Ship It: A Practical Guide to Successful Software Projects

By Jared Richardson

Pragmatic Bookshelf. Paperback. Condition: New. 200 pages. Dimensions: 8.9in. x 7.5in. x 0.8in.Ship It! is a collection of tips that show the tools andtechniques a successful project team has to use, and how to use themwell. Youll get quick, easy-to-follow advice on modernpractices: which to use, and when they should be applied. This bookavoids current fashion trends and marketing hype; instead, readersfind page after page of solid advice, all tried and tested in thereal world. Aimed at beginning to intermediate programmers, Ship It! will show you: Which tools help, and which dontHow to keep a project movingApproaches to scheduling that workHow to build developers as well as productWhats normal on a project, and whats notHow to manage managers, end-users and sponsorsDanger signs and how to fix themFew of the ideas presented here are controversial or extreme; most experiencedprogrammers will agree that this stuff works. Yet 50 to 70 percent of allproject teams in the U. S. arent able to use even these simple, well-acceptedpractices effectively. This book will help you get started. Ship It! begins by introducing the common technicalinfrastructure that every project needs to get the job done. Readerscan choose from a variety of recommended technologies according totheir skills...

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