

# Peopleware Productive Projects And Teams Second Edition

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*About Face* - Alan Cooper 2014-09-02

The essential interaction design guide, fully revised and updated for the mobile age *About Face: The Essentials of Interaction Design*, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of

design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. *About Face* is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods *Design for mobile*

platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

*Adrenaline Junkies and Template Zombies* - Tom DeMarco 2013-07-15

This is the digital version of the printed book (Copyright © 2008). Adrenaline junkies, dead fish, project sluts, true believers, Lewis and Clark, template zombies . . . Most developers, testers, and managers on IT projects are pretty good at recognizing patterns of behavior and gut-level hunches, as in, “I sense that this project is headed for disaster.” But it has always been more difficult to transform these patterns and hunches into a usable form, something a team can debate, refine, and use. Until now. In *Adrenaline Junkies and Template Zombies*, the six principal consultants of The Atlantic Systems Guild present the patterns of behavior they most often observe at the dozens of IT firms they transform each year, around the world. The result is a quick-read guide to identifying nearly ninety typical scenarios, drawing on a combined one-hundred-and-fifty years of project management experience. Project by project, you’ll improve the accuracy of your hunches and your ability to act on them. The patterns are presented in an easy-

reference format, with names designed to ease communication with your teammates. In just a few words, you can describe what’s happening on your project. Citing the patterns of behavior can help you quickly move those above and below you to the next step on your project. You’ll find classic patterns such as these: News

Improvement Management by Mood Ring Piling On Rattle Yer Dags Natural Authority Food++

Fridge Door and more than eighty more! Not every pattern will be evident in your organization, and not every pattern is necessarily good or bad. However, you’ll find many patterns that will apply to your current and future assignments, even in the most ambiguous circumstances. When you assess your situation and follow your next hunch, you’ll have the collective wisdom of six world-class consultants at your side.

**A Down-To-Earth Guide To SDLC Project Management (2nd Edition)** - Joshua Boyde

2014-07-01

This book has been crafted for both the project management novice who is ready to confront their first real project, through to the seasoned veteran with several project battle campaigns under their belt. This book is based on many years of “real-world” System Development Life Cycle (SDLC) project management, as well as the Project Management Body Of Knowledge (PMBOK®), the blending of the useful elements from other management practices & principles, and the

incorporation of the past experiences & the lessons learnt from the various industrial backgrounds of those persons who graciously contributed to this book's creation. Described within is the practical application of field-tested project management techniques to actual situations and prevailing circumstances where the realities of commercial necessities have to be given serious consideration. Additionally, this book does cover some topics and ugly truths that are often not acknowledged in academic textbooks on project management. Contains over 100 explanatory diagrams, real example cases, candid comments from project / program managers, and over 100 cartoons to emphasize the key points.

#### **Project Management Essentials, Fourth Edition -**

William P. Athayde 2018-12-04

If you're new to project management or need to refresh your knowledge, Project Management Essentials, Fourth Edition is the quickest and easiest way to learn how to manage projects successfully. The concepts presented are not rocket science. They are all common sense. Yet they require knowledge and discipline – a framework to manage projects right and the will to adhere to it. If you consistently use the simple tools and templates provided you'll succeed. It's as simple as that. In this book you'll discover: The key skills and knowledge you'll need to be an effective project manager How to create an

effective charter to start your project off right Guidelines for building a usable project plan Tips for breaking your project work into manageable pieces Techniques for accurately estimating project cost and schedule Help in building a team and different leadership styles you might apply to manage them Strategies to deal with conflicts, change, uncertainty, and risk How to report on the progress of the project and keep everyone concerned happy Project Management Essentials is purposefully written in short, clear chapters to make project management more easily understood. The authors, all valued senior faculty of PM College, bring both their business experience and their academic background to make these chapters come alive. This updated edition offers even more templates and content than the widely used earlier editions and complies with the latest project management standard, the PMBOK® Guide Sixth Edition.

#### **Rethinking Productivity in Software Engineering -**

Caitlin Sadowski 2019-05-07

Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software

Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research directions. What You'll Learn

Review the definitions and dimensions of software productivity See how time management is having the opposite of the intended effect Develop valuable dashboards Understand the impact of sensors on productivity Avoid software development waste Work with human-centered methods to measure productivity Look at the intersection of neuroscience and productivity Manage interruptions and context-switching Who Book Is For Industry developers and those responsible for seminar-style courses that include

a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology.

**Slack** - Tom DeMarco 2002-04-09

If your company's goal is to become fast, responsive, and agile, more efficiency is not the answer--you need more slack. Why is it that today's superefficient organizations are ailing?

Tom DeMarco, a leading management consultant to both Fortune 500 and up-and-coming companies, reveals a counterintuitive principle that explains why efficiency efforts can slow a company down. That principle is the value of slack, the degree of freedom in a company that allows it to change. Implementing slack could be as simple as adding an assistant to a department and letting high-priced talent spend less time at the photocopier and more time making key decisions, or it could mean designing workloads that allow people room to think, innovate, and reinvent themselves. It means embracing risk, eliminating fear, and knowing when to go slow. Slack allows for change, fosters creativity, promotes quality, and, above all, produces growth. With an approach that works for new- and old-economy companies alike, this revolutionary handbook debunks commonly held assumptions about real-world management, and gives you and your company a brand-new model for achieving and maintaining true effectiveness.

**Peopleware** - Tom DeMarco 1999

Two of the computer industry's best-selling authors and lecturers return with a new edition of the software management book that started a revolution. With humor and wisdom drawn from years of management and consulting experience, DeMarco and Lister demonstrate that the major issues of software development are human, not technical -- and that managers ignore them at their peril. Now, with a new Preface and eight new chapters, the authors enlarge upon their previous ideas and add fresh insights, examples, and anecdotes. Discover dozens of helpful tips on- putting more quality into a product- loosening up formal methodologies- fighting corporate entropy- making it acceptable to be uninterruptible. *Peopleware, 2nd ed.* shows you how to cultivate teams that are healthy and productive. The answers aren't easy -- just incredibly successful.

[Project Management Essentials](#) - William P. Athayde 2013-08-14

If you're new to project management or need to refresh your knowledge, *Project Management Essentials, Third Edition*, is the quickest and easiest way to learn how to manage projects successfully. The simple techniques and templates in this book provide you with the essential tools you'll need to be an effective project manager. It's as simple as that. Read the book and discover: How to plan well - to decide on the right things to do; The key skills and

knowledge you'll need to be effective; How to create an effective charter to start projects off right; Guidelines for building a usable project plan; Tips for breaking project work into manageable pieces; Techniques for estimating project cost and schedule; How to build a team; Strategies to deal with conflict, change, and risk; How to report on the progress of the project and keep everyone concerned happy. *Project Management Essentials* is written in short, clear chapters to make project management more easily understood. The authors, all valued senior faculty of PM College, use both their business experience and their academic backgrounds to make these chapters come alive. This updated edition complies with the latest project management standard, the PMBOK Guide 5th Edition.

**Hiring the Best Knowledge Workers, Techies & Nerds** - Johanna Rothman 2013-07-15

This is the digital version of the printed book (Copyright © 2004). *Proven Methods for Attracting, Interviewing, and Hiring Technical Workers* Good technical people are the foundation on which successful high technology organizations are built. Establishing a good process for hiring such workers is essential. Unfortunately, the generic methods so often used for hiring skill-based staff, who can apply standardized methods to almost any situation, are of little use to those charged with the task of

hiring technical people. Unlike skill-based workers, technical people typically do not have access to cookie-cutter solutions to their problems. They need to adapt to any situation that arises, using their knowledge in new and creative ways to solve the problem at hand. As a result, one developer, tester, or technical manager is not interchangeable with another. This makes hiring technical people one of the most critical and difficult processes a technical manager can undertake. Hiring the Best Knowledge Workers, Techies & Nerds: The Secrets & Science of Hiring Technical People takes the guesswork out of hiring and diminishes the risk of costly hiring mistakes. With the aid of step-by-step descriptions and detailed examples, you'll learn how to write a concise, targeted job description source candidates develop ads for mixed media review résumés quickly to determine Yes, No, or Maybe candidates develop intelligent, nondiscriminatory, interview techniques create fool-proof phone-screens check references with a view to reading between the lines extend an offer that will attract a win-win acceptance or tender a gentle-but-decisive rejection and more An effective hiring process is crucial to saving an organization the costs and consequences of a bad hiring decision. Not only is a bad hire costly in terms of recruiting expenses and the time spent hiring, it can also bog down or derail projects that may already be running late. You,

your team, and your organization will live with the long-term consequences of your hiring decision. Investing time in developing a hiring strategy will shorten your decision time and the ramp-up time needed for each new hire. Technical leaders, project and program managers, and anyone putting together a team of technical workers will greatly benefit from this book.

*Getting Started with Google Guava* - Bill Bejeck  
2013-01-01

This is a short, practical guide, with lots of examples to help you learn Google Guava. There is no minimum level of experience required. There is something for everyone who works with Java, from the beginner to the expert programmer.

[The Pragmatic Programmer](#) - David Thomas  
2019-07-30

“One of the most significant books in my life.”  
–Obie Fernandez, Author, *The Rails Way*  
“Twenty years ago, the first edition of *The Pragmatic Programmer* completely changed the trajectory of my career. This new edition could do the same for yours.” –Mike Cohn, Author of *Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied* “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” –Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is

proof.” –VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks

The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to:

- Fight software rot
- Learn continuously
- Avoid the trap of duplicating knowledge
- Write flexible, dynamic, and adaptable code
- Harness the power of basic tools
- Avoid programming by coincidence
- Learn real requirements
- Solve the underlying problems of concurrent code
- Guard against security vulnerabilities
- Build teams of Pragmatic

Programmers

- Take responsibility for your work and career
- Test ruthlessly and effectively, including property-based testing
- Implement the Pragmatic Starter Kit
- Delight your users

Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you’re a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you’ll quickly see improvements in personal productivity, accuracy, and job satisfaction. You’ll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You’ll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Facts and Fallacies of Software Engineering - Robert L. Glass 2003

Regarding the controversial and thought-provoking assessments in this handbook, many software professionals might disagree with the authors, but all will embrace the debate. Glass identifies many of the key problems hampering success in this field. Each fact is supported by insightful discussion and detailed references.

Waltzing with Bears - Tom DeMarco 2013

This is the digital version of the printed book (Copyright © 2003). If There's No Risk On Your Next Project, Don't Do It. Greater risk brings greater reward, especially in software development. A company that runs away from risk will soon find itself lagging behind its more adventurous competition. By ignoring the threat of negative outcomes-in the name of positive thinking or a can-do attitude-software managers drive their organizations into the ground. In *Waltzing with Bears*, Tom DeMarco and Timothy Lister-the best-selling authors of *Peopleware*-show readers how to identify and embrace worthwhile risks. Developers are then set free to push the limits. The authors present the benefits of risk management, including that it makes aggressive risk-taking possible, protects management from getting blindsided, provides minimum-cost downside protection, reveals invisible transfers of responsibility, isolates the failure of a subproject. Readers are armed with strategies for confronting the most common risks that software projects face: schedule flaws, requirements inflation, turnover, specification breakdown, and under-performance. *Waltzing with Bears* will help you mitigate the risks-before they turn into project-killing problems. Risks are out there-and they should be there-but there is a way to manage them.

**The Deadline** - Tom DeMarco 1997

From prolific and influential consultant and author

Tom DeMarco comes a project management novel that vividly illustrates the principles--and the outright absurdities--that affect the productivity of a software development team. With his trademark wit set free in the novel format, DeMarco centers the plot around the development of six software products. Mr. Tompkins, a manager downsized from a giant telecommunications company, divides the huge staff of developers at his disposal into eighteen teams--three for each of the software products. The teams are different sizes and use different methods, and they compete against each other and against an impossible deadline. With these teams--and with the help of numerous "fictionalized" consultants who come to his aid--Tompkins tests the project management principles he has gathered over a lifetime. Each chapter closes with journal entries that form the core of the eye-opening approaches to management illustrated in this entertaining novel.

[The Soul of Design](#) - Robert Austin 2012-09-05

What makes the Apple iPhone cool? Bang & Olufsen and Samsung's televisions beautiful? Any of a wide variety of products and services special? The answer is not simply functionality or technology, for competitors' products are often as good. *The Soul of Design* explores the uncanny power of some products to grab and hold attention--to create desire. To understand what sets a product apart in this way, authors Lee



Devin and Robert Austin push past personal taste and individual response to adopt a more conceptual approach. They carefully explore the hypothesis that there is something within a "special" product that makes it—well, special. They argue that this *je ne sais quoi* arises from "plot"—the shape that emerges as a product or service arouses and then fulfills expectations. Marketing a special product is, then, a matter of helping its audience perceive its plot and comprehend its qualities. Devin and Austin provide keys to understanding why some products and services stand out in a crowd and how the companies that make them create these hits. Part One of the book introduces the authors' definition of plot in this context; Part Two breaks down the components needed to build a plot; Part Three describes what makes a plot coherent; Part Four takes on the challenges of making coherent products and services attractive to consumers. Part Four also presents detailed casework, which shows how innovators and makers have successfully brought special products to market. Readers will come away with a sensible and clear approach to conceiving of artful products and services. This book will help managers and designers think about engaging with plot, taking aesthetic factors into account to provide consumers with more special things.

*The Little LISPer* - Daniel P. Friedman 1989

**The Secrets of Consulting** - Gerald M. Weinberg 1985

The Secrets of Consulting—techniques, strategies, and first-hand experiences—all that you'll need to set up, run, and be successful at your own consulting business.

**Dark Harbor House** - Tom DeMarco 2000-11-25

Bring together a wonderfully varied mix of characters in a once-grand Maine island summer cottage, leave them to their own devices over the course of a long, idyllic summer in the late 1940s, and you have all the ingredients for a fine comedy of manners. Author Tom DeMarco starts with a simple little love story, weaves in tantalizing details of the old mansion's not totally respectable history, and adds a hint of gentle satire to create a novel that is touching, memorable, and deliciously entertaining.

**Peopleware** - Tom DeMarco 2013

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

**Peopleware in Systems** - Association for Systems Management 1976

**Dynamics of Software Development** - Jim

McCarthy 2006

Provides a candid look at the ups and downs of software development, providing tips on how to ship great software on. The book is divided into five sections that chart the progress from initial

design to successful product. The Adobe Reader format of this title is not suitable for use on the Pocket PC or Palm OS versions of Adobe Reader.

Debugging Teams - Brian W. Fitzpatrick

2015-10-13

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component.

Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your 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.

Dinosaur Brains - Albert J. Bernstein 1996-09-29

Discover how to cope with instinct, emotion, and irrationality—the dinosaur brain—that disrupts any business environment, with a step-by-step process that helps you reason your way through

turf wars and power struggles, surly subordinates, temperamental bosses, and more.... "The key to thriving in the corporate jungle is understanding dinosaurs." TIME

The Design of Design - Frederick P. Brooks Jr.

2010-03-22

Making Sense of Design Effective design is at the heart of everything from software development to engineering to architecture. But what do we really know about the design process? What leads to effective, elegant designs? The Design of Design addresses these questions. These new essays by Fred Brooks contain extraordinary insights for designers in every discipline. Brooks pinpoints constants inherent in all design projects and uncovers processes and patterns likely to lead to excellence. Drawing on conversations with dozens of exceptional designers, as well as his own experiences in several design domains, Brooks observes that bold design decisions lead to better outcomes. The author tracks the evolution of the design process, treats collaborative and distributed design, and illuminates what makes a truly great designer. He examines the nuts and bolts of design processes, including budget constraints of many kinds, aesthetics, design empiricism, and tools, and grounds this discussion in his own real-world examples—case studies ranging from home construction to IBM's Operating System/360. Throughout, Brooks reveals keys to success that

every designer, design project manager, and design researcher should know.

**Becoming a Technical Leader** - Gerald M.

Weinberg 1986

Whether you manage people, are managed by people, or just want to change the way you interact with others, this book is about success.

How to plan it, how to make it happen--Becoming a Technical Leader shows you how to do it!

**Managing the Unmanageable** - Mickey W. Mantle

2012-09-16

“Mantle and Lichy have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice are great blueprints for new and experienced software engineering managers alike.” –Tom Conrad, CTO, Pandora “I wish I’d had this material available years ago. I see lots and lots of ‘meat’ in here that I’ll use over and over again as I try to become a better manager.

The writing style is right on, and I love the personal anecdotes.” –Steve Johnson, VP, Custom Solutions, DigitalFish All too often, software development is deemed unmanageable.

The news is filled with stories of projects that have run catastrophically over schedule and budget. Although adding some formal discipline to the development process has improved the situation, it has by no means solved the problem.

How can it be, with so much time and money

spent to get software development under control, that it remains so unmanageable? In *Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams*, Mickey W. Mantle and Ron Lichy answer that persistent question with a simple observation: You first must make programmers and software teams manageable. That is, you need to begin by understanding your people—how to hire them, motivate them, and lead them to develop and deliver great products. Drawing on their combined seventy years of software development and management experience, and highlighting the insights and wisdom of other successful managers, Mantle and Lichy provide the guidance you need to manage people and teams in order to deliver software successfully. Whether you are new to software management, or have already been working in that role, you will appreciate the real-world knowledge and practical tools packed into this guide.

**Software Estimation** - Steve McConnell

2006-02-22

Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software

estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization \* Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

*The Mythical Man-month* - Frederick P. Brooks (Jr.) 1975

The orderly Sweet-Williams are dismayed at their son's fondness for the messy pastime of gardening.

[The Manager's Path](#) - Camille Fournier  
2017-03-13

Managing people is difficult wherever you work. But in the tech industry, where management is

also a technical discipline, the learning curve can be brutal—especially when there are few tools, texts, and frameworks to help you. In this practical guide, author Camille Fournier (tech lead turned CTO) takes you through each stage in the journey from engineer to technical manager. From mentoring interns to working with senior staff, you'll get actionable advice for approaching various obstacles in your path. This book is ideal whether you're a new manager, a mentor, or a more experienced leader looking for fresh advice. Pick up this book and learn how to become a better manager and leader in your organization. Begin by exploring what you expect from a manager Understand what it takes to be a good mentor, and a good tech lead Learn how to manage individual members while remaining focused on the entire team Understand how to manage yourself and avoid common pitfalls that challenge many leaders Manage multiple teams and learn how to manage managers Learn how to build and bootstrap a unifying culture in teams

*In the Plex* - Steven Levy 2021-02-02

“The most interesting book ever written about Google” (The Washington Post) delivers the inside story behind the most successful and admired technology company of our time, now updated with a new Afterword. Google is arguably the most important company in the world today, with such pervasive influence that its name is a verb. The company founded by two Stanford

graduate students—Larry Page and Sergey Brin—has become a tech giant known the world over. Since starting with its search engine, Google has moved into mobile phones, computer operating systems, power utilities, self-driving cars, all while remaining the most powerful company in the advertising business. Granted unprecedented access to the company, Levy disclosed that the key to Google’s success in all these businesses lay in its engineering mindset and adoption of certain internet values such as speed, openness, experimentation, and risk-taking. Levy discloses details behind Google’s relationship with China, including how Brin disagreed with his colleagues on the China strategy—and why its social networking initiative failed; the first time Google tried chasing a successful competitor. He examines Google’s rocky relationship with government regulators, particularly in the EU, and how it has responded when employees left the company for smaller, nimbler start-ups. In the Plex is the “most authoritative...and in many ways the most entertaining” (James Gleick, The New York Book Review) account of Google to date and offers “an instructive primer on how the minds behind the world’s most influential internet company function” (Richard Waters, The Wall Street Journal).

Object-oriented and Classical Software Engineering - Stephen R. Schach 2002

This book is designed for an introductory software engineering course, and gives an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Its unique organisation and style make it excellent for use in a classroom setting. The underlying software engineering theory is presented in Part 1 and followed up with the more practical life-cycle material in Part 2. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of How To boxes and greater implementation detail in the case study. Also, the new edition contains the references to the most current literature and includes an overview of extreme programming. The website in this edition will be more extensive, including Solutions, PowerPoints that incorporate lecture notes, newly developed self-quizz questions, and source code for the term project and case study.

Artful Making - Robert Daniel Austin 2003

The authors show how to "manage" ingenuity-- and "manufacture" the next great idea, in other words they tell what managers need to know about how artists and highly creative people work.

Code Complete - Steve McConnell 2004-06-09

Widely considered one of the best practical guides to programming, Steve McConnell’s original CODE COMPLETE has been helping

developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

*Implementation Patterns* - Kent Beck 2007-10-23  
Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your

intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

**The Problem with Software** - Adam Barr  
2018-10-23

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software

development really hard, or are software developers just not that good at it? In *The Problem with Software*, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a

product, companies will have more incentive to make it good rather than "good enough to ship."

**More Effective Agile** - Steve McConnell  
2019-08-24

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

**Rapid Development** - Steve McConnell  
1996-07-02

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In *RAPID DEVELOPMENT*, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate

what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

**Managing Humans** - Michael Lopp 2007-10-18

Managing Humans is a selection of the best essays from Michael Lopp's popular website Rands in Repose([www.randsinrepose.com](http://www.randsinrepose.com)). Lopp is one of the most sought-after IT managers in Silicon Valley, and draws on his experiences at Apple, Netscape, Symantec, and Borland. This book reveals a variety of different approaches for creating innovative, happy development teams. It covers handling conflict, managing wildly differing personality types, infusing innovation into insane product schedules, and figuring out how to build lasting and useful engineering culture. The essays are biting, hilarious, and always informative.

[Understanding the Agile Manifesto](#) - Larry Apke  
2015-08-10

Agile is one of the most popular software development methodologies used by organizations all over the world. It is characterized by adaptability, flexibility and self-organization, but what does it mean to truly "be" Agile instead of just "doing" Agile? This book offers in-depth commentary and explanations on the Agile methodology's foundation, the Agile Manifesto. Larry Apke, a seasoned Agile coach, uses his own experiences to provide a clear, understandable path to implementing and succeeding with Agile for organizations and individuals.

[Embedded Systems: World Class Designs](#) - Jack Ganssle 2008

Famed author Jack Ganssle has selected the very best embedded systems design material from the Newnes portfolio. The result is a book covering the gamut of embedded design, from hardware to software to integrated embedded systems, with a strong pragmatic emphasis.