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Steve Mezak

Managing Software Requirements the Agile Way Fred Heath,2020-08-14 Learn how to deliver software that meets your clients' needs with the help of a structured, end-to-end methodology for managing software requirements and building suitable systems Key FeaturesLearn how to communicate with a project's stakeholders to elicit software requirementsDeal every phase of the requirement life cycle with pragmatic methods and techniquesManage the software development process and deliver verified requirements using Scrum and KanbanBook Description Difficulty in accurately capturing and managing requirements is the most common cause of software project failure. Learning how to analyze and model requirements and produce specifications that are connected to working code is the single most fundamental step that you can take toward project success. This book focuses on a delineated and structured methodology that will help you analyze requirements and write comprehensive, verifiable specifications. You'll start by learning about the different entities in the requirements domain and how to discover them based on customer input. You'll then explore tried-and-tested methods such as impact mapping and behavior-driven development (BDD), along with new techniques such as D3 and feature-first development. This book takes you through the process of modeling customer requirements as impact maps and writing them as executable specifications. You'll also understand how to organize and prioritize project tasks using Agile frameworks, such as Kanban and Scrum,

and verify specifications against the delivered code. Finally, you'll see how to start implementing the requirements management methodology in a real-life scenario. By the end of this book, you'll be able to model and manage requirements to create executable specifications that will help you deliver successful software projects. What you will learnKick-start the requirements-gathering and analysis process in your first meeting with the clientAccurately define system behavior as featuresModel and describe requirement entities using Impact Mapping and BDDCreate a feature-based product backlog and use it to drive software developmentWrite verification code to turn features into executable specificationsDeliver the right software and respond to change using either Scrum or KanbanChoose appropriate software tools to provide transparency and traceability to your clientsWho this book is for This book is for software engineers, business analysts, product managers, project managers, and software project stakeholders looking to learn a variety of techniques and methodologies for collating accurate software requirements. A fundamental understanding of the software development life cycle (SDLC) is needed to get started with this book. Although not necessary, basic knowledge of the Agile philosophy and practices, such as Scrum, along with some programming experience will help you to get the most out of this book.

  The Missing README Chris Riccomini,Dmitriy Ryaboy,2021-08-10 Key concepts and best practices for new software engineers — stuff critical to your

workplace success that you weren't taught in school. For new software
engineers, knowing how to program is only half the battle. You'll quickly
find that many of the skills and processes key to your success are not taught
in any school or bootcamp. The Missing README fills in that gap—a
distillation of workplace lessons, best practices, and engineering
fundamentals that the authors have taught rookie developers at top companies
for more than a decade. Early chapters explain what to expect when you begin
your career at a company. The book's middle section expands your technical
education, teaching you how to work with existing codebases, address and
prevent technical debt, write production-grade software, manage dependencies,
test effectively, do code reviews, safely deploy software, design evolvable
architectures, and handle incidents when you're on-call. Additional chapters
cover planning and interpersonal skills such as Agile planning, working
effectively with your manager, and growing to senior levels and beyond.
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cleaner than you found it How to write operable code with logging, metrics,
configuration, and defensive programming How to write deterministic tests,
submit code reviews, and give feedback on other people's code The technical
design process, including experiments, problem definition, documentation, and
collaboration What to do when you are on-call, and how to navigate production
incidents Architectural techniques that make code change easier Agile
development practices like sprint planning, stand-ups, and retrospectives

This is the book your tech lead wishes every new engineer would read before they start. By the end, you'll know what it takes to transition into the workplace—from CS classes or bootcamps to professional software engineering.

   Skills of a Successful Software Engineer Fernando Doglio,2022-08-16 Skills to grow from a solo coder into a productive member of a software development team, with seasoned advice on everything from refactoring to acing an interview. In Skills of a Successful Software Engineer you will learn: The skills you need to succeed on a software development team Best practices for writing maintainable code Testing and commenting code for others to read and use Refactoring code you didn't write What to expect from a technical interview process How to be a tech leader Getting around gatekeeping in the tech community Skills of a Successful Software Engineer is a best practices guide for succeeding on a software development team. The book reveals how to optimize both your code and your career, from achieving a good work-life balance to writing the kind of bug-free code delivered by pros. You'll master essential skills that you might not have learned as a solo coder, including meaningful code commenting, unit testing, and using refactoring to speed up feature delivery. Timeless advice on acing interviews and setting yourself up for leadership will help you throughout your career. Crack open this one-of-a-kind guide, and you'll soon be working in the professional manner that software managers expect. About the technology Success as a software engineer requires technical knowledge, flexibility, and a lot of persistence. Knowing

how to work effectively with other developers can be the difference between a fulfilling career and getting stuck in a life-sucking rut. This brilliant book guides you through the essential skills you need to survive and thrive on a software engineering team. About the book Skills of a Successful Software Engineer presents techniques for working on software projects collaboratively. In it, you'll build technical skills, such as writing simple code, effective testing, and refactoring, that are essential to creating software on a team. You'll also explore soft skills like how to keep your knowledge up to date, interacting with your team leader, and even how to get a job you'll love. What's inside Best practices for writing and documenting maintainable code Testing and refactoring code you didn't write What to expect in a technical interview How to thrive on a development team About the reader For working and aspiring software engineers. About the author Fernando Doglio has twenty years of experience in the software industry, where he has worked on everything from web development to big data. Table of Contents 1 Becoming a successful software engineer 2 Writing code everyone can read 3 Unit testing: delivering code that works 4 Refactoring existing code (or Refactoring doesn't mean rewriting code) 5 Tackling the personal side of coding 6 Interviewing for your place on the team 7 Working as part of a team 8 Understanding team leadership

  Software Without Borders Steve Mezak,2006 When everything goes right, you end up with high-quality software in half the time for a fraction of the

cost. But over 50% of offshore outsourcing projects do not achieve their cost-saving goals or timelines . . . or just fail completely. The mistakes and missteps are costly and painful, but NOW you don?t have to go there. This book shows you step-by-step how to make software development outsourcing work, from concept to completion. You?ll discover how to:? Choose the right vendor quickly and confidently? Stay in control of your outsourced software development project ? Achieve on-time, on-scope, and on-budget results ? Fiercely protect your intellectual property? Decide when to create a subsidiary for even greater savings

Software Engineering at Google Titus Winters,Tom Manshreck,Hyrum Wright,2020-02-28 Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the worldâ??s leading practitioners construct and maintain software. This book covers Googleâ??s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. Youâ??ll explore three fundamental principles

that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

  Producing Open Source Software Karl Fogel,2005-10-07 The corporate market is now embracing free, open source software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together Producing Open Source Software, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a

range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. Producing Open Source Software takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

The Software Development Edge Joe Marasco,2005-04-13 The new software management classic: in-the-trenches wisdom from legendary project leader Joe Marasco Over the course of a distinguished career, Joe Marasco earned a reputation as the go-to software project manager: the one to call when you were facing a brutally tough, make-or-break project. Marasco reflected on his experiences in a remarkable series of Franklin's Kite essays for The Rational Edge, Rational and IBM's online software development magazine. Now, Marasco collects and updates those essays, bringing his unique insights (and humor) to everything from modeling to scheduling, team dynamics to compensation. The result: a new classic that deserves a place alongside Frederick Brooks' The Mythical Man-Month in the library of every developer and software manager. If you want to ship products you're proud of... ship on time and on budget... deliver real customer value... you simply must read The Software Development Edge.

Practical Software Development Techniques Edward Crookshanks,2014-11-12

This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these on the job tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis — different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

  Software Development Marc Hamilton,1999 80% of software projects fail--here's why the other 20% succeed! Software Development is the most thorough,

realistic guide to what works in software development--and how to make it happen in your organization. Leading consultant Marc Hamilton tackles all three key components of successful development: people, processes, and technology. From streamlining infrastructures to retraining programmers, choosing tools to implementing service-level agreements, Hamilton unifies all of today's best practices--in management, architecture, and software engineering. There's never been a more comprehensive blueprint for software success. Discover The Ten Commandments of Software Development Build a winning software development team, organize it for success - and retain your best talent Create a software architecture that maps to business goals and serves as a foundation for successful development Define processes that streamline component and Web-based development projects Leverage the advantages of object-oriented techniques throughout the entire lifecycle Make the most of Java, JavaBeans, and Jini technology Learn the best ways to measure software quality and productivity--and improve them Software Development is ruthlessly realistic and remarkably accessible--for managers and technical professionals alike. Best of all, its techniques can be applied to any project or organization, large or small. Ready to build software that meets all its goals? This book will get you there.

  Hands-On Software Engineering with Golang Achilleas Anagnostopoulos,2020-01-24 Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain

software that can effortlessly scale on demand Key FeaturesApply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debtExplore Go's built-in support for concurrency and message passing to build high-performance applicationsScale your Go programs across machines and manage their life cycle using KubernetesBook Description Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application. Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a

professional software developer or engineer and write lean and efficient Go code. What you will learnUnderstand different stages of the software development life cycle and the role of a software engineerCreate APIs using gRPC and leverage the middleware offered by the gRPC ecosystemDiscover various approaches to managing package dependencies for your projectsBuild an end-to-end project from scratch and explore different strategies for scaling itDevelop a graph processing system and extend it to run in a distributed mannerDeploy Go services on Kubernetes and monitor their health using PrometheusWho this book is for This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required.

  Design for Trustworthy Software Bijay K. Jayaswal,Peter C. Patton,2006-08-31 ASQ 2007 CROSBY MEDAL WINNER! An Integrated Technology for Delivering Better Software—Cheaper and Faster! This book presents an integrated technology, Design for Trustworthy Software (DFTS), to address software quality issues upstream such that the goal of software quality becomes that of preventing bugs in implementation rather than finding and eliminating them during and after implementation. The thrust of the technology is that major quality deployments take place before a single line of code is written! This customer-oriented integrated technology can help deliver breakthrough results in cost, quality, and delivery schedule thus

meeting and exceeding customer expectations. The authors describe the principles behind the technology as well as their applications to actual software design problems. They present illustrative case studies covering various aspects of DFTS technology including CoSQ, AHP, TRIZ, FMEA, QFD, and Taguchi Methods and provide ample questions and exercises to test the readers understanding of the material in addition to detailed examples of the applications of the technology. The book can be used to impart organization-wide learning including training for DFTS Black Belts and Master Black Belts. It helps you gain rapid mastery, so you can deploy DFTS Technology quickly and successfully. Learn how to • Plan, build, maintain, and improve your trustworthy software development system • Adapt best practices of quality, leadership, learning, and management for the unique software development milieu • Listen to the customer's voice, then guide user expectations to realizable, reliable software products • Refocus on customer-centered issues such as reliability, dependability, availability, and upgradeability • Encourage greater design creativity and innovation • Validate, verify, test, evaluate, integrate, and maintain software for trustworthiness • Analyze the financial impact of software quality • Prepare your leadership and infrastructure for DFTS Design for Trustworthy Software will help you improve quality whether you develop in-house, outsource, consult, or provide support. It offers breakthrough solutions for the entire spectrum of software and quality professionals—from developers to project leaders, chief software

architects to customers. The American Society for Quality (ASQ) is the world's leading authority on quality which provides a community that advances learning, quality improvement, and knowledge exchange to improve business results, and to create better workplaces and communities worldwide. The Crosby Medal is presented to the individual who has authored a distinguished book contributing significantly to the extension of the philosophy and application of the principles, methods, or techniques of quality management. Bijay K. Jayaswal, CEO of Agilenty Consulting Group, has held senior executive positions and consulted on quality and strategy for 25 years. His expertise includes value engineering, process improvement, and product development. He has directed MBA and Advanced Management programs, and helped to introduce enterprise-wide reengineering and Six Sigma initiatives. Dr. Peter C. Patton, Chairman of Agilenty Consulting Group, is Professor of Quantitative Methods and Computer Science at the University of St. Thomas. He served as CIO of the University of Pennsylvania and CTO at Lawson Software, and has been involved with software development since 1955.

Applied Software Project Management Andrew Stellman,Jennifer Greene,2005-11-18 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

  <u>Software Portability with Imake</u> Paul DuBois,1996-09 Ideal for X and UNIX programmers who want their software to be portable, this edition covers the current version of the X Windows System (X11R6.1), using Imake for non-UNIX systems such as Windows NT, and some of the quirks about using Imake under Open Windows/Solaris. Several sample sets of configuration files are described and are available free over the Net.

  Software Development Allen Tucker,Ralph Morelli,Chamindra de Silva,2012-02-28 To understand the principles and practice of software development, there is no better motivator than participating in a software project with real-world value and a life beyond the academic arena. Software Development: An Open Source Approach immerses students directly into an agile free and open source software (FOSS) development process. It focuses on the methodologies and goals that drive the development of FOSS, combining principles with real-world skill building, such as debugging, refactoring, and writing. The text explains the software development process through an integration of FOSS principles, agile techniques, modern collaboration tools, community involvement, and teamwork. The authors highlight the value of collaboration as a fundamental paradigm for software development. They show how an effective development team can often create better quality software than an individual working in isolation. Written by experienced software developers and educators, this book enables students to gain a rich

appreciation of the principles and practice of FOSS development. It also helps them become better writers, programmers, and software community members. Web Resource The book's companion website provides a wealth of resources: Downloadable FOSS development projects, including design documents, use cases, and code bases A discussion forum for instructors and students to share their experiences and exchange ideas about particular issues raised by these projects Supporting materials for common FOSS development tasks, such as setting up a version control system, an IDE, a project code base, and a unit test suite Additional exercises that reflect a wide variety of software projects and other activities

  Software Development From A to Z Olga Filipova,Rui Vilão,2018-10-12 Understand the big picture of the software development process. We use software every day – operating systems, applications, document editing programs, home banking – but have you ever wondered who creates software and how it's created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world

where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each otherGain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets created. Those who want to build technical startups and wonder what roles might be involved in the process.

  Head First Software Development Dan Pilone,Russ Miles,2008-12-26 Provides information on successful software development, covering such topics as

customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

The Essentials of Modern Software Engineering Ivar Jacobson,Harold "Bud" Lawson,Pan-Wei Ng,Paul E. McMahon,Michael Goedicke,2019-07-19 The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth introduction to software engineering that uses a systematic, universal kernel to teach the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues, developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Group (OMG) as a standard in 2014. Essence is a practice-independent framework for thinking and reasoning about the practices we have and the practices we need. Essence establishes a shared and standard understanding of what is at the heart of software development. Essence is agnostic to any particular method, lifecycle independent, programming language independent, concise, scalable, extensible, and formally specified. Essence frees the practices from their method prisons. The first part of the book describes Essence, the essential elements to work with, the essential things to do and the essential competencies you need when developing software. The other three parts describe more and more advanced

use cases of Essence. Using real but manageable examples, it covers the fundamentals of Essence and the innovative use of serious games to support software engineering. It also explains how current practices such as user stories, use cases, Scrum, and micro-services can be described using Essence, and illustrates how their activities can be represented using the Essence notions of cards and checklists. The fourth part of the book offers a vision how Essence can be scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced people worldwide. From this ecosystem, professors and students can select what they need and create their own way of working, thus learning how to create ONE way of working that matches the particular situation and needs.

  Guide to Software Development Arthur M. Langer,2012-01-03 This book addresses how best to make build vs. buy decisions, and what effect such decisions have on the software development life cycle (SDLC). Offering an integrated approach that includes important management and decision practices, the text explains how to create successful solutions that fit user and customer needs, by mixing different SDLC methodologies. Features: provides concrete examples and effective case studies; focuses on the skills and insights that distinguish successful software implementations; covers management issues as well as technical considerations, including how to deal with political and cultural realities in organizations; identifies many new

alternatives for how to manage and model a system using sophisticated analysis tools and advanced management practices; emphasizes how and when professionals can best apply these tools and practices, and what benefits can be derived from their application; discusses searching for vendor solutions, and vendor contract considerations.

  The Laws of Software Process Phillip G. Armour,2003-09-25 Within one generation, software has become one of the principal sources of wealth in the world. The development and use of software has grown faster than for any artifact in the history of the world. Probably no topic or subject in history has accelerated in its rate of practice as software has. Software development now needs to mature into a disciplined activity to overcome the difficulties that have traditionally plagued it. Software developers, engineers, and project managers need a reference that describes the evolution of software: where it has been, and where it is going. The Laws of Software Process: A New Model for the Production and Management of Software reveals a novel and compelling structure for development that redefines the very nature and purpose of software. The author explains how, in the modern knowledge economy, software systems are not products in the classical sense, but is the modern medium for the conveyance of information. Literally, software is the currency of the knowledge basis of wealth in today's society. From this definition flows a new assessment of the basics of software development: the purpose of methods and processes; a comparison of programming languages; and

an analysis of quality management, cost estimation, and project management and completion. The groundbreaking perspective outlined in this book serves as an expert guide for successful planning and execution of development projects.

   Dynamics of Software Development Jim McCarthy,1995 Opening moves; The organization; The competition; The customer; The design; Development; The middle game; Ship mode; The launch; Appendix; Index.

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