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Software Project Management

Tata Mcgraw Hill File

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

Software project management is a crucial element in successful software and IT development, and requires students to develop an understanding of technical methodology and an appreciation of the many human factors that can play a part in software projects. The new fifth edition of Software Project Management has been fully revised and updated to help students to grasp these contrasting skills, and learn about new developments in the discipline. It provides both undergraduate and postgraduate students with a comprehensive introduction to

software project management and has enjoyed a loyal following of users since the first edition published.

Project Management for Engineers, as the title suggests, is a direct attempt at addressing the ever-increasing and specific needs for better project management of engineering students, practicing engineers and managers in the industry. It aims not only to present the principles and techniques of Project Management, but also to discuss project management standards, processes and requirements, such as PMBOK, IEEE and PRINCE. Each chapter begins with the basics of the theme being developed at a level understandable to an undergraduate, before more complex topics are introduced at the end of each section that are suitable for graduate students. For the practicing professionals or managers in the industry, the book also provides many real illustrations of practical application of the principles of Project Management. Through a realistic blend of theory and practical examples, as well as an integration of the engineering technical issues with business issues, this book seeks to remove the veil of mystery that has shrouded the profession from its very beginning. This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software

modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

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This book is designed for professionals and students in software engineering or information technology who are interested in understanding the dynamics of software development in order to assess and optimize their own process strategies. It explains how simulation of interrelated technical and social factors can provide a means for organizations to vastly improve their processes. It is structured for readers to approach the subject from different perspectives, and includes descriptive summaries of the best research and applications.

A comprehensive guide to the practical processes of software measurement, highlighting the significance of the role of the manager or team leader and the members of the project team. The authors' wide experience in the subject is demonstrated in the practical nature of the book and in the way it looks at the topics from the viewpoints of both managers and team members.

Front Cover; Dedication; Embedded Systems Security: Practical Methods for Safe and Secure Software and Systems Development; Copyright; Contents; Foreword; Preface; About this Book;

Audience; Organization; Approach;
Acknowledgements; Chapter 1 -- Introduction to
Embedded Systems Security; 1.1What is Security?;
1.2What is an Embedded System?; 1.3Embedded
Security Trends; 1.4Security Policies; 1.5Security
Threats; 1.6Wrap-up; 1.7Key Points; 1.8
Bibliography and Notes; Chapter 2 -- Systems
Software Considerations; 2.1The Role of the
Operating System; 2.2Multiple Independent Levels
of Security.

The presence and use of real-time systems is becoming increasingly common. Examples of such systems range from nuclear reactors, to automotive controllers, and also entertainment software such as games and graphics animation. The growing importance of rea.

Software Project Management explains the latest management strategies and techniques in software developments. It covers such issues as keeping the team motivated, cost-justifying strategies, deadlines and budgets.

"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. From its first appearance in 1995, this book has been consistently well received by tutors and students alike. Now with a revised and updated 3rd edition the authors have updated the original text to better reflect the latest developments in Software Project Management.

Taking a unique approach, this practical introduction gives readers the full flavor of software project management and detailed coverage of the entire development process, not just the lists of management tasks other books provide. This approach leads the reader through various stages of the development process in a pragmatic and readable way, with a diversity of topics explained. One of the few books to concentrate on the HCI aspects of software design, this book provides a practical step-by-step guide to user interface design using real world case studies. Includes tutorials explaining how to unravel the complexities of user interface design for groupware and explaining an object-oriented approach to graphical user interface design.

Computer Network Simulations Using NS2 provides a solid foundation of computer networking knowledge and skills, covering everything from

simple operating system commands to the analysis of complex network performance metrics. The book begins with a discussion of the evolution of data communication techniques and the fundamental issues associated with performance evaluation. After presenting a preliminary overview of simulation and other performance evaluation techniques, the authors: Describe a number of computer network protocols and TCP/IP and OSI models, highlighting the networking devices used Explain a socket and its use in network programming, fostering the development of network applications using C and socket API Introduce the NS2 network simulator, exhibiting its internal architecture, constituent software packages, and installation in different operating systems Delve into simulation using NS2, elaborating on the use of Tcl and OTcl scripts as well as AWK scripting and plotting with Gnuplot Show how to simulate wired and wireless network protocols step by step, layer by layer Explore the idea of simulating very large networks, identifying the challenges associated with measuring and graphing the various network parameters Include nearly 90 example programs, scripts, and outputs, along with several exercises requiring application of the theory and programming Computer Network Simulations Using NS2 emphasizes the implementation and simulation of real-world computer network protocols, affording readers with valuable opportunities for

hands-on practice while instilling a deeper understanding of how computer network protocols work.

Assuming no mathematical background, this accessible guide introduces the standard Z notation and applications of Z. The authors explore communications problems with the user and specification in clear English. Numerous examples and case studies demonstrate how techniques can be applied successfully.

In *Dust or Magic*, Bob Hughes delves deep beneath the gloss and the hype surrounding multimedia, to reveal the human beings who make magic, and to show how it happens. The book draws together a wealth of knowledge and experience, with insights from recent science and older creative industries, and reveals the key to designing accomplished interactive computer-based media. It presents a simple, consistent and convincing paradigm for satisfying and successful creative work, and gives practical advice that will save designers from falling into old traps and re-inventing perfectly good wheels. *Dust or Magic* is for programmers, writers, artists, animators, and interface designers, for the people who teach, lead and hire them, and also for people who simply want to know how human creativity fares in the new, digital age.

Play is a crucial component in the development of all children. In this comprehensive and accessible text,

Bob Hughes explores the complexities of children's play, its meaning and purpose, and argues that adult-free play is essential for the psychological well-being of the child. The book divides into three main sections. The first examines the fundamentals of evolutionary playwork, from creating the right play environment to issues of safety and participation. Secondly, the book explores the theory underlying playwork. Finally, the book offers new models to help the playworker develop their own professional practice. Throughout the text, the author brings his argument to life with vivid reflections on a lifetime's experience of play and playwork. *Evolutionary Playwork and Reflective Analytic Practice* is the first book of its kind, and represents essential reading for all playwork students, practitioners and researchers. It also incorporates dedicated material for parents looking to better understand and enhance the development of their children.

Managing Global Software Projects about the three dimensions of Software Project Management people, process and technology and the interactions between them, particularly when the team is geographically distributed. The book focuses on the following:

1. Project management issues that confront global and distributed teams
2. A fair balance across the three dimensions people, process and technology contributing to the success of geographically distributed teams
3. Practical

examples of the things that work and the common pitfalls⁴. Descriptive frameworks rather than prescriptive formulae⁵. Coverage of some of the issues vital for a project's success, for example the skill set required for each function, business significance of process models, etc. This book also covers the key practice areas of CMM and the 20 clauses of ISO-9001.

Annotation Written by the team who created the syllabus and exam papers, this textbook encompasses the entire syllabus of the ISEB Foundation Certificate in IS Project Management. This volume contains some research papers from the International Conference on Information Technology and Management organized by the Hong Kong Polytechnic University, in conjunction with the Institute of Systems Management (ISM). It comprises 30 selected and refereed papers in the development of enabling technologies, electronic commerce and knowledge management, and IT systems and applications. These papers feature the results of the latest research in the areas of information systems, enabling technologies, and business management, as well as potential applications in industries including education, finance, logistics, medical tourism, and IT services. Why another book on software project management? For some time, the fields of project management, computer science, and software

development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need

- * Understand how and why software development must be planned on a certainty-to-uncertainty continuum
- * Categorize your projects on a four-quadrant model
- * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme
- * Explore the benefits of each strategic model and what types of projects it supports best
- * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy
- * Apply this knowledge to the specific projects you manage
- * Get a clear picture of where you are and how to get where you want to go

Project management software.

Digitalization and computerization are now pervasive in science. This has deep consequences for our understanding of scientific knowledge and of the scientific process, and challenges longstanding assumptions and traditional frameworks of thinking of scientific knowledge. Digital media and computational processes challenge our conception of the way in which perception and cognition work in science, of the objectivity of science, and the nature of scientific objects. They bring about new relationships between science, art and other visual media, and new ways of practicing science and organizing scientific work, especially as new visual media are being adopted by science studies scholars in their own practice. This volume reflects on how scientists use images in the computerization age, and how digital technologies are affecting the study of science.

Many software projects fail because their leaders don't know how to estimate, schedule, or measure them accurately. Fortunately, proven tools and techniques exist for every facet of software estimation. *Estimating Software-Intensive Systems* brings them together in a real-world guidebook that will help software managers, engineers, and customers immediately improve their estimates—and drive continuing improvements over time. Dick Stutzke presents here a disciplined and repeatable process that can produce accurate and complete

estimates for any project, product, or process, no matter how new or unusual. Stutzke doesn't just describe formal techniques: He offers simple, easy-to-use templates, spreadsheets, and tools you can start using today to identify and estimate product size, performance, and quality—as well as project cost, schedule, and risk reserves. Stutzke shows how to quickly "get your arms around" users' problems and requirements, the structure of a solution, and the process needed to deliver it. You'll learn how to choose the most appropriate estimating techniques and tools; collect accurate data, track progress, and update estimates; and recalibrate estimating models to improve estimation accuracy. Stutzke's techniques apply whether you're creating custom in-house business software, purchasing or customizing "off-the-shelf" technology, or constructing complex, one-of-a-kind military, industrial, or commercial systems. These techniques apply to small and large projects, and to all project life cycles—from agile to plan-driven. This book will help you plan, estimate, budget, schedule, purchase, design, build, test, deploy, operate, and maintain software-intensive systems. It explains how to size software, identify all cost components, calculate the associated costs, and set a competitive price. A separate section covers topics of interest for large projects: designing an appropriate work breakdown structure, collecting data from cost accounting

systems, and using earned value measurement. You'll find updates and even more information on this book's companion web site, <http://www.sw-estimation.com>.

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This truly outstanding book, first published in Russian in the 70s and regarded there as a classic, contains everything you need to know about delivering checkmate.

This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. **KEY FEATURES** • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at www.phindia.com/rajibmall to provide integrated learning to the students **NEW TO THE FIFTH EDITION** • Several rewritten sections in almost every chapter to increase

readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA

This book provides guidance for interpreting the ISO 9001: 2000 standard for software organizations; insights into the intent and spirit of the ISO 9001: 2000 standard; acts as a reference material for persons implementing the ISO 9001: 2000 standard in software organizations and assistance to software organizations who are upgrading from ISO: 9001: 1994 to ISO 9001: 2000 88% of CEOs expect IT professionals to make a greater contribution to business strategy during the next 10 years. Understanding the business implications of IT system development and deployment is therefore key to ensuring IT practitioners and students are properly equipped. Key areas covered in this very accessible introduction are: cost/benefit and risk analysis; integration and implementation; Programme Management; Enterprise Resource Planning (ERP); internet business; B2B and B2C.

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Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with

previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

For courses in digital circuits, digital systems (including design and analysis), digital fundamentals, digital logic, and introduction to computers Digital Fundamentals, Eleventh Edition, continues its long and respected tradition of offering students a

Although software development is one of the most complex activities carried out by man, sound development processes and proper project management can help ensure your software projects are delivered on time and under budget. Providing the know-how to manage software projects effectively, Introduction to Software Project Management supplies an accessible introduction to software project management. The book begins with an overview of the fundamental techniques of project management and the technical aspects of software development. This section supplies the

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understanding of the techniques required to mitigate uncertainty in projects and better control the complexity of software development projects. The second part illustrates the technical activities of software development in a coherent process—describing how to customize this process to fit a wide range of software development scenarios. Examines project management frameworks and software development standards, including ESA and NASA guidelines, PRINCE2®, and PMBOK® Addresses open source development practices and tools so readers can adopt best practices and get started with tools that are available for free Explains how to tailor the development process to different kinds of products and formalities, including the development of web applications Includes access to additional material for both practitioners and teachers at www.spmbook.com Supplying an analysis of existing development and management frameworks, the book describes how to set up an open-source tool infrastructure to manage projects. Since practitioners must be able to mix traditional and agile techniques effectively, the book covers both and explains how to use traditional techniques for planning and developing software components alongside agile methodologies. It does so in a manner that will help you to foster freedom and creativity in assembling the processes that will best serve your needs.

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