
Rapid Development Taming Wild Software Schedules Steve McConnell

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Kanban New Riders

Widely considered one of the best practical guides to programming, Steve McConnell ' s original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the

timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Utopian Entrepreneur Course Technology

A handbook for game development with coverage of both team management topics, such as task tracking and creating the technical design document, and outsourcing strategies for contents, such as motion capture and voice-over talent. It covers various aspects of game development.

Rapid Development Pearson Education

In this comprehensive yet accessible overview for software leaders, the author presents an impactful, action-oriented prescription-covering the practical considerations needed to ensure you reap the

full benefits of effective Agile

201 Principles of Software Development Pearson Education

This book contains the refereed proceedings of the 6th International Conference on Software Business, ICSOB 2015, held in Braga, Portugal, in June 2015. The theme of the event was "Enterprising Cities" focusing on a noticeable spillover of software within other industries enabling new business models: Companies bundle their physical products and software services into solutions and start to sell independent software products in addition to physical products. The 16 full, five short, and three doctoral symposium papers accepted for ICSOB were selected from 42 submissions. The papers span a wide range of issues related to contemporary software business--from strategic aspects that include external reuse, ecosystem participation, and acquisitions to operational challenges associated with running software business.

Micro-ISV John Wiley & Sons

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Rapid Development: Taming Wild Software Schedules." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of

steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

Rewire Your Brain Blue Hole Press

Rapid Development Pearson Education

Head First Networking IGI Global

Software Development and Professional Practice reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve

specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. *Software Development and Professional Practice* covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

The Business Analyst's Handbook Pearson Education

Provides a variety of ideas, techniques, and strategies for effective software development.

100 Principles of Game Design Springer Science & Business Media

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

Rapid Development Pearson Education

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development environment, or project size, this book will inform and stimulate your thinking-and help you build the highest quality code.

Dynamics of Software Development Rapid Development

A new addition to the Best Practices series presents an incisive reflection on and look at the future of software engineering, offering a collection of original essays on critical trends that will shape the industry. Original. (Beginner).

After the Gold Rush Apress

Vaughn Vernon presents concrete and realistic domain-driven design (DDD) techniques through examples from familiar domains, such as a Scrum-based project management application that integrates with a collaboration suite and security provider. Each principle is backed up by realistic Java examples, and all content is tied together by a single case study of a company charged with delivering a set of advanced software systems with DDD.

Requirements by Collaboration Addison-Wesley Professional

This book summarizes so many things we need to know as a programmer, from a programmer's perspective. Starting from the basic technical skills one must acquire, to managerial skills to manage a team of programmers. Emphases are put on the ethics of working as a programmer and as a member of the team. Inside this book you'll find tips on how to learn communication language among your peers, how to talk to non-engineers, and how to deal with difficult people. This book also shows us how to take a break when needed, and how to recognize when to go home, and how to communicate and negotiate with your boss, so that you won't end up working for 50 to 60 hours a week. This is a very good book, one that should be a mandatory for wannabe and professional programmers. If you happened to be a manager who supervises a hive of programmers, this book should

provide you with useful insights into their minds and habits.

Agile Software Development Quality Assurance Pearson Education
"Kanban is becoming a popular way to visualize and limit work-in-progress in software development and information technology work. Teams around the world are adding Kanban around their existing processes to catalyze cultural change and deliver better business agility. David J. Anderson pioneered the Kanban Method. Hear how this happened and what you can do to succeed using Kanban."--Publisher's website.

Code Complete, 2nd Edition Apress

This volume constitutes the refereed proceedings of the International Working Conference REFSQ 2010, held in Essen, Germany, in June/July 2010.

Software Estimation Wordware Publishing, Inc.

The ever changing nature of information makes the job of managing software development notoriously difficult. Dynamic Software Development: Managing Projects in Flux eases the burden by defining the principles, practices, skills, and techniques needed to manage a dynamic development environment. At a hands-on level, the text helps managers define t

How to Be a Programmer Addison-Wesley Professional

Often referred to as the "black art" because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane

treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

Professional Software Development Pearson Education

One of the objectives of this book is to incorporate best practices and standards in to the BA role. While a number of standards and guidelines, such as Business Process Modeling Notation (BPMN), have been incorporated, particular emphasis has been placed on the Business Analysis Body of Knowledge (BABOK), the Information Technology Infrastructure Library (ITIL), and the Unified Modeling Language (UML).

Debugging the Development Process IGI Global

Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

Failsafe IS Project Delivery "O'Reilly Media, Inc."

A guide to doing socially positive work in the context of business.