blog/show-hn-beeper-all-your-chats-in-one-app>

While working on Pebble, we ran into a lot of issues as we tried to enable messaging from the watch. For example, we never figured out how?

8. The Universal Communication Bus

Source: Eric Migicovsky's Blog RSS Feed | Published: Thu, 09 Jul 2020 00:00:00 GMT

Link: <https://ericmigi.com/blog/the-universal-communication-bus>

From the desk of Eric Migicovsky Edit: Interested in what you read below? Check out Beeper, an app that we built to solve this problem. Chat?

9. Announcing Startup School Winter 2020

Source: Eric Migicovsky's Blog RSS Feed | Published: Tue, 10 Dec 2019 00:00:00 GMT

Link: <https://ericmigi.com/blog/announcing-startup-school-winter-2020>

(No summary)

10. Zig Sema: ZIR => AIR

Source: Mitchell Hashimoto | Published: Sun, 13 Feb 2022 00:00:00 GMT

Link: <https://mitchellh.com/zig/sema>

(No summary)

11. Zig AstGen: AST => ZIR

Source: Mitchell Hashimoto | Published: Sat, 12 Feb 2022 00:00:00 GMT

Link: <https://mitchellh.com/zig/astgen>

(No summary)

12. Zig Parser

Source: Mitchell Hashimoto | Published: Fri, 11 Feb 2022 00:00:00 GMT

Link: <https://mitchellh.com/zig/parser>

(No summary)

13. Name It, and They Will Come

Source: overreacted ? A blog by Dan Abramov | Published: Mon, 25 Mar 2019 00:00:00 GMT

Link: <https://overreacted.io/name-it-and-they-will-come/>

A change starts with a story.

14. Writing Resilient Components

Source: overreacted ? A blog by Dan Abramov | Published: Sat, 16 Mar 2019 00:00:00 GMT

Link: <https://overreacted.io/writing-resilient-components/>

Four principles to set you on the right path.

15. A Complete Guide to useEffect

Source: overreacted ? A blog by Dan Abramov | Published: Sat, 09 Mar 2019 00:00:00 GMT

Link: <https://overreacted.io/a-complete-guide-to-useeffect/>

Effects are a part of your data flow.

16. How close are we to a vision for 2010?

Source: Terence Eden's Blog | Published: Sun, 22 Feb 2026 12:34:58 +0000

Link: <https://shkspr.mobi/blog/2026/02/how-close-are-we-to-a-vision-for-2010/>

Twenty five years ago today, the EU's IST advisory group published a paper about the future of "Ambient Intelligence". Way before the world got distracted with cryptoscams and AI slop, we genuinely thought that computers would be so pervasive and well-integrated that the dream of "Ubiquitous Computing" would become a reality. The ISTAG published an optimistic paper called "Scenarios for ambient?

17. Bitcoin mining difficulty

Source: John D. Cook | Published: Sun, 22 Feb 2026 19:17:58 +0000

Link: <https://www.johndcook.com/blog/2026/02/22/bitcoin-mining-difficulty/>

The previous post looked at the Bitcoin network hash rate, currently around one zettahash per second, i.e. 10²¹ hashes per second. The difficulty of mining a Bitcoin block adjusts over time to keep the rate of block production relatively constant, around one block every 10 minutes.

The plot below shows this in action. Notice the [?] The post Bitcoin mining difficulty first appeared on John D. Cook .

18. Exahash, Zettahash, Yottahash

Source: John D. Cook | Published: Sun, 22 Feb 2026 18:30:40 +0000

Link: <https://www.johndcook.com/blog/2026/02/22/zettahash/>

When I first heard of cryptographic hash functions, they were called ?one-way functions? and seemed like a mild curiosity. I had no idea that one day the world would compute a mind-boggling number of hashes every second. Because Bitcoin mining requires computing hash functions to solve proof-of-work problems, the world currently computes around 1,000,000,000,000,000,000 hashes, [?] The post Exahash, Zettahash, Yottahash first appeared

on John D. Cook .

19. The Orality Theory of Everything

Source: Derek Thompson | The Atlantic | Published: 2026-02-22T07:00:00-05:00

Link:

https://www.theatlantic.com/ideas/2026/02/social-media-literacy-crisis/686076/?utm_source=feed

The world is full of theories of everything. The smartphone theory of everything argues that our personal devices are responsible for the rise of political polarization, anxiety, depression, and conspiracy theories?not to mention the decline of attention spans, intelligence, happiness, and general comity. The housing theory of everything pins inequality, climate change, obesity, and declining fertility on the West?s inability to build enough homes.

If you treat theories of everything as literal theories of everything , you will be disappointed to find that they all have holes. I prefer to think of them as exercises in thinking through the ways that single phenomena can have large and unpredictable second-order effects. My new favorite theory of everything is the orality theory of everything. This theory emerges from the work of mid-20th-century media theorists, especially Walter Ong and Marshall McLuhan. They argued that the invention of the alphabet and the rise of literacy were among the most important events in human history. These developments shifted communications from an age of orality?in which all information was spoken and all learning was social?to an age of literacy, in...

20. Forge-Specific Repository Folders

Source: Andrew Nesbitt | Published: 2026-02-22T10:00:00+00:00

Link: <https://nesbitt.io/2026/02/22/forge-specific-repository-folders.html>

Git doesn?t know about CI, code review, or issue templates, but every forge that hosts git repositories has added these features through the same trick: a dot-folder in your repo root that the forge reads on push. The folder names differ, the contents overlap in some places and diverge in others, and the portability story between them is worse than you?d expect. A companion to my earlier post on git?s magic files .github/ GitHub?s folder holds: workflows/ ? GitHub Actions CI/CD configuration (.github/workflows/*.yml) ISSUE_TEMPLATE/ and PULL_REQUEST_TEMPLATE/ ? issue and PR templates dependabot.yml ? automated dependency updates CODEOWNERS ? required reviewers for paths FUNDING.yml ? sponsor button configuration GitHub also reads some files from the repo root or from .github/ : SECURITY.md , CONTRIBUTING.md , CODE_OF_CONDUCT.md . LICENSE must be in the repo root for GitHub?s license detection to pick it up. The .github/workflows/ directory contains YAML files defining Actions workflows. Each file is a separate workflow that runs on events like push, pull request, or schedule. CODEOWNERS uses gitignore-style glob patterns to map paths to GitHub users or teams who must review ch...

21. LOLWUT: a piece of art inside a database command

Source: antirez.com | Published: Wed, 12 Sep 2018 17:20:28 +0200

Link: <http://antirez.com/news/123>

The last few days have been quite intense. One of the arguments, about the dispute related to replacing or not the words used in Redis replication with different ones, was the following: is it worthwhile to do work that does not produce any technological result? As I was changing the Redis source code to get rid of a specific word where possible, I started to think that whatever my idea was about the work I was doing, I?m the kind of person that enjoys writing code that has no measurable technological effects. Replacing words is just annoying, even if, even there, there were a few worthwhile technological challenges. But there is some other kind of code that I believe has a quality called ?hack value?. It may not solve any technological problem, yet it?s worth to write. Sometimes because the process of writing the code is, itself, rewarding. Other times because very technically advanced ideas are used to solve a not useful problem. Sometimes code is just written for artistic reasons. In some way the Twitter discussion of the last days, mostly uninformed, chaotic, heated, made me think that, at this point, we are very far from the first hackers in the 60s. As I get older I find tha...

22. On Redis master-slave terminology

Source: antirez.com | Published: Thu, 06 Sep 2018 23:04:56 +0200

Link: <http://antirez.com/news/122>

Today it happened again. A developer, that we'll call Mark to avoid exposing his real name, read the Redis 5.0 RC5 change log, and was disappointed to see that Redis still uses the ?master? and ?slave? terminology in order to identify different roles in Redis replication. I said that I was sorry he was disappointed about that, but at the same time, I don't believe that terminology out of context is offensive, so if I use master-slave in the context of databases, and I'm not referring in any way to slavery. I originally copied the terms from MySQL, and now they are the way we call things in Redis, and since I do not believe in this battle (?I'll tell you later why), to change the documentation, deprecate the API and add a new one, change the INFO fields, just to make a subset of people that care about those things more happy, do not make sense to me. After it was clear that I was not interested in his argument, Mark accused me of being fascist. Now I'm Italian, and incidentally my grand grandfather was put in jail for years by fascists because he was communist and was against the regime. He was released to die in a couple of months at home. The father of my mother instead went in t...

23. Redis is not "open core"

Source: antirez.com | Published: Sat, 25 Aug 2018 00:38:52 +0200

Link: <http://antirez.com/news/121>

Human beings have a strong tendency to put new facts into pre-existing categories. This is useful to mentally and culturally classify similar events under the same logical umbrella, so when two days ago I clarified that the Redis core was still released under the vanilla BSD license, and only certain Redis modules developed by Redis Labs were going to change license, from AGPL to a different non open source license, people said ?Ah! Ok you are going open core?. The simplification this time does not work if it is in your interest to capture the truth of what is happening here. An open core technology requires two things. One is that the system is modular, and the other is that parts of such system are made proprietary in order to create a product around an otherwise free software. For example providing a single node of a database into the open source, and then having the clustering logic and mechanism implemented in a different non-free layer, is an open core technology. Similarly is open core if I write a relational database with a modular storage system, but the only storage that is able to provide strong guarantees is non free. In an open core business model around an open sourc...

24. Having Kids

Source: Paul Graham: Essays | Published: -

Link: <http://www.paulgraham.com/kids.html>

(No summary)

25. The Lesson to Unlearn

Source: Paul Graham: Essays | Published: -

Link: <http://www.paulgraham.com/lesson.html>

(No summary)

26. Novelty and Heresy

Source: Paul Graham: Essays | Published: -

Link: <http://www.paulgraham.com/nov.html>

(No summary)

27. &'borrow mut dyn FnMut(BrokenLink) -> CowStr and other valid rust programs

Source: the website of jyn | Published: 2020-12-08T00:00:00+00:00

Link: <https://jyn.dev/borrow-mut-dyn-fnmut-brokenlink-cowstring-and-other-valid-rust-programs/>

Why HRTB are my least-favorite part of Rust

28. The intra-doc links saga

Source: the website of jyn | Published: 2020-10-23T00:00:00+00:00

Link: <https://jyn.dev/the-intra-doc-links-saga/>

How I helped stabilize intra-doc links

29. Rust in 2021

Source: the website of jyn | Published: 2020-09-05T00:00:00+00:00

Link: <https://jyn.dev/rust-in-2021/>

Rust in 2021 should focus on discoverability

30. Nerd Quiz #4

Source: Susam Pal | Published: Sun, 22 Feb 2026 00:00:00 +0000

Link: <https://susam.net/code/news/nq/4.0.0.html>

Nerd Quiz #4 is the fourth instalment of Nerd Quiz, a single page HTML application that challenges you to measure your inner geek with a brief quiz. Each question in the quiz comes from everyday moments of reading, writing, thinking, learning and exploring. This release introduces five new questions drawn from a range of topics, including computing history, graph theory and Unix. Visit Nerd Quiz to try the quiz. A community discussion page is available here . You are very welcome to share your score or discuss the questions there. Read on website | #web | #miscellaneous | #game

31. Books update

Source: Fabien Sanglard | Published: 15 Dec 2022 00:00:00 +0000

Link: https://fabiensanglard.net/three_books_update/index.html

(No summary)

32. The Book Of CP-System, paper version

Source: Fabien Sanglard | Published: 22 Nov 2022 00:00:00 +0000

Link: https://fabiensanglard.net/cpsb_paper/index.html

(No summary)

33. CCPS: A CPS-1 SDK

Source: Fabien Sanglard | Published: 25 Sep 2022 00:00:00 +0000

Link: <https://fabiensanglard.net/ccps/index.html>

(No summary)

34. The Monte Carlo Method for Game AI

Source: Beej's Bit Bucket | Published: Mon, 04 Jan 2010 00:00:00 +0000

Link: <http://beej.us/blog/data/monte-carlo-method-game-ai/>

Beat your computer at Connect-4.

35. Getting Started with Flash Development

Source: Beej's Bit Bucket | Published: Thu, 31 Dec 2009 00:00:00 +0000

Link: <http://beej.us/blog/data/getting-started-flash/>

You can do it with free tools on the command line.

36. Arch vs. Slackware, a friendly comparison

Source: Beej's Bit Bucket | Published: Wed, 30 Dec 2009 00:00:00 +0000

Link: <http://beej.us/blog/data/arch-vs-slackware/>

(No summary)

37. are-dependent-types-actually-erased

Source: Chad Nauseam Home | Published: -

Link: <https://chadnauseam.com/coding/pltd/are-dependent-types-actually-erased>

(No summary)

38. what-I-learned-building-a-language-learning-app

Source: Chad Nauseam Home | Published: -

Link: <https://chadnauseam.com/language/what-I-learned-building-a-language-learning-app>

(No summary)

39. i-built-an-app-to-talk-to-my-dad

Source: Chad Nauseam Home | Published: -

Link: <https://chadnauseam.com/coding/random/i-built-an-app-to-talk-to-my-dad>

(No summary)

40. Constraints are the Point

Source: Dr Paris Buttfield-Addison | Published: Fri, 21 Mar 2025 00:00:00 +0000

Link: <https://hey.paris/posts/constraints-are-the-point/>

I get it. I disagree with it, but I get it. The tech industry is throwing obscene amounts of money at LLMs. VCs are salivating over AI startups. The big important executives are regularly bleating about how ? we should integrate ChatGPT into our game ? because they read some Medium article about the future of interactive entertainment. But as narrative designers, we need to call this what it is: a massive distraction from what makes game characters work .

41. Beyond Bad Output

Source: Dr Paris Buttfield-Addison | Published: Tue, 11 Mar 2025 00:00:00 +0000

Link: <https://hey.paris/posts/beyond-bad-output/>

The Deeper Problems with AI in Creative Work ?But AI will get better at writing stories, won?t it?? This response to my rant about AI-generated content misses the point entirely. Even if AI writing improved dramatically tomorrow, fundamental problems would remain that no algorithm refinement can fix. The environmental cost alone should give us pause. Training even a small LLM produces carbon emissions equivalent to the output of several cars, over their entire lifetimes , and each query consumes significant energy. Game development already has a substantial carbon footprint ?why increase it when human writers remain perfectly capable?

42. The Empty Promise of AI-Generated Creativity

Source: Dr Paris Buttfield-Addison | Published: Mon, 03 Mar 2025 00:00:00 +0000

Link: <https://hey.paris/posts/genai/>

?Are you going to add AI writing to Yarn Spinner ?? It?s a question I hear almost weekly these days. Whether at game development conferences, online, or during meetings, there?s an assumption that every tool is racing to implement some form of generative AI. I understand the curiosity?we?re living through an unprecedented wave of AI hype, and there?s genuine confusion about where these technologies might fit into creative processes. So I thought I?d share some thoughts on why we?re taking a different path.

43. Which web frameworks are most token-efficient for AI agents?

Source: Martin Alderson | Published: Mon, 23 Feb 2026 00:00:00 GMT

Link: https://martinalderson.com/posts/which-web-frameworks-are-most-token-efficient-for-ai-agents/?utm_source=rss

I benchmarked 19 web frameworks on how efficiently an AI coding agent can build and extend the same app. Minimal frameworks cost up to 2.9x fewer tokens than full-featured ones.

44. Chatcontrol edi?ia 2025 pe scurt (român?)

Source: Bert Hubert's writings | Published: Mon, 18 Aug 2025 15:30:00 +0200

Link: <https://berthub.eu/articles/posts/chatcontrol-pe-scurt/>

La ini?iativa Danemarcei, multe state membre ale UE cer ca WhatsApp/Signal/etc. s? fie for?ate s? inspecteze toate pozele ?i linkurile noastre folosind inteligen?a artificial? (IA). Daca IA are orice ?îndoial?? c? acestea ar putea fi pornografia infantil?, atunci poza ta, loca?ia ta, num?rul t?u de telefon ?i alte detalii vor fi raportate c?tre Europol ?i c?tre poli?ia local?.

Ce se ?intâmpl? mai departe nu e specificat, dar vacan?a ta în Cipru s-ar putea termina cu tine

la se?ia local? de poli?ie, nevoit s? i?i explici pozele.

45. Chatcontrol 2025 edizione in Breve (it)

Source: Bert Hubert's writings | Published: Sun, 17 Aug 2025 19:30:00 +0200

Link: <https://berthub.eu/articles/posts/chatcontrol-in-brief-it/>

In breve, guidati dalla Danimarca, molti stati membri dell'UE sostengono la necessità di obbligare WhatsApp/Signal/ecc. a ispezionare tutte le nostre foto e i nostri link, utilizzando l'intelligenza artificiale (IA). Se l'IA ha qualche dubbio che si tratti di pedopornografia, la tua foto, posizione, numero di telefono e altri dettagli vengono segnalati a Europol e a una forza di polizia locale. Non è specificato cosa accadrà in seguito, ma durante la tua vacanza a Cipro potresti dover spiegare le tue foto alla stazione di polizia locale.

46. Chatcontrol 2025: Resumen

Source: Bert Hubert's writings | Published: Sun, 17 Aug 2025 18:30:00 +0200

Link: <https://berthub.eu/articles/posts/chatcontrol-in-brief-es/>

En resumen: bajo el liderazgo de Dinamarca, muchos países de la Unión Europea quieren obligar a las compañías de mensajería como WhatsApp o Signal a inspeccionar todas nuestras fotos y enlaces con ayuda de inteligencia artificial (IA). Si la IA tiene la mínima duda de que pueda tratarse de material relacionado con abuso infantil, se enviará a Europol y a la policía local tu foto, tu ubicación, tu número de teléfono y otros datos personales.

47. Quasirandom sequences

Source: Grant Slatton's Blog | Published: Mon, 1 Jul 2024 23:01:40 +0000

Link: <https://grantslatton.com/quasirandom>

Cool method to generate non-clumping random points

48. Book Review: 'The Perfectionists: How Precision Engineers Created the Modern World'

Source: Grant Slatton's Blog | Published: Mon, 1 Jul 2024 22:53:22 +0000

Link: <https://grantslatton.com/book-review-the-perfectionists>

Excellent book about the history of precision machining

49. No calls

Source: Keygen Blog | Published: Thu, 16 Jan 2025 06:00:00 GMT

Link: <https://keygen.sh/blog/no-calls/>

Enterprise sales don't have to be crazy.

50. Trailblazing

Source: Keygen Blog | Published: Fri, 31 Jan 2025 06:00:00 GMT

Link: <https://keygen.sh/blog/trailblazing/>

On the impacts of technology and culture in startups and small business.

51. Locked-in

Source: Keygen Blog | Published: Fri, 31 Jan 2025 06:00:00 GMT

Link: <https://keygen.sh/blog/locked-in/>

On the risks of vendor lock-in and how to escape it.