

Rapid Development Taming Wild Software Schedules

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

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.

"The story of one of the most prolific, independent, and iconoclastic inventors of this century...fascinating."—Scientific American Nikola Tesla (1856-1943), credited as the inspiration for radio, robots, and even radar, has been called the patron saint of modern electricity. Based on original material and previously unavailable documents, this acclaimed book is the definitive biography of the man considered by many to be the founding father of modern electrical technology. Among Tesla's creations were the channeling of alternating current, fluorescent and neon lighting, wireless telegraphy, and the giant turbines that harnessed the power of Niagara Falls. This essential biography is illustrated with sixteen pages of photographs, including the July 20, 1931, Time magazine cover for an issue celebrating the inventor's career.

"A deep and comprehensive biography of a great engineer of early electrical science--likely to become the definitive biography. Highly recommended."--American Association for the Advancement of Science
"Seifer's vivid, revelatory, exhaustively researched biography rescues pioneer inventor Nikola Tesla from cult status and restores him to his rightful place as a principal architect of the modern age." --Publishers Weekly Starred Review "[Wizard] brings the many complex facets of [Tesla's] personal and technical life together in to a cohesive whole....I highly recommend this biography of a great technologist." --A.A. Mullin, U.S. Army Space and Strategic Defense Command, COMPUTING REVIEWS "[Along with A Beautiful Mind] one of the five best biographies written on the brilliantly disturbed."--WALL STREET JOURNAL "Wizard is a compelling tale presenting a teeming, vivid world of science, technology, culture and human lives."-

"This book provides information on different styles of instructional design methodologies, tips, and strategies on how to use technology to facilitate active learning and techniques to help faculty and researchers develop online instructional and teaching materials. It enables libraries to provide a foundational reference for researchers, educators, administrators, and others in the context of instructional systems and technology"--Provided by publisher.

Make Training a Powerful Business Partner

Software Business

Software Development, Design and Coding

Demystifying the Black Art

Think Your Way to a Better Life

Game Development and Production

Peopleware

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.

Advanced approaches to software engineering and design are capable of solving complex computational problems and achieving standards of performance that were unheard of only decades ago. *Handbook of Research on Emerging Advancements and Technologies in Software Engineering* presents a comprehensive investigation of the most recent discoveries in software engineering research and practice, with studies in software design, development, implementation, testing, analysis, and evolution. Software designers, architects, and technologists, as well as students and educators, will find this book to be a vital and in-depth examination of the latest notable developments within the software engineering community.

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.

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

Agile Software Development with HP Agile Manager

Workshops for Defining Needs

100 Provocative Statements about Rapid Development

Handbook of Research on Instructional Systems and Technology

Applied Practices and Principles for Production Ready Software Development

Failsafe IS Project Delivery

6th International Conference, ICSOB 2015, Braga, Portugal, June 10-12, 2015, Proceedings

We need to change how we change. Successful organizations are proactive about change and can turn obstacles into opportunities. Thus managing change—its constant barrage, faster pace, and complexity—has become a required skill for leaders, managers, and employees alike. In Change Management Training, master trainer and innovator Elaine Biech presents a complete lineup of workshop resources and tools needed to conduct effective change management training. Help managers understand their expanded role, practice new management techniques, and demystify the people side of change with innovative two-day, one-day, and half-day training workshop. You ' ll find all the activities, handouts, tools, and assessments you need inside. Free tools and customization options The free, ready-to-use resources (PDF) that accompany this book include downloadable presentation materials, agendas, handouts, assessments, and tools. All workshop program materials, including MS Office PowerPoint presentations and MS Word handouts, may be customized for an additional licensing fee. Browse the licensing options in the Custom Material License pricing menu. Preview a sample activity from the book. About the Series The ATD Workshop Series is written for trainers by trainers, because no one knows workshops as well as the practitioners who have done it all. Each publication weaves in today ' s technology and accessibility considerations and provides a wealth of new content that can be used to create a training experience like no other. Order the ATD Workshop Series Bundle to save.

This title was first published in 2001. Based on research and practical experience, this text highlights the contributory factors leading to project failure. The business-IT culture gap, information politics, escalating commitment, the problem of high investment and low return, and accountability for failure are all covered.

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

"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.

Change Management Training

Rapid Development

With Patterns, Debugging, Unit Testing, and Refactoring

Writing Secure Code

Hearing Before the Subcommittee on Government Efficiency and Financial Management of the Committee on Government Reform, House of Representatives, One Hundred Eighth Congress, Second Session, September 30, 2004

Financial Management at the Department of Health and Human Services

Wizard:

Now more than ever, organisations are demanding that the learning function be tightly aligned with business goals - focused on critical business issues, delivered with minimal work interruption, and expressed in terms that reflect the organisation's business model and metrics. Strategic Learning Alignment provides a complete road map for building a solid connection between learning and strategy, based on the four-step Strategic Learning Alignment Model.

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

Agile development practices have been widely adopted in a variety of organizations, yet only a few tools are available to help make the practical process of managing agile teams less painful and more successful. HP Agile Manager is a purpose-built SaaS-based Agile planning tool. HP Agile Manager provides a simpler, smarter way to manage collaborative development. Liran Tal provides a practical, concise approach to using Agile Manager in a variety of settings to better plan, conduct, and manage software releases within development teams. His step-by-step approach will show you how to plan your product ' s features, streamline the agile sprint process, work with user stories, and track defects throughout the development process. Agile Manager can work for small startups, mid-sized teams, as well as scale up for bigger organizations as a cost-effective and flexible tool to apply agile techniques to improve your software development process.

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. - Cl é ment 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 Veps ä l ä inen 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.

Management, Labour Process and Software Development

The End of Poverty
Economic Possibilities for Our Time
Design - Build - Run
The Life and Times of Nikola Tesla
Rapid Application Development

Financial management systems HHS faces many challenges in implementing its unified financial management system : testimony before the Subcommittee on Government Efficiency and Financial Management, Committee on Government Reform, House of Representatives

Nico My dreams haunt me. I feel as if I am falling into a pit of impending doom, but even that has not prepared me for the roller-coaster of emotions that flood over me when I'm near Phoenix. I have to keep my distance from her. I need to. It's the only thing I can do to keep from getting hurt again. Staying away from her proves to be a much harder task than I could have ever imagined. She's not only my assistant, she's half my age. She gets under my skin and irritates the shit out of me, yet, one smile, one laugh, and I'm melting into a puddle at her feet. Falling in love with her is a bad idea, a very bad idea because she just may be the one who breaks my heart for good this time. Phoenix Nico is my boss. He's demanding, bitter, brooding, and a downright bully at times. But, all that doesn't deter me from him at all because I can see the kindness and compassion in his eyes. I know the secret he's keeping from everyone and why he's so guarded with his heart. I don't care about his secret, nor do I care that he's twice my age. What matters is the undeniable attraction we feel for each other. If only he can just let go of the past and see what's right in front of him

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Rapid Development: Taming Wild Software Schedules." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

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

"I spend much time helping organizations capture requirements and even more time helping them recover from not capturing requirements. Many of them have gone through some motions regarding requirements as if they were sleepworking. It's time to wake up and do it right—and this book is going to be their alarm clock." - Jerry Weinberg, author of numerous books on productivity enhancement "In today's complex, fast-paced software development environment, collaboration—the intense peer-to-peer conversations that result in products, decisions, and knowledge sharing—is absolutely essential to success. But all too often, attempts to collaborate degenerate into agonizing meetings or ineffectual bull sessions. Ellen's wonderful book will help you bridge the gap—turning the agony of meetings into the ecstasy of effective collaboration." - Jim Highsmith, a pioneer in adaptive software development methods "Requirements by Collaboration presents a wealth of practical tools and techniques for facilitating requirements development workshops. It is suitable—no, essential reading—for requirements workshop facilitators. It will help both technical people and customer representatives participate in these critical contributions to software success." - Karl Wiegers, Principal Consultant, Process Impact, author of Software Requirements "The need for this particular book, at this particular time, is crystal clear. We have entered a new age where software development must be viewed as a form of business problem solving. That means direct user participation in developing 'requirements,' or more accurately, in jointly working the business problem. That, in turn, means facilitated sessions. In this book, Ellen Gottesdiener provides a wealth of practical ideas for ensuring that you have exactly the right stuff for this all-important area of professional art." - Ronald G. Ross, Principal, Business Rule Solutions, LLC, Executive Editor, www.BRCommunity.com "Gottesdiener's years of software development experience coupled with her straight-forward writing style make her book a perfect choice for either a senior developer or a midlevel project manager. In addition to her technical experience,

her knowledge of group dynamics balance the book by educating the reader on how to manage conflict and personality differences within a requirements team-something that is missing from most requirements textbooks...It is a required 'handbook' that will be referred to again and again." - Kay Christian, ebusiness Consultant, Conifer, Colorado "Requirements by Collaboration is a 'must read' for any system stakeholder. End users and system analysts will learn the significant value they can add to the systems development process. Management will learn the tremendous return they may receive from making a modest time/people investment in facilitated sessions. Facilitators will discover ways to glean an amazing amount of high-quality information in a relatively brief time." - Russ Schwartz, Computer System Quality Consultant, Global Biotechnology Firm "In addition to showing how requirements are identified, evaluated, and confirmed, Ellen provides important guidance based on her own real-world experience for creating and managing the workshop environment in which requirements are generated. This book is an engaging and invaluable resource for project teams and sponsors, both business and IT, who are committed to achieving results in the most productive manner possible." - Hal Thilmony, Senior Manager, Business Process Improvement (Finance), CiscoSystems, Inc. "Project managers should read this book for assistance with planning the requirements process. Experienced facilitators will enrich their knowledge. New facilitators can use this book to get them up to speed and become more effective in less time." - Rob Stroober, Competence Development Manager and Project Manager, Deloitte & Touche Consultdata, The Netherlands "While many books discuss the details of software requirement artifacts (for example, use cases), Ellen's new book zeros in on effective workshop techniques and tools used to gather the content of these artifacts. As a pioneer in requirements workshops, she shares her real-life experiences in a comprehensive and easy-to-read book with many helpful examples and diagrams." - Bill Bird, Aera Energy LLC "Requirements by Collaboration is absolutely full of guidance on the most effective ways to use workshops in requirements capture. This book will help workshop owners and facilitators to determine and gain agreement on a sound set of requirements, which will form a solid foundation for the development work that is to follow." - Jennifer Stapleton, Software Process Consultant and author of DSDM: The Method in Practice "This book provides an array of techniques within a clear, structured process, along with excellent examples of how and when to use them. It's an excellent, practical, and really useful handbook written by a very experienced author!" - Jean-Anne Kirk, Director DSDM Consortium and IAF Professional Development "Ellen has written a detailed, comprehensive, and practical handbook for facilitating groups in gathering requirements. The processes she outlines give the facilitator tools to bring together very different perspectives from stakeholders elegantly and with practical, useable results." - Jo Nelson, Principal, ICA Associates, Inc., Chair, IAF (2001-2002) Requirements by Collaboration: Workshops for Defining Needs focuses on the human side of software development--how well we work with our customers and teammates. Experience shows that the quality and degree of participation, communication, respect, and trust among all the stakeholders in a project can strongly influence its success or failure. Ellen Gottesdiener points out that such qualities are especially important when defining user requirements and she shows in this book exactly what to do about that fact. Gottesdiener shows specifically how to plan and conduct requirements workshops. These carefully organized and facilitated meetings bring business managers, technical staff, customers, and users into a setting where, together, they can discover, evolve, validate, verify, and agree upon their product needs. Not only are their requirements more effectively defined through this collaboration, but the foundation is laid for good teamwork throughout the entire project. Other books focus on how to build the product right. Requirements by Collaboration focuses instead on what must come first--the right product to build.

Agile Software Development Quality Assurance

Software Estimation

A Roadmap for Software Leaders

Software Project Survival Guide

SurviveJS - Webpack 5

Code Complete

Reality Bites

Maximizing ROI on Software Development explains how to execute best quality software development and testing while maximizing business value. It discusses Applied ROI in the context of methodologies such as Agile and Extreme Programming, and traditional methodologies including Six Sigma, the Capability Maturity Model (CMM), Total Cost of Ownershi

This revealing book is about software development, the developers themselves, and how their work is organized and managed. The latest original research from Australia, Europe, and the UK is used to examine the differences between the image and reality of work in this industry. Chapters also cover issues surrounding the management of 'knowledge work and workers' and professionals in order to expose some of the problems of the management of software development work and workers.

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.

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

From Apprentice to Master

Taming Wild Software Schedules

More Effective Agile

Requirements by Collaboration

The Everything Store

Managing Projects in Flux

The Law of Financial Success

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

"Book and man are brilliant, passionate, optimistic and impatient . . . Outstanding." —The Economist The landmark exploration of economic prosperity and how the world can escape from extreme poverty for the world's poorest citizens, from one of the world's most renowned economists Hailed by Time as one of the world's hundred most influential people, Jeffrey D. Sachs is renowned for his work around the globe advising economies in crisis. Now a classic of its genre, *The End of Poverty* distills more than thirty years of experience to offer a uniquely informed vision of the steps that can transform impoverished countries into prosperous ones. Marrying vivid storytelling with rigorous analysis, Sachs lays out a clear conceptual map of the world economy. Explaining his own work in Bolivia, Russia, India, China, and Africa, he offers an integrated set of solutions to the interwoven economic, political, environmental, and social problems that challenge the world's poorest countries. Ten years after its initial publication, *The End of Poverty* remains an indispensable and influential work. In this 10th anniversary edition, Sachs presents an extensive new foreword assessing the progress of the past decade, the work that remains to be done, and how each of us can help. He also looks ahead across the next fifteen years to 2030, the United Nations' target date for ending extreme poverty, offering new insights and recommendations.

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.

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

Taming Unruly Computational Problems from Mathematical Physics to Science Fiction

Dynamic Software Development

Rewire Your Brain

Number-Crunching

Jeff Bezos and the Age of Amazon

Strategic Learning Alignment

Decadent Dreams

This unique and critical book shares no-fail secrets for building software and offers tried-and-true practices and principles for software design, development, and testing for mission-critical systems that must not fail. A veteran software architect walks you

through the lifecycle of a project as well as each area of production readiness—functionality, availability, performance and scalability, operability, maintainability, and extensibility, and highlights their key concepts.

More stimulating mathematics puzzles from bestselling author Paul Nahin How do technicians repair broken communications cables at the bottom of the ocean without actually seeing them? What's the likelihood of plucking a needle out of a haystack the size of the Earth? And is it possible to use computers to create a universal library of everything ever written or every photo ever taken? These are just some of the intriguing questions that best-selling popular math writer Paul Nahin tackles in *Number-Crunching*. Through brilliant math ideas and entertaining stories, Nahin demonstrates how odd and unusual math problems can be solved by bringing together basic physics ideas and today's powerful computers. Some of the outcomes discussed are so counterintuitive they will leave readers astonished. Nahin looks at how the art of number-crunching has changed since the advent of computers, and how high-speed technology helps to solve fascinating conundrums such as the three-body, Monte Carlo, leapfrog, and gambler's ruin problems. Along the way, Nahin traverses topics that include algebra, trigonometry, geometry, calculus, number theory, differential equations, Fourier series, electronics, and computers in science fiction. He gives historical background for the problems presented, offers many examples and numerous challenges, supplies MATLAB codes for all the theories discussed, and includes detailed and complete solutions. Exploring the intimate relationship between mathematics, physics, and the tremendous power of modern computers, *Number-Crunching* will appeal to anyone interested in understanding how these three important fields join forces to solve today's thorniest puzzles.

Automated testing will help you write high-quality software in less time, with more confidence, fewer bugs, and without constant manual oversight. *Testing JavaScript Applications* is a guide to building a comprehensive and reliable JS application testing suite, covering both how to write tests and how JS testing tools work under the hood. You'll learn from Lucas de Costa, a core contributor to popular JS testing libraries, as he shares a quality mindset for making testing decisions that deliver a real contribution to your business. You'll benefit from informative explanations and diagrams, easily-transferable code samples, and useful tips on using the latest and most consolidated libraries and frameworks of the JavaScript ecosystem. about the technology No developer wants to waste time making sure every application feature still works whenever they push new code to production. Thankfully, automated testing delivers quick and precise feedback on whether your application still functions correctly every time you update it. With automated testing, you can validate your application with a single command--and unlike humans, machines don't forget steps or make mistakes! about the book *Testing JavaScript Applications* is a guide to creating JavaScript tests that are targeted to your application's specific needs. Dripping with the insight author Lucas da Costa has developed as a core contributor to some of the most popular JS testing libraries, this book offers dozens of detailed code samples that you can apply to your own projects. You'll learn how to write tests for both backend and frontend applications, covering the full spectrum of testing types so you can pick an approach that's right for you. Taking on the role of a developer for a bakery's web store, you'll learn to validate different aspects including databases, third-party services, and how to spin-up a real browser instance to interact with the entire application. All examples are delivered using the popular testing tool Jest and modern packages of the JavaScript ecosystem. what's inside *Writing practical tests that make a real business contribution* Writing tests for both front-end and back-end applications Managing the costs and complexity of your tests Practicing test-driven development Dealing with external dependencies, like databases or third-party APIs Supporting tests by creating a "culture of quality" about the reader For junior JavaScript developers. No testing experience required. about the author Lucas da Costa is a core maintainer of Chai and Sinon.JS, two of the most popular testing tools in the JavaScript ecosystem. He has also contributed to Jest and other relevant open-source projects. Lucas is committed to a culture of sharing and has spoken at major software engineering conferences, including JSConf Colombia, FluentConf, HolyJS, CityJSConf London, and many others. Describes techniques for the rapid building of the information system applications essential for large enterprises, using existing development software.

Effective C++

Shorter Schedules, Higher Quality Products, More Successful Projects, Enhanced Careers
Handbook of Research on Emerging Advancements and Technologies in Software Engineering
Requirements Engineering: Foundation for Software Quality
Maximizing ROI on Software Development

Software Development and Professional Practice

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.

Software Development and Professional Practice reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

How to rewire your brain to improve virtually every aspect of your life—based on the latest research in neuroscience and psychology on neuroplasticity and evidence-based practices Not long ago, it was thought that the brain you were born with was the brain you would die with, and that the brain cells you had at birth were the most you would ever possess. Your brain was thought to be "hardwired" to function in predetermined ways. It turns out that's not true. Your brain is not hardwired, it's "softwired" by experience. This book shows you how you can rewire parts of the brain to feel more positive about your life, remain calm during stressful times, and improve your social relationships. Written by a leader in the field of Brain-Based Therapy, it teaches you how to activate the parts of your brain that have been underactivated and calm down those areas that have been hyperactivated so that you feel positive about your life and remain calm during stressful times. You will also learn to improve your memory, boost your mood, have better relationships, and get a good night sleep. Reveals how cutting-edge developments in neuroscience, and

evidence-based practices can be used to improve your everyday life Other titles by Dr. Arden include: Brain-Based Therapy-Adult, Brain-Based Therapy-Child, Improving Your Memory For Dummies and Heal Your Anxiety Workbook Dr. Arden is a leader in integrating the new developments in neuroscience with psychotherapy and Director of Training in Mental Health for Kaiser Permanente for the Northern California Region Explaining exciting new developments in neuroscience and their applications to daily living, Rewire Your Brain will guide you through the process of changing your brain so you can change your life and be free of self-imposed limitations.

bull; Renowned software expert Steve McConnell presents his latest thoughts on the condition of the software engineering profession bull; Helps software developers regain the sight of the big-picture reasons why their jobs matter bull; A thinking man's guide to the current state of software

16th International Working Conference, REFSQ 2010, Essen, Germany, June 30-July 2, 2010. Proceedings

Testing JavaScript Applications

Productive Projects and Teams

Professional Software Development

50 Specific Ways to Improve Your Programs and Designs

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering – from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction – how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses