All Software

Patrick Gleeson

Software Development from A to Z Olga Filipova, Rui Vilão, 2018 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 how software is 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 also 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 tasts 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.

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.

Embedded Software: Know It All Jean J. Labrosse, Bob Perrin, Jack Ganssle, Robert Oshana, Colin Walls, Keith E. Curtis, Jason Andrews, David J. Katz, Rick Gentile, Kamal Hyder, 2007-09-14 The Newnes Know It All Series takes the best of what our authors have written to create hard-working desk references that will be an engineer's first port of call for key information, design techniques and rules of thumb. Guaranteed not to gather dust on a shelf! Embedded software is present everywhere – from a garage door opener to implanted medical devices to multicore computer systems. This book covers the development and testing of embedded software from many different angles and using different programming languages. Optimization of code, and the testing of that code, are detailed to enable readers to create the best solutions on-time and on-budget. Bringing together the work of leading experts in the field, this a comprehensive reference that every embedded developer will need! Proven, real-world advice and guidance from such "name authors as Tammy Noergard, Jen LaBrosse, and Keith Curtis Popular architectures and languages fully discussed Gives a comprehensive, detailed overview of the techniques and methodologies for developing effective, efficient embedded software

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 e

Software Build Systems Peter Smith PhD,2011-03-11 "This book represents a thorough and extensive treatment of the software build process including the choices, benefits, and challenges of a well designed build process. I recommend it not only to all software build engineers but to all software developers since a well designed build process is key to an effective software development process." –Kevin Bodie, Director Software Development, Pitney Bowes Inc. "An excellent and detailed explanation of build systems, an important but often overlooked part of software development projects. The discussion of productivity as related to build systems is, alone, well worth the time spent reading this book." –John M. Pantone, Objectech Corporation, VP, IT Educator and Course Developer "Peter Smith provides an interesting and accessible look into the world of software build systems, distilling years of experience and covering virtually every type of tool in the build engineer's toolbox. Well organized, well written, and very thorough; I would recommend this book to anyone with a build system under their responsibility." –Jeff

Overbey, Project Co-Lead, Photran "Software Build Systems teaches how to think about building software. It surveys the tools and techniques for building software products and the ways things go wrong. This book will appeal to those new to build systems as well as experienced build system engineers." —Monte Davidoff, Software Development Consultant, Alluvial Software, Inc. Inadequate build systems can dramatically impact developer productivity. Bad dependencies, false compile errors, failed software images, slow compilation, and time-wasting manual processes are just some of the byproducts of a subpar build system. In Software Build Systems, software productivity expert Peter Smith shows you how to implement build systems that overcome all these problems, so you can deliver reliable software more rapidly, at lower cost. Smith explains the core principles underlying highly efficient build systems, surveying both system features and usage scenarios. Next, he encapsulates years of experience in creating and maintaining diverse build tools, and compilation tools • Comparing five leading build tools: GNU Make, Ant, SCons, CMake, and the Eclipse IDE's integrated build features • Ensuring accurate dependency checking and efficient incremental compilation • Using metadata to assist debugging, profiling, and source code documentation • Packaging software for installation on your target machine • Best practices for managing complex version-control systems, build machines, and compilation tools If you're a developer, this book will illuminate the issues involved in building and maintaining the build system for your team's build system and improve its effectiveness. And if you're a build system that's best for your team. If you're a manager, you'll discover how to evaluate your team's build system and improve its effectiveness. And if you're a build "you'll learn how to optimize the performance and scalability of your build system, no matter how demanding your requirements are.

Software and Mind Andrei Sorin,2013-01-01 Addressing general readers as well as software practitioners, Software and Mind discusses the fallacies of the mechanistic ideology and the degradation of minds caused by these fallacies. Mechanism holds that every aspect of the world can be represented as a simple hierarchical structure of entities. But, while useful in fields like mathematics and manufacturing, this idea is generally worthless, because most aspects of the world are too complex to be reduced to simple hierarchical structures. Our software-related affairs, in particular, cannot be represented in this fashion. And yet, all programming theories and development systems, and all software applications, attempt to reduce real-world problems to neat hierarchical structures of data, operations, and features. Using Karl Popper's famous principles of demarcation between science and pseudoscience, the book shows that the mechanistic ideology has turned most of our software-related activities into pseudoscientific pursuits. Using mechanism as warrant, the software elites are promoting invalid, even fraudulent, software notions. They force us to depend on generic, inferior systems, instead of allowing us to develop software skills and to create our own systems. Software, however, can be attained only if we start with low-level elements and learn to create complex, interacting structures. Software, the book argues, is a non-mechanistic phenomenon. So it is akin to language, not to physical objects. Like language, it permits us to mirror the world in our minds and to communicate with it. Moreover, we increasingly depend on software in everything we do, in the same way that we depend on language. Thus, being restricted to mechanistic software is like thinking and communicating while being restricted to some ready-made sentences supplied by an elite. Ultimately, by impoverishing software, our elites are achieving what the totalitarian elite described by George Orwell in Nineteen Eighty-Four achieves by impoverishing lan

<u>Software Development From A to Z</u> 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 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 c

Why Software Sucks-- and what You Can Do about it David S. Platt,2007 I've just finished reading the best computer book [Why Software Sucks...] since I last reread one of mine and I wanted to pass along the good word. . . Put this one on your must-have list if you have software, love software, hate programmers, or even ARE a programmer, because Mr. Platt (who teaches programming) has set out to puncture the bloated egos of all those who think that just because they can write a program, they can make it easy to use. . . This book is funny, but it is also an important wake-up call for software companies that want to reduce the size of their customer support bills. If you were ever stuck for an answer to the question, 'Why do good programmers make such awful software?' this book holds the answer. -- John McCormick, Locksmith columnist, TechRepublic.com I must say first, I don't get many computing manuscripts that make me laugh out loud. Between the laughs, Dave Platt delivers some very interesting insight and perspective, all in a lucid and engaging style. I don't get much of that either! -- Henry Leitner, assistant dean for information technology and senior lecturer on computer science, Harvard University A riotous book for all of us downtrodden computer users, written in language that we understand. -- Stacy Baratelli, author's barber David's unique take on the problems that bedevil software creation made me think about the process in new ways. If you care about the quality of the software you create or use, read this book. -- Dave Chappell, principal, Chappell & Associates I began to read it in my office but stopped before I reached the bottom of the first page. I couldn't keep a grin off my face! I'll enjoy it after I go back home and find a safe place to read. --Tsukasa Makino, IT manager David explains, in terms that my mother-in-law can understand, why the software we use today can be so frustrating, even dangerous at times, and gives us some real ideas on what we can do about it. -- Jim Brosseau, Clarrus Consulting Group, Inc. A Book for Anyone Who Uses a Computer Today...and Just Wants to Scream! Today's software sucks. There's no other good way to say it. It's unsafe, allowing criminal programs to creep through the Internet wires into our very bedrooms. It's unreliable, crashing when we need it most, wiping out hours or days of work with no way to get it back. And it's hard to use, requiring large amounts of head-banging to figure out the simplest operations. It's no secret that software sucks. You know that from personal tasks. In this book, programming insider David Platt explains why that's the case and, more importantly, why it doesn't have to be that way. And he explains it in plain, jargon-free English that's a joy to read, using real-world examples with which you're already familiar. In the end, he suggests what you, as a typical user, without a technical background, can do about this sad state of our software--how you, as an informed consumer, don't have to take the abuse that bad software dishes out. As you might expect from the book's title, Dave's expose is laced with humor--sometimes outrageous, but always dead on. You'll laugh out loud as you recall incidents with your own software that made you cry. You'll slap your thigh with the same hand that so often pounded your c

Design - Build - Run Dave Ingram,2009-02-23 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.

Working with Coders Patrick Gleeson, 2017-07-04 Get introduced to the fascinating world inhabited by the professional software developer. Aimed at a non-technical audience, this book aims to de-obfuscate the jargon, explain the various activities that coders undertake, and analyze the specific pressures, priorities, and preoccupations that developers are prone to. In each case it offers pragmatic advice on how to use this knowledge to make effective business decisions and work productively with software teams. Software projects are, all too often, utter nightmares for everyone involved. Depending on which study you read, between 60 and 90 percent of all software projects are completed late, run over budget, or deliver an inferior quality end product. This blight affects everyone from large organizations trying to roll out business change to tiny startups desperately trying to launch their MVP before the money runs out. While there has been much attention devoted to understanding these failings, leading to the development of entire management methodologies aimed at reducing the failure rate, such new processes have had, at best, limited success in delivering better results. Based on a decade spent exploring the world of software, Patrick Gleeson argues that the underlying reason for the high failure rate of software projects is that software development, being a deeply arcane and idiosyncratic process, tends to be thoroughly and disastrously misunderstood by managers and leaders. So long as the people tasked with making decisions about software projects are unaware of these idiosyncrasies and their ramifications, software projects will be delivered late, software products will be unfit for purpose, and relations between software developers and their non-technical colleagues will be strained. Even the most potent modern management tools are ineffective when wielded blindly. To anyone who employs, contracts, manages, or works with software developers, Working with Coders: A Guide to Software Development for the Perplexed Non-Techie delivers the understanding necessary to reduce friction and inefficiencies at the intersection between software development teams and their non-technical colleagues. What You'll Learn Discover why software projects are so commonly delivered late and with an abysmal end product Examine why the relationship between coders and their non-technical colleagues is often strained Understand how the software development process works and how to support it effectively Decipher and use the jargon of software development Keep a team of coders happy and improve the odds of successful software project delivery Who This Book Is For Anyone who employs, contracts, or manages software developers-such as tech startup CEOs, project managers, and clients of digital agencies-and wishes the relationship were easier and more productive. The secondary readership is software developers who want to find ways of working more effectively as part of a team.

Beautiful Software Chuck Connell,2011-04-11 Software quality matters. Software runs our banking operations, air traffic control, stock markets, global navigation, personal information privacy, and many other facets of our lives. Good software helps all of these things run smoothly; bad software has the potential to hurt or even kill people. But what, exactly, distinguishes good software from bad software? Expert programmers know good software when they see it, and they are likely to produce it themselves. What do they see in the better software that makes it better? And how do they write it? Are there universal principles of good software design, that all high-quality examples share, and which are absent from poor software? If so, what are these principles? The book addresses these questions and is written for anyone in the computer field or related areas: programmers, managers, investors, engineers, scientists. It is also useful as a supplementary text in a college course on software engineering. TABLE OF CONTENTS 1. Beautiful Software 2. The Missing Theory of Refactoring 3. All Source Code Should Be Open 4. Is Software Patentable? 5. A Software Schedule Ain't Nothin' but a Piece of Paper 6. It's Not About Lines of Code 7. Why Software Really Fails, and What to Do About It 8. What the Linux Community Needs To Grok 9. Do Open Source Projects Manage Themselves? 10. Why Software Engineering Matters 11. Software Engineering Is More than Computer Science 12. A Quagmire in the Tar Pit 13. Hey, Programmers! We Got No Theory!

Coder to Developer Mike Gunderloy,2006-02-20 Two thumbs up –Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At itshighest levels, it is an art. But no one can confuse writing good code with developing goodsoftware. The difference–in terms of challenges, skills, andcompensation–is immense. Coder to Developer helps you excel at the manynon-coding tasks entailed, from start to finish, in just about anysuccessful development

project. What's more, it equips you with themindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherentprocess. Inside, you'll find plenty of technical guidance on suchtopics as: Choosing and using a source code control system Code generation tools--when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the sourcecode for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. Thecode is provided in various states of completion, reflecting everystage of development, so that you can dig deep into the actual process of building software. But you'll also develop softerskills, in areas such as team management, open sourcecollaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can delivernot just good code but also a good product, this book is the placeto start. If you must build successful software projects, it'sessential reading.

Software Evolution and Feedback Nazim H. Madhavji, Juan Fernandez-Ramil, Dewayne Perry, 2006-08-30 Evolution of software has long been recognized as one of the most problematic and challenging areas in the field of software engineering, as evidenced by the high, often up to 60-80%, life-cycle costs attributed to this activity over the life of a software system. Studies of software evolution are central to the understanding and practice of software development. Yet it has received relatively little attention in the field of software engineering. This book focuses on topics aimed at giving a scientific insight into the aspect of software evolution and feedback. In summary, the book covers conceptual, phenomenological, empirical, technological and theoretical aspects of the field of software evolution - with contributions from the leading experts. This book delivers an up-to-date scientific understanding of what software evolution is, to show why it is inevitable for real world applications, and it demonstrates the role of feedback in software development and maintenance. The book also addresses some of the phenomenological and technological underpinnings and includes rules and guidelines for increased software evolvability and, in general, sustainability of the evolution process. Software Evolution and Feedback provides a long overdue, scientific focus on software evolution and the role of feedback in the software process, making this the indispensable guide for all software practitioners, researchers and managers in the software industry.

Trustworthy Systems Through Quantitative Software Engineering Lawrence Bernstein, C. M. Yuhas, 2005-10-19 A benchmark text on software development and quantitative software engineering We all trust software. All too frequently, this trust is misplaced. Larry Bernstein has created and applied quantitative techniques to develop trustworthy software systems. He and C. M. Yuhas have organized this quantitative experience into a book of great value to make software trustworthy for all of us. -Barry Boehm Trustworthy Systems Through Quantitative Software Engineering proposes a novel, reliability-driven software engineering approach, and discusses human factors in software engineering and how these affect team dynamics. This practical approach gives software engineering students and professionals a solid foundation in problem analysis, allowing them to meet customers' changing needs by tailoring their projects to meet specific challenges, and complete projects on schedule and within budget. Specifically, it helps developers identify customer requirements, develop software designs, manage a software development team, and evaluate software products to customer specifications. Students learn magic numbers of software engineering, rules of thumb that show how to simplify architecture, design, and implementation. Case histories and exercises clearly present successful software engineers' experiences and illustrate potential problems, results, and trade-offs. Also featuring an accompanying Web site with additional and related material, Trustworthy Systems Through Quantitative Software Engineering is a hands-on, projectoriented resource for upper-level software and computer science students, engineers, professional developers, managers, and professionals involved in software engineering projects. An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the Wiley editorial department. An Instructor Support FTP site is also available.

Planning Smarter Tyson Gill, 2002 Annotation This book provides simple techniques that anyone can follow, without having to learn specialized planning theory and tools. It de-mystifies the planning process and cuts out the fluff. If you are a project planner or manager, this book will shift your project planning mindsets. If you are a developer, it will help you understand how to influence the planning process to deliver specifications you can truly use. If you are on the customer side of the planning process, this book is essential reading to understand what you can do and what you should expect to maximize your planning and development investment. Tech Talk: The planning stage of software development entails obtaining all the relevant data and materials to create effective and efficient software. The process of designing software is complex enough in the implementation and design phase, it needs not be further complicated by poor planning stage techniques.

Software Design for Six Sigma Basem S. El-Haik, Adnan Shaout, 2011-02-16 This proposal constitutes an algorithm of design applying the design for six sigma thinking, tools, and philosophy to software design. The algorithm will also include conceptual design frameworks, mathematical derivation for Six Sigma capability upfront to enable design teams to disregard concepts that are not capable upfront, learning the software development cycle and saving development costs. The uniqueness of this book lies in bringing all those methodologies under the umbrella of design and provide detailed description about how these methods, QFD, DOE, the robust method, FMEA, Design for X, Axiomatic Design, TRIZ can be utilized to help quality improvement in software development, what kinds of different roles those methods play in various stages of design and how to combine those methods to form a comprehensive strategy, a design algorithm, to tackle any guality issues in the design stage. Just Enough Software Architecture George Fairbanks, 2010-08-30 This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows

you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

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Essential COM Don Box, 1998 Offering a distinctive approach, this book will teach readers not only how to use COM but how to think in COM. COM can greatly improve the efficiency of applications, but COM fluency is a difficult task. The book is a top resource for developers who need to make the transition from superficial understanding to deep knowledge.

Computer, Network, Software, and Hardware Engineering with Applications Norman F. Schneidewind, 2012-03-27 There are many books on computers, networks, and software engineering but none that integrate the three with applications. Integration is important because, increasingly, software dominates the performance, reliability, maintainability, and availability of complex computer and systems. Books on software engineering typically portray software as if it exists in a vacuum with no relationship to the wider system. This is wrong because a system is more than software. It is comprised of people, organizations, processes, hardware, and software. All of these components must be considered in an integrative fashion when designing systems. On the other hand, books on computers and networks do not demonstrate a deep understanding of the intricacies of developing software. In this book you will learn, for example, how to quantitatively analyze the performance, reliability, maintainability, and availability of computers, networks, and software in relation to the total system. Furthermore, you will learn how to evaluate and mitigate the risk of deploying integrated systems. You will learn how to apply many models dealing with the optimization of systems. Numerous quantitative examples are provided to help you understand and interpret model results. This book can be used as a first year graduate course in computer, network, and software engineering; as an on-thejob reference for computer, network, and software engineers; and as a reference for these disciplines.

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