Sample Software Project Documentation

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Natural Language Processing with Python CRC Press
Here's the book you need to prepare for the latest version of CompTIA's IT Project+ exam. This Study Guide was developed to meet the exacting requirements of today's certification candidates. In addition to the consistent and accessible instructional approach that has earned Sybex the "Best Study Guide" designation in the 2003 CertCities Readers Choice Awards, this book provides: Clear and concise information on IT project management Practical examples and insights drawn from real-world experience Leading-edge exam preparation software, including a test engine and electronic flashcards You'll also find authoritative coverage of key exam topics, including: IT Project Initiation and Scope Definition IT Project Planning IT Project Execution, Control and Coordination IT Project Closure, Acceptance and Support This book has been reviewed and approved as CompTIA Authorized Quality Curriculum (CAQC). Students derive a number of important study advantages with CAQC materials, including coverage of all exam objectives, implementation of important instructional design principles, and instructional reviews that help students assess their learning comprehension and readiness for the exam. Note: On August 10, 2004 CompTIA changed the name of the IT Project+ certification to Project+, "in order to better reflect the title's application beyond IT professionals." Neither the exam objectives nor the exam questions were changed. The CAQC appoved content found in this edition of the IT Project+ Study Guide therefore remains valid and suitable for candidates preparing for the Project+ certification. Note:CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work John Wiley & Sons
Today ’ s software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein ’ s thorough coverage of software engineering perfects the reader ’ s ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

Building Tightly Integrated Software Development Environments: The IPSEN Approach Wiley-IEEE Computer Society Press
Learn iOS 8 App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with Swift, Cocoa Touch, and the iOS 8 SDK. It's an all-in-one getting started guide to building useful apps. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 8 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK —for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK, based on Swift and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Swift. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek!

Science Fair Planner Packt Publishing Ltd
Practical Support for Lean Six Sigma Software Process Definition: Using IEEE Software Engineering Standards addresses the task of meeting the specific documentation requirements in support of Lean Six Sigma. This book provides a set of templates supporting the documentation required for basic software project control and management and covers the integration of these templates for their entire product development life cycle. Find detailed documentation guidance in the form of organizational policy descriptions, integrated set of deployable document templates, artifacts required in support of assessment, organizational delineation of process documentation.

How Successful Teams Deliver the Right Software John Wiley & Sons
Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Practical Support for Lean Six Sigma Software Process Definition Ballantine Books
Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world’s leading practitioners construct and maintain software. This book covers Google’s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You’ll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Management Springer Science & Business Media
Document the architecture of your software easily with this highly practical, open-source template. Key Features Get to grips with leveraging the features of arc42 to create insightful documents Learn the concepts of software architecture documentation through real-world examples Discover techniques to create compact, helpful, and easy-to-read documentation Book Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks and illustrate the relationships between them Discover how to describe the runtime behavior of a system Know how to document design decisions and their reasons Explore the risks and technical debt of your system Who this book is for This book is for software developers and solutions architects who are looking for an easy, open-source tool to document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

Software Engineering "O'Reilly Media, Inc."
The thoroughly Revised & Updated new 6th edition of Professional Knowledge for IBPS & SBI Specialist IT Officer Exam 6th edition is updated as per the new pattern and with latest Solved Paper, new questions in each test + 5 New Practice Sets. The book contains 12 chapters and each chapter provides theory as per the syllabi of the recruitment examination. The chapters in the book provides exercises to help aspirants practice the concepts discussed in the chapters. Each chapter in the book contains ample number of questions designed on the lines of questions asked in previous years' Specialist IT Officer Exams. The book covers 2500+ useful questions for Professional Knowledge. The new edition also contains 15 Practice Sets designed exactly as per the latest pattern to boost the confidence of the students.

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (RUSSIAN) Apress
Just like vinyl LPs, static sites are making a comeback, evidenced by the wide array of static-site generators now available. This practical book shows you hands-on how to build these simple sites for blogs and other use cases, and how to make them more powerful. In the process, you’ll work with some of today’s more mature and popular static-site generators. Authors Raymond Camden and Brian Rinaldi explain the advantages of using static-site generators for building fast and secure sites. Web and frontend designers and developers will also explore methods for adding dynamic elements and for migrating an existing CMS to a static site. Build a basic four-page static site with the Harp generator Create a simple blog with Jekyll Develop a documentation site with Hugo by generating site files and creating the layout Add dynamic elements, such as forms, comments, and search Integrate a CMS with tools such as CloudCannon and Netlify CMS Use one of several options to deploy your static files Learn methods for moving an existing CMS to a static site

Bringing the Power of Simplicity to Modern Sites Cambridge University Press
The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for

many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

The Practical Guide to Project Management Documentation For Dummies

The book describes how to manage and successfully deliver large, complex, and expensive systems that can be composed of millions of line of software code, being developed by numerous groups throughout the globe, that interface with many hardware items being developed by geographically dispersed companies, where the system also includes people, policies, constraints, regulations, and a myriad of other factors. It focuses on how to seamlessly integrate systems, satisfy the customer's requirements, and deliver within the budget and on time. The guide is essentially a "shopping list" of all the activities that could be conducted with tailoring guidelines to meet the needs of each project.

Ask a Manager John Wiley & Sons

This coherently written book is the final report on the IPSEN project on Integrated Software Project Support Environments devoted to the integration of tools for the development and maintenance of large software systems. The theoretical and application-oriented findings of this comprehensive project are presented in the following chapters: Overview: introduction, classification, and global approach; The outside perspective: tools, environments, their integration, and user interface; Internal conceptual modeling: graph grammar specifications; Realization: derivation of efficient tools, Current and future work, open problems; Conclusion: summary, evaluation, and vision. Also included is a comprehensive bibliography listing more than 1300 entries and a detailed index.

Lessons Learned from Programming Over Time Pearson Education

Docs Like CodeLulu.com

Software Engineering at Google Springer

Over the past three decades, translation has evolved from a profession practiced largely by individuals to a cottage industry model and finally to a formally recognized industrial sector that is project-based, heavily outsourced and that encompasses a wide range of services in addition to translation. As projects have grown in size, scope and complexity, and as project teams have become increasingly distributed across geographies, time zones, languages and cultures, formalized project management has emerged as both a business requirement and a critical success factor for language service providers. In recognition of these developments, this volume examines the application of project management concepts, tools and techniques to translation and localization projects. The contributors are seasoned practitioners and scholars who offer insights into the central role of project management in the language industry today and discuss best-practice approaches to the adaptation of generic project management knowledge, skills, tools and techniques for translation and localization projects.

Best Practices, Tools and Techniques Docs Like Code

Ninety percent of any Computing Science academic staff are involved with project work at some stage of their working life. Often they have no previous experience of how to handle it, and there are no written guidelines or reference books at the moment. Knowledge and practical experiences are often only disseminated from one institution to another when staff change jobs. This book is the first reference work to fill that gap in the market. It will be of use to lecturers and course designers who want to improve their handling of project work in specific courses, and to department heads and deans who want to learn about overall strategic issues and experiences from other institutions.

Principles and Pragmatics John Wiley & Sons

The seasoned programmer and novice alike find this reference the ideal resource for getting a project off to the right start. Friendly, practical advice is combined with the latest software in this ...For Dummies edition. Follow your expert guide through planning, development, testing, and implementation -- the first steps to your project's success. Then get your hands on scheduling, assigning resources and estimating costs, and best of all, making your software happen. The book's CD-ROM includes trial versions of Microsoft Project 2000, Soffrant TRACK, and Cost Xpert as well as templates and a wealth of other planning tools.

Best Practices for Development O'Reilly Media

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

Exam PK0-002 J. Ross Publishing

We live in an age of electronic interconnectivity, with co-workers across the hall and across the ocean, and managing meetings can be a challenge across multiple time zones and cultures. This makes documenting your projects more important than ever. In Technical Documentation and Process, Jerry Whitaker and Bob Mancini provide the background and structure to help you document your projects more effectively. With more than 60 years of combined experience in successfully documenting complex engineering projects, the authors guide you in developing appropriate process and documentation tools that address the particular needs of your organization. Features Strategies for documenting a project, product, or facility A sample style guide template—the foundation on which you can build documents of various types A selection of document templates Ideas for managing complex processes and improving competitiveness using systems engineering and concurrent engineering practices Basic writing standards and helpful references Major considerations for disaster planning Discussion of standardization to show how it can help reduce costs Helpful tips to manage remote meetings and other communications First-hand examples from the authors' own experience Throughout, the authors offer practical guidelines, suggestions, and lessons that can be applied across a wide variety of project types and organizational structures. Comprehensive yet to the point, this book helps you define the process, document the plan, and manage your projects more confidently.

Literate Programming Simon and Schuster

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies ========== Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Agile Project Management with Scrum "O'Reilly Media, Inc."

The focus of Software for Dependable Systems is a set of fundamental principles that underlie software system dependability and that suggest a different approach to the development and assessment of dependable software. Unfortunately, it is difficult to assess the dependability of software. The field of software engineering suffers from a pervasive lack of evidence about the incidence and severity of software failures; about the dependability of existing software systems; about the efficacy of existing and proposed development methods; about the benefits of certification schemes; and so on. There are many anecdotal reports, which-although often useful for indicating areas of concern or highlighting promising avenues of research-do little to establish a sound and complete basis for making policy decisions regarding dependability. The committee regards claims of extraordinary dependability that are sometimes made on this basis for the most critical of systems as unsubstantiated, and perhaps irresponsible. This difficulty regarding the lack of evidence for system dependability leads to two conclusions: (1) that better evidence is needed, so that approaches aimed at improving the dependability of software can be objectively assessed, and (2) that, for now, the pursuit of dependability in software systems should focus on the construction and evaluation of evidence. The committee also recognized the importance of adopting the practices that are already known and used by the best developers; this report gives a sample of such practices. Some of these (such as systematic configuration management and automated regression testing) are relatively easy to adopt; others (such as constructing hazard analyses and threat models, exploiting formal notations when appropriate, and applying static analysis to code) will require new training for many developers. However valuable, though, these practices are in themselves no silver bullet, and new techniques and methods will be required in order to build future software systems to the level of dependability that will be required.