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Adventures of an It Leader  
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Object-oriented Design  
Software Project Survival Guide  
The McGraw-Hill 36-Hour Course: Operations Management  
The Psychology of Computer Programming  
Software Testing and Quality Assurance  
Implementation Patterns  
Code Complete  
Preventing Burnout and Building Engagement, Workbook  
Amplifying Your Effectiveness  
Evil Media  
Death March  
The Handbook of Project-based Management  
Modern Structured Analysis  
Death March  
Object-Oriented and Classical Software Engineering  
Radical Project Management  
Software Process Dynamics  
Beginning Database Design  
Software Estimation  
Software Creativity 2.0  
Management 3.0  
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The Pragmatic Programmer  
Decline & Fall of the American Programmer  
The Mythical Man-month  
Agile Software Development Quality Assurance  
Beyond Software Architecture  
Catastrophe Disentanglement  
Agile Project Management with Scrum  
Byte Wars  
Time Bomb 2000

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## HOLDEN HAYNES

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### Adventures of an It Leader Jossey-Bass

Describes possible problems that could be caused by the year 2000 computer date conversion, and lists precautions in the areas of food and water, shelter, heat, communications, transportation, and finances

### **Integrated Cost-Schedule Risk Analysis** Addison-Wesley Professional

Beginning Database Design, Second Edition provides short, easy-to-read explanations of how to get database design right the first time. This book offers numerous examples to help you avoid the many pitfalls that entrap new and not-so-new database designers. Through the help of use cases and class diagrams modeled in the UML, you'll learn to discover and represent the details and scope of any design problem you choose to attack. Database design is not an exact science. Many are surprised to find that problems with their databases are caused by poor design rather than by difficulties in using the database management software.

Beginning Database Design, Second Edition helps you ask and answer important questions about your data so you can understand the problem you are trying to solve and create a pragmatic design capturing the essentials while leaving the door open for refinements and extension at a later stage. Solid database design principles and examples help demonstrate the consequences of simplifications and pragmatic decisions. The rationale is to try to keep a design simple, but allow room for development as situations change or resources permit. Provides solid design principles by which to avoid pitfalls and support changing needs Includes numerous examples of good and bad design decisions and their consequences Shows a modern method for documenting design using the Unified Modeling Language

### *Software Runaways* Pearson Education

This text aims to help all members of the development team make the correct nuts-and-bolts architecture decisions that ensure project success.

### *Adrenaline Junkies and Template Zombies* Prentice Hall

Discover How to Dramatically Improve the Processes of Project-Based Management in Any Organization! One of the most influential books ever written on the development of project management, *The Handbook of Project-Based Management* has been completely revised for a new generation of students and practitioners. The Third Edition now features a major change in focus from delivering corporate objectives to achieving strategic change, including embedding corporate change after a project is completed. Filled with over 150 illustrations, *The Third Edition of The Handbook of Project-Based Management* contains: A rigorous guide to project management practice for the twenty-first century Complete tools for managing project performance and process New to this edition: new focus on achieving strategic change; new information on the project life cycle; new applications to different industries; new material on strategic design, stakeholders, and organizational capability; shift in emphasis from administrative procedures to governance Inside this Cutting-Edge Guide to Twenty-First Century Project Management • The Context of Projects: • Projects for Delivering Beneficial Change • Project Success and Strategy • The People Involved • Managing Performance: • Scope • Project Organization • Quality • Cost • Time • Risk • Managing the Process: • Project Process • Project Start-Up • Project Execution and Control • Project Close-Out • Governance of Project-Based Management: • Project Governance • Program and Portfolio Management • Developing Organizational Capability • Governance of the Project-Based Organization • International Projects

### **Object-oriented Design** Addison-Wesley Professional

This practical handbook on software project success and survival explains how to confront five important issues involved in all software projects--people, politics, process, project management, and tools.

### **Software Project Survival Guide** Prentice Hall

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.

### *The McGraw-Hill 36-Hour Course: Operations Management*

#### Prentice Hall Professional

Radical Project Management introduces eXtreme Project Management (xpm), the first radically new approach to project management in decades! Traditional project management is inward looking, static, and doesn't respond to rapid, constant change. xpm looks outward to stakeholders, management, and clients, and thoroughly involves them in an agile process that assumes everything will change. Rob Thomsett presents xpm from start to finish and introduces every tool and technique you need to make it work in your organization.

### **The Psychology of Computer Programming** developer.\* Books

Examines the new generation of American computer programmers and explores their prospects and the future of the field

Software Testing and Quality Assurance IGI Global

This book is designed for professionals and students in software engineering or information technology who are interested in understanding the dynamics of software development in order to assess and optimize their own process strategies. It explains how simulation of interrelated technical and social factors can provide a means for organizations to vastly improve their processes. It is structured for readers to approach the subject from different perspectives, and includes descriptive summaries of the best research and applications.

Implementation Patterns McGraw-Hill Science, Engineering & Mathematics

Glass explores a critical, yet strangely neglected, question: What is the role of creativity in software engineering and computer programming? With his trademark easy-to-read style and practical approach, backed by research and personal experience, Glass takes on a wide range of related angles and implications. (Computer Books)

**Code Complete** McGraw Hill Professional

"This is probably the single most valuable resource for the entrepreneurs aspiring to build successful companies"—Ron Conway, Special Adviser, SV Angel, and investor in Facebook, Google, Twitter, Foursquare, PayPal, Zappos "I highly recommend *Venture Capitalists at Work*. This book captures the personalities and approaches of a number of leading VC practitioners and displays the heart and soul of the venture capital process, by offering an exclusive window into the voice of the practitioners."—Gus Tai, Trinity Ventures "*Venture Capitalists at Work* is a foundational pillar in an entrepreneur's understanding and resources. This is a first in terms of the level of detail, quality of discussion, and value to the entrepreneur."—George Zachary, Charles River Ventures and Investor in Twitter *Venture Capitalists at Work: How VCs Identify and Build Billion-Dollar Successes* offers unparalleled insights into the funding and management of companies like YouTube, Zappos, Twitter, Starent, Facebook, and Groupon. The venture capitalists profiled—among the best in the business—also reveal how they identify promising markets, products, and entrepreneurs. Author Tarang Shah, a venture

capital professional himself, interviews rising VC stars, Internet and software investment pioneers, and venture investment thought leaders. You'll learn firsthand what criteria venture capitalists use to make investments, how they structure deals, the many ways they help the companies they fund, avoidable mistakes they see all too often, the role of luck in a success, and why so many startups fail. *Venture Capitalists at Work* also contains interviews with those on the receiving end of venture money—entrepreneurs in high-profile startups that went on to achieve great success. Whether you're an entrepreneur, an aspiring VC, an M&A professional, or an ambitious student, the knowledge you will gain from *Venture Capitalists at Work* could provide a significant shortcut to success. Other books in the Apress At Work Series: *Coders at Work*, Seibel, 978-1-4302-1948-4 *CIOs at Work*, Yourdon, 978-1-4302-3554-5 *CTOs at Work*, Donaldson, Seigel, & Donaldson, 978-1-4302-3593-4 *Founders at Work*, Livingston, 978-1-4302-1078-8 *European Founders at Work*, Santos, 978-1-4302-3906-2 *Women Leaders at Work*, Ghaffari, 978-1-4302-3729-7 *Advertisers at Work*, Tuten, 978-1-4302-3828-7 *Gamers at Work*, Ramsay. 978-1-4302-3351-0 *Preventing Burnout and Building Engagement, Workbook* Microsoft Press

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"-- Provided by publisher.

Amplifying Your Effectiveness Prentice Hall Professional

Take a crash course in boosting operational efficiency! Whether a business manufactures trucks, delivers packages, or sells coffee, it lives and breathes on its operations. Without exception. Ensuring smooth, efficient processes is a challenging task--but the rewards are immense. The McGraw-Hill 36-Hour Course: *Operations Management* puts you on the fast track to bolstering and managing the effectiveness of your organization's operations. Complete with exercises, self-tests, and an online final exam, this virtual immersion course in operations management teaches you how to: Evaluate and measure existing systems' performance Use

quality management tools like Six Sigma and Lean Production Design new, improved processes Define, plan, and control costs of projects Take this in-depth course on operations management and put your vision into action. This is the only book on the syllabus. Class begins now!

Evil Media Addison-Wesley

Discover or Revisit One of the Most Popular Books in Computing This landmark 1971 classic is reprinted with a new preface, chapter-by-chapter commentary, and straight-from-the-heart observations on topics that affect the professional life of programmers. Long regarded as one of the first books to pioneer a people-oriented approach to computing, *The Psychology of Computer Programming* endures as a penetrating analysis of the intelligence, skill, teamwork, and problem-solving power of the computer programmer. Finding the chapters strikingly relevant to today's issues in programming, Gerald M. Weinberg adds new insights and highlights the similarities and differences between now and then. Using a conversational style that invites the reader to join him, Weinberg reunites with some of his most insightful writings on the human side of software engineering. Topics include egoless programming, intelligence, psychological measurement, personality factors, motivation, training, social problems on large projects, problem-solving ability, programming language design, team formation, the programming environment, and much more. Dorset House Publishing is proud to make this important text available to new generations of programmers--and to encourage readers of the first edition to return to its valuable lessons.

Death March CRC Press

"There are many books available on software risks and software failures. There are very few books that provide step-by-step information on getting troubled software projects back on track. This book provides detailed guidelines for software project recovery. Some of the steps the author recommends may be unpleasant, but all are important." —Capers Jones, chief scientist emeritus at Software Productivity Research LLC "This is a well-conceived, well-written, interesting book about an important topic. The author is right in saying that no one else has covered this particular facet of project failure." —Robert L. Glass, publisher of the *Software Practitioner A 10-STEP PROCESS TO IDENTIFY SEVERELY TROUBLED PROJECTS AND AVOID COSTLY FAILURE* It's

a software development nightmare: a project that's rapidly spiraling out of control...or already a disaster. Conventional project management techniques won't save these projects: there are no standard rescue processes to follow. You need something radically different: *Catastrophe Disentanglement*. Drawing on in-depth data from hundreds of development organizations, E.M. Bennatan presents a proven, 10-step program for rescuing any project that's worth saving. You'll find specific guidance for addressing massive budget overruns, schedule slippage, poor quality—or all three at once. Using practical examples drawn from decades of hands-on experience as a software development leader and consultant, Bennatan shows how to Evaluate where your project really stands Align your project's developers, managers, and customers Define the minimum acceptable project goals that are achievable Replan your project to successfully deliver the new minimum goals Identify risks in your revised project and create effective contingency plans Install an "early warning system" to keep your rescued project from slipping back toward catastrophe *Catastrophe Disentanglement* is an effective, comprehensive approach to software project rescue. Whenever projects are in trouble—whether you are a senior manager, project manager, team member, or software customer—this book could save your career. Preface xi Chapter 1 An Introduction to Catastrophe Disentanglement 1 Chapter 2 When Is a Project a Catastrophe? 15 Chapter 3 Step 1–Stop 43 Chapter 4 Step 2–Assign an Evaluator 57 Chapter 5 Step 3–Evaluate the Project 73 Chapter 6 Step 4–Evaluate the Team 95 Chapter 7 Step 5–Define Minimum Goals 113 Chapter 8 Step 6–Can Minimum Goals Be Achieved? 133 Chapter 9 Step 7–Rebuild the Team 147 Chapter 10 Step 8–Risk Analysis 169 Chapter 11 Step 9–Revise the Plan 189 Chapter 12 Step 10–Create an Early Warning System 209 Chapter 13 Epilogue: Putting the Final Pieces in Place 233 References 245 Glossary 255 About the Author 257 Index 259 © Copyright Pearson Education. All rights reserved.

*The Handbook of Project-based Management* Prentice Hall Ptr Examines sixteen software disasters, including the IRS modernization, and identifies six characteristics of projects likely to fail

*Modern Structured Analysis* John Wiley & Sons

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.

*Death March* Dorset House Publishing Company, Incorporated In many organizations, management is the biggest obstacle to successful Agile development. Unfortunately, reliable guidance on Agile management has been scarce indeed. Now, leading Agile manager Jurgen Appelo fills that gap, introducing a realistic approach to leading, managing, and growing your Agile team or organization. Writing for current managers and developers moving into management, Appelo shares insights that are grounded in modern complex systems theory, reflecting the intense complexity of modern software development. Appelo's Management 3.0 model recognizes that today's organizations are living, networked systems; and that management is primarily about people and relationships. Management 3.0 doesn't offer mere checklists or prescriptions to follow slavishly; rather, it deepens your understanding of how organizations and Agile teams work and gives you tools to solve your own problems. Drawing on his extensive experience as an Agile manager, the author identifies the most important practices of Agile management and helps you improve each of them. Coverage includes • Getting beyond "Management 1.0" control and

"Management 2.0" fads • Understanding how complexity affects your organization • Keeping your people active, creative, innovative, and motivated • Giving teams the care and authority they need to grow on their own • Defining boundaries so teams can succeed in alignment with business goals • Sowing the seeds for a culture of software craftsmanship • Crafting an organizational network that promotes success • Implementing continuous improvement that actually works Thoroughly pragmatic—and never trendy—Jurgen Appelo's Management 3.0 helps you bring greater agility to any software organization, team, or project.

### **Object-Oriented and Classical Software Engineering**

Microsoft Press

The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

*Radical Project Management* Prentice Hall

Argues that increasing international competition will result in unemployment for American programmers, outlines the causes, and suggests a solution in the exploitation of key software technologies