Peopleware Productive Projects And Teams 3rd Edition

This book constitutes the thoroughly refereed post-proceedings of the Third Conference on Professional Knowledge Management - Experiences and Visions, WM 2005, held in Kaiserslautern, Germany in April 2005. The 82 revised papers presented were carefully reviewed and selected from the best contributions to the 15 workshops of the conference. Coverage includes intelligent office appliances, learning software organizations, learner-oriented knowledge management and KM-oriented e-learning.
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This is the digital version of the printed book (Copyright © 1996). Written in a remarkably clear style, Creating a Software Engineering Culture presents a comprehensive approach to improving the quality and effectiveness of the software development process. In twenty chapters spread over six parts, Wiegers promotes the tactical changes required to support process improvement and high-quality software development. Throughout the text, Wiegers identifies scores of culture builders and culture killers, and he offers a wealth of references to resources for the software engineer, including seminars, conferences, publications, videos, and on-line information. With case studies on process

improvement and software metrics programs and an entire part on action planning (called "What to Do on Monday"), this practical book guides the reader in applying the concepts to real life. Topics include software culture concepts, team behaviors, the five dimensions of a software project, recognizing achievements, optimizing customer involvement, the project champion model, tools for sharing the vision, requirements traceability matrices, the capability maturity model, action planning, testing, inspections, metrics-based project estimation, the cost of quality, and much more! Principles from Part 1 Never let your boss or your customer talk you into doing a bad job. People need to feel the work they do is appreciated. Ongoing education is every team member's responsibility. Customer involvement is the most critical factor in software quality. Your greatest challenge is sharing the vision of the final product with the customer. Continual improvement of your software development process is both possible and essential. Written software development procedures can help build a shared culture of best practices. Quality is the top priority; long-term productivity is a natural consequence of high quality. Strive to have a peer, rather than a customer, find a defect. A key to software quality is to iterate many times on all development steps except coding: Do this once. Managing bug reports and change requests is essential to controlling quality and maintenance. If you

measure what you do, you can learn to do it better. You can't change everything at once. Identify those changes that will yield the greatest benefits, and begin to implement them next Monday. Do what makes sense; don't resort to dogma. To achieve consistent software project success under the pressures of today's software development environment, software organizations require achievable plans including viable estimates of schedule, resources, and risks. To estimate realistically, you must understand how to apply sound estimation processes, tools, and data. Software Sizing

This book attempts to reflect the project reality as closely as possible, covering the ISO 21500:2012 standard that has just been introduced and the benefits from the best contributions worldwide and also providing the concise yet powerful tool box. It shall be easy to use and intuitively supportive of project managers. So far, evidence indicates that these targets are successfully met.? One of its key recognitions, and in consequence a distinctive feature of this book, is the impact that the project manager's personality has on the fate of the project. The project manager's successful self-management in work & life and in leadership processes should be considered as important in any endeavor as all other project management processes, covered by the new standards and guidelines. Methods of IT Project Management (Third Edition) is built around the latest

version of the Project Management Body of Knowledge (PMBOK) and covers best practices unique to the IT field. It is designed for use in graduate, advanced undergraduate, and professional IT project management courses to prepare students for success in the IT field, and to prepare them to pass the Project Management Professional (PMP) certification exam given by the Project Management Institute (PMI), the world's leading certification in the field of project management. Unlike other project management texts, Methods of IT Project Management follows the IT project life cycle, from overview and initiation to execution, control, and closing. An enterprise-scale IT project (macro-case study) runs through the entire text. Each section presents mini-cases based on the larger case and focuses on new concepts presented in each section. Readers gain practical knowledge of IT project management workflows, at scale, while building technical knowledge and skills required to pass the PMP. Mini-case studies encourage deep retention, prompt rich in-class discussion, and challenge more advanced students and professionals alike. Unique skills covered can be put directly into practice. An appendix presents practice study questions and advice on preparing for and passing the PMP exam. The revised third edition includes expanded coverage of agile system development methodologies, leadership and negotiation skills, and process maturity models.

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 uninterruptiblePeopleware, 2nd ed. shows you how to cultivate teams that are healthy and productive. The answers aren't easy -- just incredibly successful. Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key

elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at http://booksite.elsevier.com/9780123821966/ for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website ????????:?????????????,?????????????????,????????????,?????????????????????.

Introduces, in simple text and photographs, the characteristics of some of the

animals and plants that can be found in the forest. Includes a chipmunk, box turtle, fern, bull moose, moth, ermine, and white birch.
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Project management is the application of processes, methods, knowledge, skills and experience to achieve the project objectives. A project is a unique, transient endeavour, undertaken to achieve planned objectives, which could be defined in terms of outputs, outcomes or benefits. A project is usually deemed to be a success if it achieves the objectives according to their acceptance criteria, within an agreed timescale and budget. The core components of project management are: defining the reason why a project is necessary; capturing project requirements, specifying quality of the deliverables, estimating resources and timescales; preparing a business case to justify the investment; securing corporate agreement and funding; developing and implementing a management plan for the project; leading and motivating the project delivery team; managing the risks, issues and changes on the project; monitoring progress against plan; managing the project budget; maintaining communications with stakeholders and the project organisation; provider management; closing the project in a controlled

fashion when appropriate.

Simplified Chinese edition of Rework. Seth Godin, author of the international bestselling marketing Purple Cow that changed the way marketing is performed, says: "Stop reading the review. Buy the book." This small book is filled with common sense - yes, you know them, but the book tells you how to put them into practice. In Simplified Chinese. Distributed by Tsai Fong Books, Inc. ???????????"????"???????????????????:?????????????????????,??????????????:???

Traditional Chinese edition of Drive: The Surprising Truth About What Motivates Us by Daniel Pink. Challenges the fact that humans are motivated by hope of gain and loss of fear, citing examples that intrinsic motivation comes from the opportunity to grow, to have some autonomy over the work that we do, and to take part in something bigger than oneself.

Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE. It's for everyone with a stake in the outcome of a development project--and especially for those without formal software project management training. That includes top managers, executives, clients, investors, end-user representatives, project managers, and technical leads. Here you'll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT. Steve McConnell draws on solid research and a career's worth of

hard-won experience to map the surest path to your goal--what he calls "one specific approach to software development that works pretty well most of the time for most projects." Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process, including planning, design, management, quality assurance, testing, and archiving. For newcomers and seasoned project managers alike, SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success. So don't worry about wandering among complex sets of project management techniques that require years to sort out and master. SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed. And that makes it a required addition to every professional's bookshelf.

What's it like to work on a great software development team facing an impossible problem? How do you build an effective team? Can a group of people who don't get along still build good software? How does a team leader keep everyone on track when the stakes are high and the schedule is tight? Beautiful Teams takes you behind the scenes with some of the most interesting teams in software engineering history. You'll learn from veteran team leaders' successes and failures, told through a series of engaging personal stories -- and interviews -- by leading programmers, architects, project managers, and thought leaders. This book includes contributions from: Tim

O'Reilly Scott Berkun Mark Healey Bill DiPierre Andy Lester Keoki Andrus Tom Tarka Auke Jilderda Grady Booch Jennifer Greene Mike Cohn Cory Doctorow Neil Siegel Trevor Field James Grenning Steve McConnell Barry Boehm and Maria H. Penedo Peter Gluck Karl E. Wiegers Alex Martelli Karl Fogel Michael Collins Karl Rehmer Andrew Stellman Ned Robinson Scott Ambler Johanna Rothman Mark Denovich and Eric Renkey Patricia Ensworth Andy Oram Tony Visconti Beautiful Teams is edited by Andrew Stellman and Jennifer Greene, veteran software engineers and project managers who have been writing bestselling books for O'Reilly since 2005, including Applied Software Project Management, Head First PMP, and Head First C#.
In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Peopleware: Productive Projects and Teams." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.
Although project team members play crucial roles in projects, they often do not possess the required mastery of project management methodologies. As a result, dialog between project managers and team members is not as effective as it can be and can quickly become a source of stress and tension.Empowering Project Teams: Using

Project Followership to
The all-inclusive guide to exceptional project management that is trusted by hundreds of thousands of readers—now updated and revised The Fast Forward MBA in Project Management: The Comprehensive, Easy to Read Handbook for Beginners and Pros, 6th Edition is a comprehensive guide to real-world project management methods, tools, and techniques. Practical, easy-to-use, and deeply thorough, this book gives you the answers you need now. You'll find cutting-edge ideas and hard-won wisdom of one of the field's leading experts, delivered in short, lively segments that address common management issues. Brief descriptions of important concepts, tips on real-world applications, and compact case studies illustrate the most sought-after skills and pitfalls you should watch out for. This sixth edition now includes: A brand-new chapter on project quality A new chapter on managing media, entertainment, and creative projects A new chapter on the project manager's #1 priority: leadership A new chapter with the most current practices in Change Management Current PMP certification study tips Readers of The Fast Forward MBA in Project Management also receive access to new video resources available at the author's website. The book teaches readers how to manage and deliver projects on-time and on-budget by applying the practical strategies and concrete solutions found within. Whether the challenge is finding the right project sponsor, clarifying project objectives, or setting realistic schedules and budget projections, The Fast Forward MBA in Project Management shows you what you need

to know, the best way to do it, and what to watch out for along the way. PeoplewareProductive Projects and TeamsAddison-Wesley ??????????????????? "???"???????????

This unique volume explores cutting-edge management approaches to developing complex software that is efficient, scalable, sustainable, and suitable for distributed environments. Practical insights are offered by an international selection of pre-eminent authorities, including case studies, best practices, and balanced corporate analyses. Emphasis is placed on the use of the latest software technologies and frameworks for life-cycle methods, including the design, implementation and testing stages of software development. Topics and features: · Reviews approaches for reusability, cost and time estimation, and for functional size measurement of distributed software applications · Discusses the core characteristics of a large-scale defense system, and the design of software project management (SPM) as a service · Introduces the 3PR framework, research on crowdsourcing software development, and an innovative approach to modeling large-scale multi-agent software systems · Examines a system architecture for ambient assisted living, and an approach to cloud migration and management assessment · Describes a software error proneness mechanism, a novel Scrum process for use in the defense domain, and an ontology annotation for SPM in distributed environments · Investigates the benefits of agile project management for higher education institutions, and SPM that combines software and data engineering

This important text/reference is essential reading for project managers and software engineers involved in developing software for distributed computing environments. Students and researchers interested in SPM technologies and frameworks will also find the work to be an invaluable resource. Prof. Zaigham Mahmood is a Senior Technology Consultant at Debesis Education UK and an Associate Lecturer (Research) at the University of Derby, UK. He also holds positions as Foreign Professor at NUST and IIU in Islamabad, Pakistan, and Professor Extraordinaire at the North West University Potchefstroom, South Africa.

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Discover exciting behind-the-scenes opportunities and challenges in technology today with Schwalbe's unique INFORMATION TECHNOLOGY PROJECT MANAGEMENT, REVISED 7E. This one-of-a-kind book demonstrates the principles distinctive to managing information technology (IT) projects that extend well beyond standard project management requirements. No book offers more up-to-the minute insights and software tools for IT project management success, including updates that reflect the latest PMBOK Guide, 5th edition, the global standard for managing projects and earning certification. The book weaves today's theory with successful practices for an understandable, integrated presentation that focuses on the concepts, tools, and techniques that are most effective today. INFORMATION TECHNOLOGY PROJECT MANAGEMENT is the only book to apply all ten project management knowledge areas

to IT projects. You master skills in project integration, scope, time, cost, quality, human resource, communications, risk, procurement, and stakeholder management as well as all five process groups--initiating, planning, executing, monitoring and controlling, and closing. Intriguing examples from familiar companies featured in today's news, a new Agile case, opportunities with MindView software, and a new chapter on project stakeholder management further ensure you are equipped to manage information technology projects with success. The REVISED Seventh Edition has updated Appendix A for Microsoft Project 2013. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
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This is the digital version of the printed book (Copyright © 2010). All software projects face the challenges of diverse distances -- temporal, geographical, cultural, lingual, political, historical, and more. Many forms of distance even affect developers in the same room. The goal of this book is to reconcile two mainstays of modern agility: the close collaboration agility relies on, and project teams distributed across different cities, countries, and continents. In Agile Software Development with Distributed Teams, Jutta Eckstein asserts that, in fact, agile methods and the constant communication they require are uniquely capable of solving the challenges of distributed projects. Agility is

responsiveness to change -- in other words, agile practitioners maintain flexibility to accommodate changing circumstances and results. Iterative development serves the learning curve that global project teams must scale. This book is not about how to outsource and forget your problems. Rather, Eckstein details how to carefully select development partners and integrate efforts and processes to form a better product than any single contributor could deliver on his or her own. The author de-emphasizes templates and charts and favors topical discussion and exploration. Practitioners share experiences in their own words in short stories throughout the book. Eckstein trains readers to be change agents, to creatively apply the concepts in this book to form a customized distributed project plan for success. Topics include: Understanding Distributed Development The Productivity Myth Ensuring Conceptual Integrity Trust and Mutual Respect Iterations and Releases Using Features to Steer the Development Effort Team Velocity Virtual Retrospectives Dispersed Synchronization Introducing Agility to Global Projects and much more

This is the digital version of the printed book (Copyright © 2005). If you develop software without understanding the requirements, you're wasting your time. On the other hand, if a project spends too much time trying to understand the requirements, it will end up late and/or over-budget. And products that are created by such projects can be just as unsuccessful as those that fail to meet the basic requirements. Instead, every company must make a reasonable trade-off between what's required and what time

and resources are available. Finding the right balance for your project may depend on many factors, including the corporate culture, the time-to-market pressure, and the criticality of the application. That is why requirements management—gathering requirements, identifying the "right" ones to satisfy, and documenting them—is essential. Just Enough Requirements Management shows you how to discover, prune, and document requirements when you are subjected to tight schedule constraints. You'll apply just enough process to minimize risks while still achieving desired outcomes. You'll determine how many requirements are just enough to satisfy your customers while still meeting your goals for schedule, budget, and resources. If your project has insufficient resources to satisfy all the requirements of your customers, you must read Just Enough Requirements Management.

"With the overarching goal of preparing the analysts of tomorrow, Systems Analysis and Design offers students a rigorous hands-on introduction to the field with a project-based approach that mirrors the real-world workflow. Core concepts are presented through running cases and examples, bolstered by in-depth explanations and special features that highlight critical points while emphasizing the process of "doing" alongside "learning." As students apply their own work to real-world cases, they develop the essential skills and knowledge base a professional analyst needs while developing an instinct for approach, tools, and methods. Accessible, engaging, and geared toward active learning, this book conveys both essential knowledge and the experience of

developing and analyzing systems; with this strong foundation in SAD concepts and applications, students are equipped with a robust and relevant skill set that maps directly to real-world systems analysis projects." -- Provided by publisher.

Agile teams have been struggling with the concept of continuous improvement since the first Agile frameworks were developed, and still very little has been written about the practice of continuous improvement in Agile environments. Although team retrospectives have been prescribed and some practices have been introduced in order to implement and facilitate them, the truth is that most Agile teams are conducting dull retrospectives that end with a list of things that have been done wrong, just to repeat the same list two weeks later at the next meeting. Instead of listing hundreds of Japanese-labeled tools, this book gives you practical insights into how to spot improvement opportunities, how to plan for improvement and how to engage everyone in your company in the Kaizen process. In addition, it will also provide you with 27 proven practices and 12 bonus activities to introduce into your retrospectives in order to keep them fresh, creative and exciting, so you can promise a team that, in a year's time, no two retrospectives will be alike. This book helps you as a manager, team leader, change agent or consultant in any type of organization to unleash the real power of Kaizen cultures – no matter what kind of organization, market, product, technology, vision, goal or size. It provides you with the background, tools and practical hints on how to engage your organization in a process of continuous quest for new and better ways of performing.

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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.

Few books in computing have had as profound an influence on software management as Peopleware . The unique insight of this longtime best seller is that the major issues of software development are human, not technical. They're not easy issues; but solve them, and you'll maximize your chances of success. "Peopleware has long been one of my two favorite books on software engineering. Its underlying strength is its base of immense real experience, much of it quantified. Many, many varied projects have been reflected on and distilled; but what we are given is not just lifeless distillate, but vivid examples from which we share the authors' inductions. Their premise is right: most software project problems are sociological, not technological. The insights on team jelling and work environment have changed my thinking and teaching. The third edition adds strength to strength." — Frederick P. Brooks, Jr., Kenan

Professor of Computer Science, University of North Carolina at Chapel Hill, Author of The Mythical Man-Month and The Design of Design "Peopleware is the one book that everyone who runs a software team needs to read and reread once a year. In the quarter century since the first edition appeared, it has become more important, not less, to think about the social and human issues in software develop¿ment. This is the only way we're going to make more humane, productive workplaces. Buy it, read it, and keep a stock on hand in the office supply closet." —Joel Spolsky, Co-founder, Stack Overflow "When a book about a field as volatile as software design and use extends to a third edition, you can be sure that the authors write of deep principle, of the fundamental causes for what we readers experience, and not of the surface that everyone recognizes. And to bring people, actual human beings, into the mix! How excellent. How rare. The authors have made this third edition, with its additions, entirely terrific." —Lee Devin and Rob Austin, Co-authors of The Soul of Design and Artful Making For this third edition, the authors have added six new chapters and updated the text throughout, bringing it in line with today's development environments and challenges. For example, the book now discusses pathologies of leadership that hadn't previously been judged to be pathological; an evolving culture of meetings; hybrid teams made up of people from seemingly incompatible generations; and a growing awareness that some of our most common tools are more like anchors than propellers. Anyone who needs to manage a software project or software organization will find invaluable advice throughout the book.
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