

## Developer Experience: GitHub READMEs

February 7 2017

developer experience

developer onboarding

dx highlights

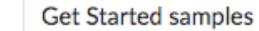
The README.md for a project on GitHub is often the first thing developers see when they encounter your product. The README for a library can be the starting point in a developers relation with your product. These text files serve both as a technical guide to your library and as marketing material for your product. So what should be in a README and what is better avoided?

## An analysis

For this article I've done a little survey across the SendGrid, Pusher, Stripe and Twilio Ruby libraries. I've also taken a screenshot of each README and put them in a handy little gallery for future reference.

	SendGrid	Pusher	Stripe	Twilio
Repo name	sendgrid- ruby	pusher-http- ruby	stripe- ruby	twilio- ruby
Build status badge				
Library version badge	×	X	×	
Introduction	129 words	0 words	100 words	19 words

## betta.io











## nexmo





