

Software Maker

Jeff Lawson

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 its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. *Coder to Developer* helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics 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 source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop softer skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

Skill Up: A Software Developer's Guide to Life and Career Jordan Hudgens, 2017-07-31 This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming

role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks.

The Software Developer's Guide Whil Hentzen, 2002 There are plenty of books that show you how to write applications in a specific language. They explain the nuts and bolts of the syntax and the use of the tools to build applications with the latest features and functionality available. There are also a number of fine books that show you how to be a computer consultant. But there are a whole host of issues specific to the business of writing, delivering and supporting custom software systems. This is the only book that will take you on a step-by-step tour of the entire process. DevGuide 3, with over 150 pages of new material, shows you how to do The Other 90% of the work involved in producing custom software applications.

Team Geek Brian W. Fitzpatrick, Ben Collins-Sussman, 2012-07-06 In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including Working with Poisonous People—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the soft skills of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobbs's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

Ask Your Developer Jeff Lawson, 2021-01-12 Jeff Lawson, developer turned CEO of Twilio (one of Bloomberg Businessweek's Top 50 Companies to Watch in 2021), creates a new playbook for unleashing the full potential of software developers in any organization, showing how to help management utilize this coveted and valuable workforce to enable growth, solve a wide range of business problems, and drive digital transformation. From banking and retail to insurance and finance, every industry is turning digital, and every company needs the best software to win the hearts and minds of customers. The landscape has shifted from the classic build vs. buy

question, to one of build vs. die. Companies have to get this right to survive. But how do they make this transition? Software developers are sought after, highly paid, and desperately needed to compete in the modern, digital economy. Yet most companies treat them like digital factory workers without really understanding how to unleash their full potential. Lawson argues that developers are the creative workforce who can solve major business problems and create hit products for customers—not just grind through rote tasks. From Google and Amazon, to one-person online software companies—companies that bring software developers in as partners are winning. Lawson shows how leaders who build industry changing software products consistently do three things well. First, they understand why software developers matter more than ever. Second, they understand developers and know how to motivate them. And third, they invest in their developers' success. As a software developer and public company CEO, Lawson uses his unique position to bridge the language and tools executives use with the unique culture of high performing, creative software developers. *Ask Your Developer* is a toolkit to help business leaders, product managers, technical leaders, software developers, and executives achieve their common goal—building great digital products and experiences. How to compete in the digital economy? In short: *Ask Your Developer*.

Skills of a Successful Software Engineer Fernando Doglio, 2022-07-12 *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.

Code Leader Patrick Cauldwell, 2008-04-30 This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3–4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. *Who This Book Is Not For:* This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn't a book about writing code; it's a book about how we write code together while keeping quality up and costs

down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled "Philosophy" because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don't feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its

structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to “finish” a development task. Creating a “done is done” policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction)

includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handling) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use.

Talent Makers Daniel Chait, Jon Stross, 2021-03-30 Powerful ideas to transform hiring into a massive competitive advantage for your business Talent Makers: How the Best Organizations Win through Structured and Inclusive Hiring is essential reading for every leader who knows that hiring is crucial to their organization and wants to compete for top talent, diversify their organization, and build winning teams. Daniel Chait and Jon Stross, co-founders of Greenhouse Software, Inc, provide readers with a comprehensive and proven framework to improve hiring quickly, substantially, and measurably. Talent Makers will provide a step-by-step plan and actionable advice to help leaders assess their talent practice (or lack thereof) and transform hiring into a measurable competitive advantage. Readers will understand and employ: A proven system and principles for hiring used by the world's best companies Hiring practices that remove bias and result in more diverse teams An assessment of their hiring practice using the Hiring Maturity model Measurement of employee lifetime value in quantifiable terms, and how to increase that value through hiring The Talent Makers methodology is the result of the authors' experience and the ideas and stories from their community of more than 4,000 organizations. This is the book that CEOs, hiring managers, talent practitioners, and human resources leaders must read to transform their hiring and propel their organization to new heights.

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.

Software Booklet: How to Become a 10X Developer Florentin Bota, There are a lot of problems in the software development industry: burnout, stress, responsibility, unrealistic expectations to name a few. In addition, we have to implement more features than ever. Sometimes we feel exhausted and moving forward seems like an impossible task. In this book, you will learn exactly what 10X development is and how you can capitalize on your skills to deliver better products, without wasting energy.

The Developer's Code Ka Wai Cheung, 2012-02-07 You're already a great coder, but awesome coding chops aren't always enough to get you through your toughest projects. You need these 50+ nuggets of wisdom. Veteran programmers: reinvigorate your passion for developing web applications. New programmers: here's the guidance you need to get started. With this book, you'll think about your job in new and enlightened ways. *The Developer's Code* isn't about the code you write, it's about the code you live by. There are no trite superlatives here. Packed with lessons learned from more than a decade of software development experience, author Ka Wai Cheung takes you through the programming profession from nearly every angle to uncover ways of sustaining a healthy connection with your work. You'll see how to stay productive even on the longest projects. You'll create a workflow that works with

you, not against you. And you'll learn how to deal with clients whose goals don't align with your own. If you don't handle them just right, issues such as these can crush even the most seasoned, motivated developer. But with the right approach, you can transcend these common problems and become the professional developer you want to be. In more than 50 nuggets of wisdom, you'll learn: Why many traditional approaches to process and development roles in this industry are wrong - and how to sniff them out. Why you must always say no to the software pet project and open-ended timelines. How to incorporate code generation into your development process, and why its benefits go far beyond just faster code output. What to do when your client or end user disagrees with an approach you believe in. How to pay your knowledge forward to future generations of programmers through teaching and evangelism. If you're in this industry for the long run, you'll be coming back to this book again and again.

Programming Beyond Practices Gregory T Brown, 2016-10-06 Writing code is the easy part of your work as a software developer. This practical book lets you explore the other 90%—everything from requirements discovery and rapid prototyping to business analysis and designing for maintainability. Instead of providing neatly packaged advice from on high, author Gregory Brown presents detailed examples of the many problems developers encounter, including the thought process it takes to solve them. He does this in an unusual and entertaining fashion by making you the main character in a series of chapter-length stories. As these stories progress, the examples become more complex, and your responsibilities increase. Together, these stories take you on a journey that will make you question and refine the way you think about, and work on, software projects. Steps in this unique journey include: Using prototypes to explore project ideas Spotting hidden dependencies in incremental changes Identifying the pain points of service integrations Developing a rigorous approach towards problem-solving Designing software from the bottom up Data modeling in an imperfect world Gradual process improvement as an antidote for over-commitment The future of software development

Software Development for Beginners Step by Step Thomas J. Stephenson, 2020-11-20 Do you feel discouraged because you lack the qualities needed to become a developer? Do you think you can't program? Do you want to be part of the world of programming by breaking down these harmful paradigms? Great! This is the book for you! In this book, you will understand every single detail you need to know. Start developing software in a simple and gradual way and how to become a successful software developer by accelerating learning and avoiding mistakes for common beginners. In this book, we will cover: How to become a software developer in a simple way Learn to use the programming tools quickly 10 different types of software development Software developments how to write the code Customized software development Advantages of cascading software development How to start a software development services company And much more.... What are you waiting for? Don't waste any more time! Start program. NOW YOU CAN!

Growing Software Louis Testa, 2009-03-15 As the technology leader at a small software company, you need to focus on people, products, processes, and technology as you bring your software to market, while doing your best to put out fires and minimize headaches. Growing Software is your guide to juggling the day-to-day challenges of running a software company while managing those long-term problems and making sure that your business continues to grow.

With practical, hands-on advice, Growing Software will teach you how to build and lead an effective team, define and sell your products, work with everyone from customers to CEOs, and ensure high-quality results. Instead of learning by trial and error, you'll benefit from author Louis Testa's 20+ years of management experience. Testa combines big-picture advice, specific solutions, and real-life anecdotes to teach you how to: –Work effectively with your CEO and executive team –Improve development team efficiency and enthusiasm –Evaluate your software methodology to improve effectiveness and safeguard against failure –Use product prototypes to bridge the gap between marketing and engineering –Defuse technology time bombs Whether you're new to managing software or newly lost, Growing Software will help you and your growing company thrive.

Software Product Lines in Action Frank J. van der Linden, Klaus Schmid, Eelco Rommes, 2007-06-10 Software product lines represent perhaps the most exciting paradigm shift in software development since the advent of high-level programming languages. Nowhere else in software engineering have we seen such breathtaking improvements in cost, quality, time to market, and developer productivity, often registering in the order-of-magnitude range. Here, the authors combine academic research results with real-world industrial experiences, thus presenting a broad view on product line engineering so that both managers and technical specialists will benefit from exposure to this work. They capture the wealth of knowledge that eight companies have gathered during the introduction of the software product line engineering approach in their daily practice.

Feature-Oriented Software Product Lines Sven Apel, Don Batory, Christian Kästner, Gunter Saake, 2013-10-04 While standardization has empowered the software industry to substantially scale software development and to provide affordable software to a broad market, it often does not address smaller market segments, nor the needs and wishes of individual customers. Software product lines reconcile mass production and standardization with mass customization in software engineering. Ideally, based on a set of reusable parts, a software manufacturer can generate a software product based on the requirements of its customer. The concept of features is central to achieving this level of automation, because features bridge the gap between the requirements the customer has and the functionality a product provides. Thus features are a central concept in all phases of product-line development. The authors take a developer's viewpoint, focus on the development, maintenance, and implementation of product-line variability, and especially concentrate on automated product derivation based on a user's feature selection. The book consists of three parts. Part I provides a general introduction to feature-oriented software product lines, describing the product-line approach and introducing the product-line development process with its two elements of domain and application engineering. The pivotal part II covers a wide variety of implementation techniques including design patterns, frameworks, components, feature-oriented programming, and aspect-oriented programming, as well as tool-based approaches including preprocessors, build systems, version-control systems, and virtual separation of concerns. Finally, part III is devoted to advanced topics related to feature-oriented product lines like refactoring, feature interaction, and analysis tools specific to product lines. In addition, an appendix lists various helpful tools for software product-line development, along with a description of how they

relate to the topics covered in this book. To tie the book together, the authors use two running examples that are well documented in the product-line literature: data management for embedded systems, and variations of graph data structures. They start every chapter by explicitly stating the respective learning goals and finish it with a set of exercises; additional teaching material is also available online. All these features make the book ideally suited for teaching – both for academic classes and for professionals interested in self-study.

Software Engineering Best Practices Capers Jones, 2009-11-05 Proven techniques for software engineering success This in-depth volume examines software engineering topics that are not covered elsewhere: the question of why software engineering has developed more than 2,500 programming languages; problems with traditional definitions of software quality; and problems with common metrics, lines of code, and cost per defect that violate standard economic assumptions. The book notes that a majority of new projects are actually replacements for legacy applications, illustrating that data mining for lost requirements should be a standard practice. Difficult social engineering issues are also covered, such as how to minimize harm from layoffs and downsizing. **Software Engineering Best Practices** explains how to effectively plan, size, schedule, and manage software projects of all types, using solid engineering procedures. It details proven methods, from initial requirements through 20 years of maintenance. Portions of the book have been extensively reviewed by key engineers from top companies, including IBM, Microsoft, Unisys, and Sony. Manage Agile, hierarchical, matrix, and virtual software development teams Optimize software quality using JAD, OFD, TSP, static analysis, inspections, and other methods with proven success records Use high-speed functional metrics to assess productivity and quality levels Plan optimal organization, from small teams through more than 1,000 personnel

The New Kingmakers Stephen O'Grady, 2013-03-11 The New Kingmakers documents the rise of the developer class, and provides strategies for companies to adapt to the new technology landscape. From recruiting to retention, it provides a playbook to work more efficiently and effectively with the most important members of your organization.

Rapid Development Steve McConnell, 1996 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.

Developer Testing Alexander Tarlinder, 2016 To build high-quality software, you need to write testable code. That's harder than it seems: it requires insights drawn from arenas ranging from software craftsmanship to unit testing, refactoring to test-driven development. Most programming books either discuss testing only briefly, or drill down on just one or two techniques, with little guidance on how to systematically verify code. Most testing books, on the other hand, focus on a specific testing process, without showing how to write software that can be easily and systematically tested. In **Developer Testing**, leading software engineering consultant Alexander Tarnowski strikes an optimal balance, integrating insights from multiple disciplines to help frustrated practitioners get better results. Drawing on his extensive experience as a mentor and trainer, he offers insights

that help you accelerate through the typical software assurance learning curve, so you can progress far more rapidly. Tarnowski organizes his insights into chunks to help you quickly absorb key concepts, and focuses on technology-agnostic approaches you can keep using with any new language, platform, or toolset. The first guide to cover testing mindset, techniques, and applications from the developer's perspective, Developer Testing will help developers get what they really want: better code. -- Provided by publisher.

The book delves into Software Maker. Software Maker is an essential topic that needs to be grasped by everyone, ranging from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Software Maker, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:

- Chapter 1: Introduction to Software Maker
- Chapter 2: Essential Elements of Software Maker
- Chapter 3: Software Maker in Everyday Life
- Chapter 4: Software Maker in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, this book will provide an overview of Software Maker. The first chapter will explore what Software Maker is, why Software Maker is vital, and how to effectively learn about Software Maker.
3. In chapter 2, this book will delve into the foundational concepts of Software Maker. The second chapter will elucidate the essential principles that must be understood to grasp Software Maker in its entirety.
4. In chapter 3, this book will examine the practical applications of Software Maker in daily life. The third chapter will showcase real-world examples of how Software Maker can be effectively utilized in everyday scenarios.
5. In chapter 4, the author will scrutinize the relevance of Software Maker in specific contexts. The fourth chapter will explore how Software Maker is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, this book will draw a conclusion about Software Maker. This chapter will summarize the key points that have been discussed throughout the book.

The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. It is highly recommended for anyone seeking to gain a comprehensive understanding of Software Maker.

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