Rapid Development Taming Wild Software Schedules Steve Mcconnell

Eventually, you will enormously discover a new experience and skill by spending more cash. nevertheless when? reach you bow to that you require to get those all needs in the manner of having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will lead you to understand even more a propos the globe, experience, some places, later history, amusement, and a lot more?

It is your unconditionally own period to play reviewing habit. accompanied by guides you could enjoy now is **Rapid Development Taming Wild Software Schedules Steve Mcconnell** below.

Getting Results from Software Development Teams Suzanne Brockmann
Stereotypes portray software engineers as a reckless lot, and stereotypes paint software configuration management (SCM) devotees as inflexible. Based on these impressions, it is no wonder that projects can be riddled with tension! The truth probably lies somewhere in between these stereotypes, and this book shows how proven SCM practices can foster a healthy team-oriented culture that produces better software. The authors show that workflow, when properly managed, can avert delays, morale problems, and cost overruns. A patterns approach (proven solutions to recurring problems) is outlined so that SCM can be easily applied and successfully leveraged in small to medium sized organizations. The patterns are presented with an emphasis on practicality. The results speak for themselves: improved processes and a motivated workforce that synergize to produce better quality software.

Applied Software Project Management Addison-Wesley Professional
Learn best practices for software development project management—and lead your teams and projects to success. Dr. Lawrence Peters is an industry-recognized expert with decades of experience conducting research and leading real-world software projects. Beyond getting the best developers, equipment, budget, and timeline possible—Peters concludes that no factor is more critical to project success than the manager's role. Drawing on proven practices from allied industries such as business, psychology, accounting, and law, he describes a broader project-management methodology—with principles that software managers can readily adapt to help increase their own effectiveness and the productivity of their teams. Unlike other books on the topic, this book focuses squarely on the manager—and shows how to get results without adopting philosophies from Genghis Khan or Machiavelli. (There is mention of Godzilla, however.) Packed with real-world examples and pragmatic advice, this book shows any software development manager—new or experienced—how to lead teams in delivering the right results for their business.

Testing JavaScript Applications Springer
Project managers, technical leads, and Windows programmers throughout the industry share an important concern--how to get their development schedules under control. Rapid Development addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational--and the content is impressive.

Agile Software Development Quality Assurance Little, Brown
The authoritative account of the rise of Amazon and its intensely driven founder, Jeff Bezos, praised by the Seattle Times as "the definitive account of how a tech icon came to life."

Amazon.com started off delivering books through the mail. But its visionary founder, Jeff Bezos, wasn't content with being a bookseller. He wanted Amazon to become the everything store, offering limitless selection and seductive convenience at disruptively low prices. To do so, he developed a corporate culture of relentless ambition and secrecy that's never been cracked. Until now. Brad Stone enjoyed unprecedented access to current and former Amazon employees and Bezos family members, giving readers the first in-depth, fly-on-the-wall account of life at Amazon. Compared to tech's other elite innovators -- Jobs, Gates, Zuckerberg -- Bezos is a private man. But he stands out for his restless pursuit of new markets, leading Amazon into risky new ventures like the Kindle and cloud computing, and transforming retail in the same way Henry Ford revolutionized manufacturing. The Everything Store is the revealing, definitive biography of the company that placed one of the first and largest bets on the Internet and forever changed the way we shop and read.

Rapid Application Development IGI Global
Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

Fun and Software Pearson Education
Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to: • Write code that enables and complements Scrum, Kanban, or any other Agile framework • Develop code that can survive major changes in requirements • Plan for adaptability by using dependencies, layering, interfaces, and design patterns • Perform unit testing and refactoring in tandem, gaining more value from both • Use the "golden master" technique to make legacy code adaptive • Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles • Create smaller interfaces to support more-diverse client and architectural needs • Leverage dependency injection best practices to improve code adaptability • Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns About

You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

SurviveJS - Webpack 5 Addison-Wesley Professional

Fun and Software offers the untold story of fun as constitutive of the culture and aesthetics of computing. Fun in computing is a mode of thinking, making and experiencing. It invokes and convolutes the question of rationalism and logical reason, addresses the sensibilities and experience of computation and attests to its creative drives. By exploring topics as diverse as the pleasure and pain of the programmer, geek wit, affects of play and coding as a bodily pursuit of the unique in recursive structures, Fun and Software helps construct a different point of entry to the understanding of software as culture. Fun is a form of production that touches on the foundations of formal logic and precise notation as well as rhetoric, exhibiting connections between computing and paradox, politics and aesthetics. From the formation of the discipline of programming as an outgrowth of pure mathematics to its manifestation in contemporary and contradictory forms such as gaming, data analysis and art, fun is a powerful force that continues to shape our life with software as it becomes the key mechanism of contemporary society. Including chapters from leading scholars, programmers and artists, Fun and Software makes a major contribution to the field of software studies and opens the topic of software to some of the most pressing concerns in contemporary theory.

Design - **Build** - **Run** Simon and Schuster

A guide on how to be a Programmer - originally published by Robert L Read https://braydie.gitbooks.io/how-to-be-a-programmer/content/

Programming with C++ 20 John Wiley & Sons

"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.

Information Systems Bloomsbury Publishing USA

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

Requirements by Collaboration Prentice Hall 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.

MOS Study Guide for Microsoft Access Expert Exam MO-500 John Wiley & Sons

Webpack, a module bundler, is a powerful tool that helps you to develop complex web applications. "SurviveJS - Webpack 5" is meant for beginner to intermediate users of the tool wanting to understand webpack better. You will develop a complex configuration in the book tutorial while covering different facets of webpack. In addition, the 34 short chapters and six appendices work as a reference. Even though the book has been designed around webpack, many of the techniques covered go beyond it. You will learn to improve the quality of your code while becoming aware of optimization techniques that help you to deliver more performant web applications. The book was developed in collaboration with the webpack community, and its structure has evolved accordingly. A third of royalties go to Tobias Koppers, the author of the tool. Testimonials After weeks failing at configuring webpack, I stumbled upon SurviveJS book while looking for yet another tutorial. Since that day, it has been my go-to resource for every single webpack question I ever had. - Clément Paris, Front-end engineer Brilliant! A must have if you want to to learn webpack but also if need an updated reference guide. I always use it as a reference guide when I develop. - Andrea Chiumenti, CEO, Red Software Systems Before I worked through the SurviveJS webpack book, my own webpack config, cobbled together from random code on the Internet, was a mystery to me. Afterwards, I have route-splitting and parallel-loading superpowers. - Gavin Doughtie, Senior Software Engineer, Google Webpack is powerful but configuring it can be

painful. Same goes with React. There are so many ways of configuring React with asset compilation, minification etc that it is easy to get lost. This book provides practical tips on how to proceed. - Neeraj Singh, Founder, Big Binary This guide was a great starter in taming the Wild West of ESNext-era JavaScript development. Its beauty comes from its commitment to not skipping the fundamentals in favor of a fast demo, but making sure you're understanding what you're doing as you bootstrap your next JavaScript-based UI project. - Aaron Harris, Software Engineer This guide is a great way to get started with webpack or improve your existing skills. After a detailed introduction, you'll start working on a webpack project that provides all you need to push your app to production. Highly recommended. - Julien Castelain, Software Engineer, Liferay About Author Juho Vepsä läinen is behind the SurviveJS effort. He has been active in the open source scene since the early 2000s and participated in projects like Blender and webpack as a core team member. Blue Arrow Awards winner.

How to Be a Programmer Pearson Education
This book examinates what goes wrong in IT projects and what can be done to prevent this in the future.

Software Business Microsoft Press
"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of The Art of Project Management What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In Applied Software Project Management, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

Adaptive Code John Wiley & Sons
Reissue originally published 1997 Maggie Winthrop honestly would've remembered if she'd met Chuck Della Croce before. He's outrageously tall, dark, and handsome—and completely naked—as he pounds on her backdoor, calling for her to let him in. He know things about Maggie that he shouldn't. And when he tells he's a time-traveler, and that they're close friends seven years in the future, she's ready to call the police. But Maggie's future is Chuck's past, and he has the ability to foretell events—and he convinces her that he's not completely crazy. In fact, he's there to enlist her aid in talking himself—the seven years younger version of himself—out of developing his theories for time travel. A rogue agency has hijacked his time machine and are using it to overthrow the U.S. Government. Chuck had never intended for time travel to be used as a deadly weapon, but a team of killers is already hot on his heels, chasing him across time to make sure his mission fails. Chuck's got one chance to set things right—but he didn't count on getting a do-over to win Maggie's heart. He's willing to sacrifice everything for this woman that he's quietly loved for years. And Maggie's head spins as she realizes that she's falling for two men: Charles Della Croce, who lives in her timeline, and his life-hardened counterpart—the man from the future who calls himself Chuck... Set in 1997, Time Enough for Love is a full length novel of 54K words or 212 pages, originally published in 1997, by Bantam Loveswept.

Failsafe IS Project Delivery Pearson Education
Covers topics such as the importance of secure systems, threat modeling, canonical representation issues, solving database input, denial-of-service attacks, and security code reviews and checklists.

More Effective Agile Pearson Education
Business intelligence projects do not need to cost multi-millions of dollars or take months or even years to complete! Using rapid application development (RAD) techniques along with Microsoft SQL Server 2012, this book guides database administrators, SQL programmers, and report specialists in creating practical, cost-effective business intelligence solutions for their companies and departments. Pro SQL Server 2012 BI Solutions provides practical examples of cost-effective business intelligence projects. Readers will be guided through several complete projects that build a foundation for real-world solutions. Even with limited experience using Microsoft's SQL Server, Integration Server, Analysis Server, and Reporting Server, you can leverage your existing knowledge of SQL programming and database design to provide users with the business intelligence reports they need. Provides recipes for multiple business intelligence scenarios Progresses from simple to advanced projects using several examples Shows Microsoft SQL Server technology used to complete real-world business intelligence projects

Solid Code Pearson Education
Out of Control chronicles the dawn of a new era in which the machines and systems that drive our economy are so complex and autonomous as to be indistinguishable from living things.

Quality Software Project Management Addison-Wesley Professional
Carefully researched over ten years and eagerly anticipated by the agile community, Crystal Clear: A Human-Powered Methodology for Small Teams is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360o, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI,

ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project.

The Everything Store Microsoft Press
Describes techniques for the rapid building of the information system applications essential for large enterprises, using existing development software.