

# Making Software

Daniel Heller

Making Software Andy Oram,Greg Wilson,2010-10-14 Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

Making Software Andy Oram,Greg Wilson,2010-10-21 Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

Making Embedded Systems Elecia White,2011-10-25 Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written,entertaining, evenand filled with clear illustrations. Jack Ganssle, author and embedded system expert.

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Making it Big in Software Sam Lightstone,2010-03-10 The Software Insider's Guide to Getting Hired and Getting to the Top! Here's all the information you need to jumpstart your software career: the best ways to get hired, move up, and blaze your way to the top! The software business has radically changed, and this book reveals today's realities—everything your professors and corporate managers never told you. In his 20 years at IBM as a software architect, senior manager, and lead programmer, Sam Lightstone has briefed dozens of leading companies and universities on careers, new technology, and emerging areas of research. He currently works on one of the world's largest software development teams and spends a good part of his time recruiting and mentoring software engineers. This book shares all the lessons for success Sam has learned...plus powerful insights from 17 of the industry's biggest stars. Want to make it big in software? Start right here! Discover how to • Get your next job in software development • Master the nontechnical skills crucial to your success • "Work the org" to move up rapidly • Successfully manage your time, projects, and life • Avoid "killer" mistakes that could destroy your career • Move up to "medium-shot," "big-shot," and finally, "visionary" • Launch your own winning software company Exclusive interviews with Steve Wozniak, Inventor, Apple computer John Schwarz, CEO, Business Objects James Gosling, Inventor, Java programming language Marissa Mayer, Google VP, Search Products and User Experience Jon Bentley, Author, Programming Pearls Marc Benioff, CEO and founder, Salesforce.com Grady Booch, IBM Fellow and co-founder Rational Software Bjarne Stroustrup, Inventor, C++ programming language David Vaskevitch, Microsoft CTO Linus Torvalds, Creator, Linux operating system kernel Richard Stallman, Founder, Free software movement Peter Norvig, Google's Director of Research Mark Russinovich, Microsoft Fellow and Windows Architect Tom Malloy, Adobe Chief Software Architect Diane Greene, Co-founder and past CEO of VMware Robert Kahn, Co-inventor, the Internet Ray Tomlinson, Inventor, email

**Making the Software Business Case** Donald J. Reifer,2001-09-05 Just the understanding and insights you will pick

up about how people encounter and cope with combinations of technical, social, political, and economic opportunities and challenges make the book a joy to read and worth much more than the price of it alone. --Barry Boehm, from the Foreword This practical handbook shows you how to build an effective business case when you need to justify--and persuade management to accept--software change or improvement. Based on real-world scenarios, the book covers the most common situations in which business case analyses are required and explains specific techniques that have proved successful in practice. Drawing on years of experience in winning the battle of the budget, the author shows you how to use commonly accepted engineering economic arguments to make your numbers sing to management. The book provides examples of successful business cases; along the way, tables, tools, facts, figures, and metrics guide you through the entire analytic process. Writing in a concise and witty style, the author makes this valuable guidance accessible to every software engineer, manager, and IT professional. Highlights include: How and where business case analyses fit into the software and IT life cycle process Explanations of the most common tools for business case analysis, such as present-value, return-on-investment, break-even, and cost/benefit calculation Tying the business process to the software development life cycle Packaging the business case for management consumption Frameworks and guidelines for justifying IT productivity, quality, and delivery cycle improvement strategies Case studies for applying appropriate decision situations to software process improvement Strategic guidelines for various business case analyses With this book in hand, you will find the facts, examples, hard data, and case studies needed for preparing your own winning business cases in today's complex software environment.

**Building Software Teams** Joost Visser, Sylvan Rigal, Gijs Wijnholds, Zeeger Lubsen, 2016-12-12 Why does poor software quality continue to plague enterprises of all sizes in all industries? Part of the problem lies with the process, rather than individual developers. This practical guide provides ten best practices to help team leaders create an effective working environment through key adjustments to their process. As a follow-up to their popular book, *Building Maintainable Software*, consultants with the Software Improvement Group (SIG) offer critical lessons based on their assessment of development processes used by hundreds of software teams. Each practice includes examples of goalsetting to help you choose the right metrics for your team. Achieve development goals by determining meaningful metrics with the Goal-Question-Metric approach Translate those goals to a verifiable Definition of Done Manage code versions for consistent and predictable modification Control separate environments for each stage in the development pipeline Automate tests as much as possible and steer their guidelines and expectations Let the Continuous Integration server do much of the hard work for you Automate the process of pushing code through the pipeline Define development process standards to improve consistency and simplicity Manage dependencies on third party code to keep your software consistent and up to date Document only the most necessary and current knowledge

*Making Software Engineering Happen* Roger S. Pressman, 1988

**Making Software Teams Effective** Chaehan So, 2010 How does good teamwork emerge? Can we control mechanisms of teamwork? The author has analyzed these questions in a study involving 227 participants of 55 software development teams. First, he empirically confirmed his teamwork model based on innovation research, goal setting and control theory. Second, he measured the impact of a wide selection of agile practices on these teamwork mechanisms. Third, he explained these impacts based on a thorough review of current psychological research. This book is intended for people working in agile contexts as they will gain insight into the complexity of how «good teamwork» emerges. This insight on team dynamics may also prove valuable for upper management for calibrating agile practices and «soft factors», thus increasing the effectiveness of software teams.

**Building a Career in Software** Daniel Heller, 2020-09-27 Software engineering education has a problem: universities and bootcamps teach aspiring engineers to write code, but they leave graduates to teach themselves the countless supporting tools required to thrive in real software companies. *Building a Career in Software* is the solution, a comprehensive guide to the essential skills that instructors don't need and professionals never think to teach: landing jobs, choosing teams and projects, asking good questions, running meetings, going on-call, debugging production problems, technical writing, making the most of a mentor, and much more. In over a decade building software at companies such as Apple and Uber, Daniel Heller has mentored and managed tens of engineers from a variety of training backgrounds, and those engineers inspired this book with their hundreds of questions about career issues and day-to-day problems. Designed for either random access or cover-to-cover reading, it offers concise treatments of virtually every non-technical challenge you will face in the first five years of your career—as well as a selection of industry-focused technical topics rarely covered in training. Whatever your education or technical specialty, *Building a Career in Software* can save you years of trial and error and help you succeed as a real-world software professional. What You Will Learn Discover every important nontechnical facet of professional programming as well as several key technical practices essential to the transition from student to professional Build relationships with your employer Improve your communication, including technical writing, asking good questions, and public speaking Who This Book is For Software engineers either early in their careers or about to transition to the professional world; that is, all graduates of computer science or software engineering university programs and all software engineering boot camp participants.

**Fit for Developing Software** Rick Mugridge, Ward Cunningham, 2005-06-29 The Fit open source testing framework brings unprecedented agility to the entire development process. *Fit for Developing Software* shows you how to use Fit to clarify business rules, express them with concrete examples, and organize the examples into test tables that drive testing throughout the software lifecycle. Using a realistic case study, Rick Mugridge and Ward Cunningham--the creator of Fit--introduce each of Fit's underlying concepts and techniques, and explain how you can put Fit to work incrementally, with the lowest possible risk. Highlights include Integrating Fit into your development processes Using Fit to promote effective communication between businesspeople, testers, and developers Expressing business rules that define calculations, decisions, and business processes Connecting Fit tables to the system with fixtures that check whether tests are actually satisfied Constructing tests for code evolution, restructuring, and other changes to legacy systems Managing the quality and evolution of tests A companion Web site (<http://fit.c2.com/>) that offers additional resources and source code

**Crowdsourcing and Probabilistic Decision-Making in Software Engineering: Emerging Research and Opportunities** Gupta, Varun, 2019-08-30 With today's technological advancements, the evolution of software has led to various challenges regarding mass markets and crowds. High quality processing must be capable of handling large groups in an efficient manner without error. Solutions that have been applied include artificial intelligence and natural language processing, but extensive research in this area has yet to be undertaken. *Crowdsourcing and Probabilistic Decision-Making in Software Engineering: Emerging Research and Opportunities* is a pivotal reference source that

provides vital research on the application of crowd-based software engineering and supports software engineers who want to improve the manner in which software is developed by increasing the accuracy of probabilistic reasoning to support their decision-making and getting automation support. While highlighting topics such as modeling techniques and programming practices, this publication is ideally designed for software developers, software engineers, computer engineers, executives, professionals, and researchers.

**Software Architecture and Decision-Making** Srinath Perera,2023-12-08 Leverage leadership knowledge to make better software architecture decisions. Think deeply but implement slowly. The overarching goal of software systems (hence, for software architecture) is to build systems that meet quality standards and that provide the highest return on investment (ROI) in the long run or within a defined period of time. A great product requires a combination of technology, leadership, and product management (including UX). Leadership is primarily about managing uncertainty and making the right judgment. To build great products, technical leaders need to combine technology, leadership, and product management knowledge, and make the right decisions. Many technical mistakes come from the gap between knowledge about these three items and judgment. In *Software Architecture and Decision-Making*, Srinath Perera explains principles and concepts that software architects must understand deeply and how to employ those principles to manage uncertainty. The questions and principles discussed in this book help manage uncertainty while building software architecture and provide a framework for making decisions. This book is for all technical leaders in the software industry who make holistic judgments about the systems they build and for future leaders learning the craft. Understand the importance of strong decision making with examples from great technical leaders such as the Wright brothers and Kelly Johnson. Leverage five key questions and seven important principles to understand uncertainties during the design process and make strategic architectural decisions. Approach the design systematically, first at the macro level and then the individual service level. This definitive guide explains principles and concepts--technical and non-technical alike--that software architects, senior software engineers, and technical leads must understand to manage the inevitable uncertainty involved in building software systems and to drive success of the products for which they are responsible. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

**Making Globally Distributed Software Development a Success Story** Qing Wang,Dietmar Pfahl,David Raffo,2008-04-29 This book constitutes the refereed proceedings of the Second International Conference on Software Process, held in Leipzig, Germany, in May 2008 - colocated with ICSE 2008, the 30th International Conference on Software Engineering. The 33 revised full papers presented together with 2 invited papers were carefully reviewed and selected from 106 submissions. The papers are organized in topical sections on process content, process tools and metrics, process management, process representation, analysis and modeling, experience report, and simulation modeling.

**Building Software** Nikhilesh Krishnamurthy,Amitabh Saran,2007-09-07 Novel in its approach to software design, development, and management, *Building Software: A Practitioner's Guide* shows you how to successfully build and manage a system. The approach the authors recommend is a simple, effective framework known as Solution Engineering Execution (SEE). Through SEE, you create a successful solution by following a high

*Making Software Measurement Work* William C. Hetzel,1993 A practical text for software practitioners and managers or, alternatively, for industrial and college courses in software measurement and metrics. Hetzel explains what to measure, how to measure it, and why. He also explains why good management and good engineering are inseparable from good measurement. Discussion questions and suggested exercises are included at the end of each chapter. Inaugurates a new QED series on the increasingly critical areas of how to evaluate and measure modern software systems. Annotation copyright by Book News, Inc., Portland, OR

**Beyond Software Architecture** Luke Hohmann,2003-01 This text aims to help all members of the development team make the correct nuts-and-bolts architecture decisions that ensure project success.

**Working in Public** Nadia Eghbal,202-08-04 An inside look at modern open source software developers--and their influence on our online social world. Nadia is one of today's most nuanced thinkers about the depth and potential of online communities, and this book could not have come at a better time. --Devon Zuegel, director of product, communities at GitHub Open source software—in which developers publish code that anyone can use—has long served as a bellwether for other online behavior. In the late 1990s, it provided an optimistic model for public collaboration, but in the last 20 years it's shifted to solo operators who write and publish code that's consumed by millions. In *Working in Public*, Nadia Eghbal takes an inside look at modern open source software development, its evolution over the last two decades, and its ramifications for an internet reorienting itself around individual creators. Eghbal, who interviewed hundreds of developers while working to improve their experience at GitHub, argues that modern open source offers us a model through which to understand the challenges faced by online creators. She examines the trajectory of open source projects, including: - the platform of GitHub, for hosting and development; - the structures, roles, incentives, and relationships involved; - the often-overlooked maintenance required of its creators; - and the costs of production that endure through an application's lifetime. Eghbal also scrutinizes the role of platforms—like Twitter, Facebook, Twitch, YouTube, and Instagram—which reduce infrastructure and distribution costs for creators, but which massively increase the scope of interactions with their audience. Open source communities are increasingly centered around the work of individual developers rather than teams. Similarly, if creators, rather than discrete communities, are going to become the epicenter of our online social systems, we need to better understand how they work—and we can do so by studying what happened to open source.

A Philosophy of Software Design John Ousterhout,2018-04-10

**Agile Software Architecture** Muhammad Ali Babar,2013-11-27 Software architecture (SA) is one of the most significant areas of research and practice in software engineering. It has been shown that getting architecture of large-scale complex systems right is not only extremely important but hugely challenging. The increasing popularity and adoption of Agile Software Development (ASD) methods have brought architecture-centric methods and practices into question as agile followers tend to perceive architecture in the context of plan-driven software development. It is widely recognized that SA needs sufficient attention for successful development and evolution of software-intensive systems and services irrespective of the software development paradigm. Given the nature of the discipline, SA methods and approaches tend to be effort-intensive and heavyweight for certain kinds of projects. There is an increasing interest in finding ways to apply architecture-centric principles and practices in an Agile fashion—Agile architecting. A good understanding of architectural principles and approaches is a prerequisite to agile architecting. The aim of this chapter is to briefly describe the fundamental concepts,

principles, and practices of architecture-centric approaches. These concepts, principles, and practices are expected to provide a reader with sufficient understanding of different aspects of SA and its related methods to combine them with ASD methods. We start with a brief discussion of the points that make architecture and agile approaches seemingly incompatible. Then we present and discuss some of the key aspects of architecture-centric approaches and techniques that need to be considered for use in ASD projects. We also provide an overview of some of the key practices that have been recommended for successfully integrating architecture-centric approaches in ASD for developing large-scale, software-intensive systems.

Adopting the Track of Phrase: An Emotional Symphony within **Making Software**

In some sort of used by screens and the ceaseless chatter of instantaneous communication, the melodic splendor and emotional symphony developed by the written word frequently diminish into the background, eclipsed by the constant noise and interruptions that permeate our lives. But, situated within the pages of **Making Software** an enchanting literary prize overflowing with fresh feelings, lies an immersive symphony waiting to be embraced. Crafted by a masterful musician of language, that captivating masterpiece conducts visitors on a mental trip, skillfully unraveling the concealed tunes and profound impact resonating within each carefully crafted phrase. Within the depths of the emotional examination, we shall investigate the book is key harmonies, analyze their enthralling writing design, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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