Software Project Survival Developer Best Practices

This practical handbook on software project success and survival explains how to confront five important issues involved in all software projects--people, politics, process, project management, and tools.

The orderly Sweet-Williams are dismayed at their son's fondness for the messy pastime of gardening.

Delivers the cutting - edge of proven practices crafted to your needs for immediate and long - term success with your development efforts.

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.

A software survival guide for non-technical entrepreneurs entering the tech space who want to reduce the uncertainty associated to starting their business, and for seed startups who require support and ideas when dealing with the daily realities of managing the software development process and getting a quality software application built and launched.

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In RAPID DEVELOPMENT, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you’ll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

Publisher Fact Sheet A concise, hands-on approach to managing & improving the

critical requirements process in software development.

The author explains how he organized and supervised effective software development teams at the Microsoft company to come up with timely and high-quality commercial applications, offering a candid look at the group dynamics of software development. Original. (Advanced).

Jeff Lawson, software developer turned CEO of Twilio, creates a new playbook for unleashing the full potential of software developers in any organization, showing how to help management utilize this coveted and valuable workforce to enable growth, solve a wide range of business problems and drive digital transformation. From banking and retail to insurance and finance, every industry is turning digital, and every company needs the best software to win the hearts and minds of customers. The landscape has shifted from the classic build vs. buy question, to one of build vs. die. Companies have to get this right to survive. But how do they make this transition? Software developers are sought after, highly paid, and desperately needed to compete in the modern, digital economy. Yet most companies treat them like digital factory workers without really understanding how to unleash their full potential. Lawson argues that developers are the creative workforce who can solve major business problems and create hit products for customers—not just grind through rote tasks. From Google and Amazon, to one-person online software companies—companies that bring software developers in as partners are winning. Lawson shows how leaders who build industry changing software products consistently do three things well. First, they understand why software developers matter more than ever. Second, they understand developers and know how to motivate them. And third, they invest in their developers' success. As a software developer and public company CEO, Lawson uses his unique position to bridge the language and tools executives use with the unique culture of high performing, creative software developers. Ask Your Developer is a toolkit to help business leaders, product managers, technical leaders, software developers, and executives achieve their common goal—building great digital products and experiences. How to compete in the digital economy? In short: Ask Your Developer.

The book is about Software Quality Engineering with basic concepts, self-review, interviews preparation for java based projects test automation in a practical sense with questions and answers mode. There are about 500+ questions and answers to ease on understanding the concepts and review purpose. There are 15 core skills covered in this book as listed below.1. Software Development Life Cycle (SDLC), 2. Software Quality Concepts, 3. OOPS, 4. XML, 5. XPath, 6. SCM/SCCS(SVN/GIT), 7. Unix/Linux, 8. Java & JDBC, 9. ANT, 10.Maven, 11. JUnit, 12. TestNG, 13. Jenkins/Hudson (CI), 14. Web Applications Testing - Selenium, 15. Web Services - SOAP/REST API.This book is aimed at beginners to the software quality and also useful for experienced quality engineers to assess and be on top of relevant skills. Here the author is considering "Quality Assurance" and "Quality Engineering" as same to carry out the similar effort except that to stress the importance of applying the Engineering principles rather than simply repeating the assurance test actions. This book should help in making sure that you get the basic core concepts, working knowledge and in summary as a survival guide for programming and automation with all required skills. The goal is not to aim at making you an expert at one skill or entirely on these skills. For the Manual QA engineer, this book helps in understanding quality concepts, SDLC (Software Development Life Cycle), technical terminology, etc. Also, this helps in moving from manual to automation engineer.It is also useful for Developers working on Java projects because Java programming, unit testing and most of the other skills are in common with QA automation. Also, it gives understanding some

of the test frameworks and terminologies in the test development. Finally, this book is an attempt to share and build confidence in core skills for Software quality engineering.

Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

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.

We Deserve Better Villains is a highly accessible how-to guide for video game designers no matter what level of experience to understand what is needed to be successful in the development cycle of any video game from concept to supporting the game live. Each chapter outlines a period in a video games development cycle, what key concepts need to be on a designers mind and how they can work to improve themselves every step of the way. To help visualize the journey the chapters start with a section centered on the reader as a hero character in a fictitious adventure video game that faces the trials and tribulations of the development cycle to completing the game. We all deserve better games, better heroes and villains which starts with learning what it takes to survive in the game development system as a videogame designer. Key Features Accessible enough for novices, insightful enough for veteran game designers Allows readers of at any level of video game knowledge to connect with the struggle of making a video game Concepts are delivered in a short, specific approach followed with practical exercises to follow to getting the reader into action to improve their skills

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.

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author’s bestselling Statistics: An Introduction using R, The R Book is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more.

The R Book is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for students and professionals in statistics, economics, geography and the social sciences.

Don't engineer by coincidence-design it like you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right questions, explore design options, and help your team implement a system that promotes the right -ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun-and develop more awesome software! With dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know, discover how to apply them, and learn a variety of skills that will make you a better programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and collaborate with your team, stakeholders, and other architects. Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate architecture-centric design workshops, and evaluate architectures using lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement the architecture you've designed, and grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

Master Bayesian Inference through Practical Examples and Computation–Without Advanced Mathematical Analysis Bayesian methods of inference are deeply natural and extremely powerful. However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though, Cameron Davidson-Pilon introduces Bayesian inference from a computational perspective, bridging theory to practice–freeing you to get results using computing power. Bayesian Methods for Hackers illuminates Bayesian inference through probabilistic programming with the powerful PyMC language and the closely related Python tools NumPy, SciPy, and Matplotlib. Using this approach, you can reach effective solutions in small increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other techniques and guiding you through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes • Learning the Bayesian "state of mind" and its practical implications • Understanding how computers perform Bayesian inference • Using the PyMC Python library to program Bayesian analyses • Building and debugging models with PyMC • Testing your model's "goodness of fit" • Opening the "black box" of the Markov Chain Monte Carlo algorithm to see how and why it works • Leveraging the power of the "Law of Large Numbers" • Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning • Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes • Selecting appropriate priors and understanding

how their influence changes with dataset size • Overcoming the “exploration versus exploitation” dilemma: deciding when “pretty good” is good enough • Using Bayesian inference to improve A/B testing • Solving data science problems when only small amounts of data are available Cameron Davidson-Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an implementation of survival analysis in Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.

Software Project Survival GuidePearson Education

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You’ll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

This guide and accompanying tools are for developers using Microsoft Visio (R) as a platform for building diagrammatic software applications for business, I.T., science and engineering. Covers structure and behavior of Visio platform, architectures for adding functionality, and an extensive browsable reference section.

First Published in 2003. Routledge is an imprint of Taylor & Francis, an informa company.

Clinical Research Computing: A Practitioner’s Handbook deals with the nuts-and-bolts of providing informatics and computing support for clinical research. The subjects that the practitioner must be aware of are not only technological and scientific, but also organizational and managerial. Therefore, the author offers case studies based on real life experiences in order to prepare the readers for the challenges they may face during their experiences either supporting clinical research or supporting electronic record systems. Clinical research computing is the application of computational methods to the broad field of clinical research. With the advent of modern digital computing, and the powerful data collection, storage, and analysis that is possible with it, it becomes more relevant to

understand the technical details in order to fully seize its opportunities. Offers case studies, based on real-life examples where possible, to engage the readers with more complex examples Provides studies backed by technical details, e.g., schema diagrams, code snippets or algorithms illustrating particular techniques, to give the readers confidence to employ the techniques described in their own settings Offers didactic content organization and an increasing complexity through the chapters

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.

Three books are reissued for a limited time in a special boxed edition: "Software Project Survival Guide, Software Development", and "Debugging the Development Process". The trio are from the Best Practices series, emphasizing practical, process-oriented techniques and timeless tips.

It's your first day on the new job. You've got the programming chops, you're up on the latest tech, you're sitting at your workstation... now what? New Programmer's Survival Manual gives your career the jolt it needs to get going: essential industry skills to help you apply your raw programming talent and make a name for yourself. It's a no-holds-barred look at what really goes on in the office--and how to not only survive, but thrive in your first job and beyond. Programming at industry level requires new skills - you'll build programs that dwarf anything you've done on your own. This book introduces you to practices

for working on large-scale, long-lived programs at a professional level of quality. You'll find out how to work efficiently with your current tools, and discover essential new tools. But the tools are only part of the story; you've got to get street-smart too. Succeeding in the corporate working environment requires its own savvy. You'll learn how to navigate the office, work with your teammates, and how to deal with other people outside of your department. You'll understand where you fit into the big picture and how you contribute to the company's success. You'll also get a candid look at the tougher aspects of the job: stress, conflict, and office politics. Finally, programming is a job you can do for the long haul. This book helps you look ahead to the years to come, and your future opportunities--either as a programmer or in another role you grow into. There's nothing quite like the satisfaction of shipping a product and knowing, "I built that." Whether you work on embedded systems or web-based applications, in trendy technologies or legacy systems, this book helps you get from raw skill to an accomplished professional.

???The importance of benchmarking in the service sector is well recognized as it helps in continuous improvement in products and work processes. Through benchmarking, companies have strived to implement best practices in order to remain competitive in the product- market in which they operate. However studies on benchmarking, particularly in the software development sector, have neglected using multiple variables and therefore have not been as comprehensive. Information Theory and Best Practices in the IT Industry fills this void by examining benchmarking in the business of software development and studying how it is affected by development process, application type, hardware platforms used, and many other variables. Information Theory and Best Practices in the IT Industry begins by examining practices of benchmarking productivity and critically appraises them. Next the book identifies different variables which affect productivity and variables that affect quality, developing useful equations that explaining their relationships. Finally these equations and findings are applied to case studies. Utilizing this book, practitioners can decide about what emphasis they should attach to different variables in their own companies, while seeking to optimize productivity and defect density.

Looks at a successful software project and provides details for software development for clients using object-oriented design and programming.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Praise for the first edition: “This excellent text will be useful to everysystem engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodicalfashion. The breadth and depth of the author's presentation ofSE principles and practices is outstanding.” –Philip Allen This textbook presents a comprehensive, step-by-step guide toSystem Engineering analysis, design, and development via anintegrated set of concepts, principles, practices, andmethodologies. The methods presented in this text apply to any

typeof human system -- small, medium, and large organizational systemsand system development projects delivering engineered systems orservices across multiple business sectors such as medical,transportation, financial, educational, governmental, aerospace anddefense, utilities, political, and charity, among others. Provides a common focal point for “bridgingthe gap” between and unifying System Users, System Acquirers,multi-discipline System Engineering, and Project, Functional, andExecutive Management education, knowledge, and decision-making fordeveloping systems, products, or services Each chapter provides definitions of key terms,guiding principles, examples, author’s notes, real-worldexamples, and exercises, which highlight and reinforce key SE&Dconcepts and practices Addresses concepts employed in Model-BasedSystems Engineering (MBSE), Model-Driven Design (MDD), UnifiedModeling Language (UMLTM) / Systems Modeling Language(SysMLTM), and Agile/Spiral/V-Model Development such asuser needs, stories, and use cases analysis; specificationdevelopment; system architecture development; User-Centric SystemDesign (UCSD); interface definition & control; systemintegration & test; and Verification & Validation(V&V) Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy tounderstand and implement. Provides practices that are critical stagingpoints for technical decision making such as Technical StrategyDevelopment; Life Cycle requirements; Phases, Modes, & States;SE Process; Requirements Derivation; System ArchitectureDevelopment, User-Centric System Design (UCSD); EngineeringStandards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises andnumerous case studies and examples, Systems EngineeringAnalysis, Design, and Development, Second Edition is a primarytextbook for multi-discipline, engineering, system analysis, andproject management undergraduate/graduate level students and avaluable reference for professionals.

Once upon a time Linus Torvalds was a skinny unknown, just another nerdy Helsinki techie who had been fooling around with computers since childhood. Then he wrote a groundbreaking operating system and distributed it via the Internet -- for free. Today Torvalds is an international folk hero. And his creation LINUX is used by over 12 million people as well as by companies such as IBM. Now, in a narrative that zips along with the speed of e-mail, Torvalds gives a history of his renegade software while candidly revealing the quirky mind of a genius. The result is an engrossing portrayal of a man with a revolutionary vision, who challenges our values and may change our world.

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

Examines the role of the Web project manager, and offers strategies for running productive meetings, winning the confidence of the team, dealing constructively with conflict, and managing expectations.

The Software Engineering Institute's Capability Maturity Model(Integration (CMMI) provides best practices that span a product's life cycle, from conception through delivery and maintenance. Employing real-life examples and practical advice, authors Garcia and Turner tap their extensive experience working with diverse organizations to help readers survey the CMMI territory.

In business, driving value is a key strategy and typically starts at the top of an organization. In today's digital age, driving software value is also an important, and often overlooked, key strategy. Executives, and the corporate board, need to expect the highest level of business value from the software the organization is developing, buying, and selling. In today's digital transformation marketplace, it is imperative that organizations start driving business value from software development initiatives. For many years, the cost of software development challenged organizations with questions such as: How do we allocate software development costs? Should these costs be considered an overhead expense? Are we getting the most value possible for our investment? A fundamental problem has been built into these questions – the focus on cost. In almost every other part of the organization, maximizing profit or, in the case of a not-for-profit, maximizing the funds available, provides a clear focus with metrics to determine success or failure. In theory, simply aligning software spending with the maximizing profit goals should be sufficient to avoid any questions about value for money. Unfortunately, this alignment hasn't turned out to be so simple, and the questions persist, particularly at the strategic or application portfolio level. In this book, Michael D.S. Harris describes how a software business value culture—one where all stakeholders, including technology and business—have a clear understanding of the goals and expected business value from software development. The book shows readers how they can transform software development from a cost or profit center to a business value center. Only a culture of software as a value center enables an organization to constantly maximize business value flow through software development. If your organization is starting to ask how it can change software from a cost-center to a value-center, this book is for you.

This Festschrift is published in honor of Edward A. Lee, Robert S. Pepper Distinguished Professor Emeritus and Professor in the Graduate School in the Department of Electrical Engineering and Computer Sciences at the University of California, Berkeley, USA, on the occasion of his 60th birthday. The title of this Festschrift is "Principles of Modeling" because Edward A. Lee has long been devoted to research that centers on the role of models in science and engineering. He has been examining the use and limitations of models, their formal properties, their role in cognition and interplay with creativity, and their ability to represent reality and physics. The Festschrift contains 29 papers that feature the broad range of Edward A. Lee's research topics; such as embedded systems; real-time computing; computer architecture; modeling and simulation, and systems design.

Use Kanban to maximize efficiency, predictability, quality, and value With Kanban, every minute you spend on a software project can add value for customers. One book can help you achieve this goal: Agile Project Management with Kanban. Author Eric Brechner pioneered Kanban within the Xbox engineering team at Microsoft. Now he shows you exactly how to make it work for your team. Think of this book as "Kanban in a box": open it, read the quickstart guide, and you're up and running fast. As you gain experience, Brechner reveals powerful techniques for right-sizing teams, estimating, meeting deadlines, deploying components and services, adapting or evolving from Scrum or traditional Waterfall, and more. For every step of your journey, you'll find pragmatic advice, useful checklists, and actionable lessons. This truly is "Kanban in a box": all you need to deliver breakthrough value and quality. Use Kanban techniques to: Start delivering continuous value with your current team and project Master five quick steps for completing work backlogs Plan and staff new projects more effectively Minimize work in progress and quickly adjust to change Eliminate artificial meetings and prolonged stabilization Improve and enhance customer engagement Visualize workflow and fix revealed bottlenecks Drive quality upstream Integrate Kanban into large projects Optimize sustained engineering (contributed by James Waletzky) Expand Kanban beyond software development

A new edition of the most popular book of project management case studies, expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's Project Management Case Studies features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all aspects of project management and may be used as a capstone for a course. This new edition: Contains 100-plus case studies drawn from real companies to illustrate both successful and poor implementation of project management Represents a wide range of industries, including medical and pharmaceutical, aerospace, manufacturing, automotive, finance and banking, and telecommunications Covers cutting-edge areas of construction and international project management plus a "super case" on the Iridium Project, covering all aspects of project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam Project Management Case Studies, Fourth Edition is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

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

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. Soft Skills: The Software Developer's Life Manual is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. Soft Skills will help make you a better programmer, a more valuable employee, and a happier, healthier person.

Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE. It's for everyone with a stake in the outcome of a development project--and especially for those without formal software project management training. That includes top managers, executives, clients, investors, end-user representatives, project

managers, and technical leads. Here you'll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT. Steve McConnell draws on solid research and a career's worth of hard-won experience to map the surest path to your goal--what he calls "one specific approach to software development that works pretty well most of the time for most projects." Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process, including planning, design, management, quality assurance, testing, and archiving. For newcomers and seasoned project managers alike, SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success. So don't worry about wandering among complex sets of project management techniques that require years to sort out and master. SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed. And that makes it a required addition to every professional's bookshelf.