

Peopleware Productive Projects Teams 3rd

The Software Developer's Life Manual
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 Startup Engineering Management, 2nd Edition
 The Manager's Path
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 Driving Technical Change
 Demystifying the Black Art

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AVERY PORTER

The Software Developer's Life Manual Apress

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
[The Design of Design](#) "O'Reilly Media, Inc."
 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.

Implementation Patterns Pearson Education

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.

Slack PeoplewareProductive Projects and Teams

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. *Project Management*) Crown Business

PeoplewareProductive Projects and TeamsPearson Education

Startup Engineering Management, 2nd Edition Addison-Wesley

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 Manager's Path](#) Dorset House

The Principles of Project Management lays out clear steps that anyone can follow to get projects done right, and delivered on time. This full color book covers: Why Project Management is important The 6 fundamental truths of project management Getting started: Discovering, Initiating, Planning and Resourcing a project Getting the Job Done: Executing and controlling Keeping it Smooth: Communication, collaboration and managing change Following through: Ongoing support and maintenance, measuring operational success Resources: Review of various tools, recommended reading, professional resources for project management Short, and to the point, this book aims to do to provide a solid foundation for anyone who finds themselves responsible for executing projects. From the Back Cover Every project you manage will be unique. Scope, budgets, team dynamics, and timeframes will differ. As a project manager, the most important factor in achieving project success will be your understanding of The Principles Of Project Management. This book will show you that project management isn't rocket science: using the information contained in this book, you'll deliver projects on time and on budget, again and again. With The Principles Of Project Management you'll: Learn how to start every project on the right foot. Master the planning, execution, and control of your projects. Discover the secrets of effective communication and change management. Identify project warning signals and learn to keep your projects on track. Understand the benefits of using the right tools, resources, and people. Learn how to give a superstar project handover. And much, much more *your journey to mastery, 20th Anniversary Edition* Apress

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

Productive Projects an Teams Pearson Education

This is the digital version of the printed book (Copyright © 1996). Based on an award-winning doctoral thesis at Carnegie Mellon University, *Measuring and Managing Performance in Organizations* presents a captivating analysis of the perils of performance measurement systems. In the book's foreword, Peopleware authors Tom DeMarco and Timothy Lister rave, "We believe this is a book that needs to be on the desk of just about anyone who manages anything." Because people often react with unanticipated sophistication when they are being measured, measurement-based management systems can become dysfunctional, interfering with achievement of intended results. Fortunately, as the author shows, measurement dysfunction follows a pattern that can be identified and avoided. The author's findings are bolstered by interviews with eight recognized experts in the use of measurement to manage computer software development: David N. Card, of Software Productivity Solutions; Tom DeMarco, of the Atlantic Systems Guild; Capers Jones, of Software Productivity Research; John Musa, of AT&T Bell Laboratories; Daniel J. Paulish, of Siemens Corporate Research; Lawrence H. Putnam, of Quantitative Software Management; E. O. Tilford, Sr., of Fissure; plus the anonymous Expert X. A practical model for analyzing measurement projects solidifies the text—don't start without it!

Five Core Metrics Addison-Wesley

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.

Dreaming in Code Stanford University Press

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.

SitePoint

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

Death March "O'Reilly Media, Inc."

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 development. 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.

Biting and Humorous Tales of a Software Engineering Manager Addison-Wesley Professional

Fourteen Observations of Good Scrum Practice is based on my years of practical experience applying Scrum in a variety of domains for a number of different teams - from small start-ups to companies that create products regulated by the FDA. The observations contained in this guide are

a collection of the common patterns discovered through trial-and-error that made each of these teams and organizations successful with Scrum.

Waltzing with Bears Microsoft Press

A "good" programmer can outproduce five, ten, and sometimes more run-of-the-mill programmers. The secret to success for any software company then is to hire the good programmers. But how to do that? In *Joel on Hiring*, Joel Spolsky draws from his experience both at Microsoft and running his own successful software company based in New York City. He writes humorously, but seriously about his methods for sorting resumes, for finding great candidates, and for interviewing, in person and by phone. Joel's methods are not complex, but they do get to the heart of the matter: how to recognize a great developer when you see one.

Peopleware Down East Books

If you're currently an engineer and have been offered a management job at a startup, this book is for you! If you're an engineer wondering what your manager is supposed to do for you, this book is for you as well! Drawing from the author's experience as an engineer and manager, this book explains: When to consider doing management work. How to put together a team. What to consider when interacting with engineers. How to hire top engineers for your startup. How to pick engineering leaders. How to define processes and a process cookbook. When you don't need a process. How to report to your managers. How compensation systems and promotion systems work, and when they fail. Foreword by Harper Reed. This kind of books are nowhere to be found...as an engineer probing in the dark for "what's next" I have looked very hard for career guidance for the past few years, and yours are the only books to give enlightenment. --- Cindy Zhou Whether experienced or aspiring, this book will be a great manual to help understand and be successful at this mysterious craft. --- Harper Reed, from the Foreword.

Joel Spolsky's Concise Guide to Finding the Best Technical Talent Pearson Education

Provides a variety of ideas, techniques, and strategies for effective software development.

Fourteen Observations of Good Scrum Practice Addison-Wesley

Project managers, technical leads, and Windows programmers throughout the industry share an important concern--how to get their development schedules under control. *Rapid Development* addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational--and the content is impressive.

A Roadmap for Software Leaders Pearson Education

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.

[The Intelligence Behind Successful Software Management](#) Pearson Education

This is the digital version of the printed book (Copyright © 2003). To succeed in the software industry, managers need to cultivate a reliable development process. By measuring what teams have achieved on previous projects, managers can more accurately set goals, make bids, and ensure the successful completion of new projects. Acclaimed long-time collaborators Lawrence H.

Putnam and Ware Myers present simple but powerful measurement techniques to help software managers allocate limited resources and track project progress. Drawing new findings from an

extensive database of software project metrics, the authors demonstrate how readers can control projects with just Five Core Metrics -Time, Effort, Size, Reliability, and Process Productivity. With

these metrics, managers can adjust ongoing projects to changing conditions-surprises that would otherwise cause project failure.

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