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Título: Sofware Craftsmanship.

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Sinopsis

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Software Craftsmanship is a call to arms for programmers: an impassioned manifesto that restores the developer to a central role in large-scale projects, and shows developers how to master the skills they need to succeed in that role. Software Craftsmanship transcends "software engineering," demonstrating that quality software can't simply be "manufactured": it must be built by craftspeople with pride in their work, and a personal commitment to excellence.KEY TOPICS:In Software Craftsmanship, Pete McBreen focuses on the craft of software development, explaining why current "software engineering" techniques often fail, and offering programmers a new path to excellence. Just as the modern carpenter benefits from better tools, materials, and understanding, the modern programmer can benefit from better computers, reusable components, and more robust languages -- but only if he or she is prepared to treat the software profession as a true "craft." McBreen explains what software "craftsmanship" means, how its affects users, and how it changes the developer's relationship with customers. He introduces the concepts of software apprentices and journeymen, shows what can (and can't) be learned from the software engineering movement, and presents specific steps you can take now to move towards craftsmanship in your work -- and your organization.MARKET:For all programmers, software engineers, application developers who want to gain greater personal satisfaction from their work, and for project managers who want to lead more successful projects while building great teams and retaining great developers.

Preface.

I. QUESTIONING SOFTWARE ENGINEERING.

1. Understanding Software Engineering.

The Paradox of Software Engineering.

The Modern Definition of Software Engineering.

Customers Have Long Term Relationships with Software Craftsmen.

Customer Interests Are Aligned with the Interests of Software Craftsmen.

9. Managing Craftsmen.

Software Craftsmen Are Not Hired Hands.

Good Developers Are More Valuable Than Their Managers.

Software Craftsmen Have a Different Relationship with Their Managers,

Managing Great Developers Is a Pleasure and a Privilege.

Software Craftsmen Like Creating Applications.

Managing Software Craftsmen Is Different.

Software Craftsmen Push for What They Need.

10. Becoming a Software Craftsman.

Software Craftsmanship Is a Rejection of Narrow Specialization.

Craftsmanship Requires Dedication.

How Does a Person Become a Software Craftsman?

The Craft Tradition Has Endured for Centuries.

11. Mastering the Craft.

What Does a Master Software Craftsman Look Like?

Use Your Old-timers.

Let Your Software Craftsman Pick the Rest of the Development Team.

Collaborative Development.

Avoid Bleeding-Edge Technology If At All Possible.

Paying for Experience.

Be Prepared to Be Amazed.

Design for Testing and Maintenance.

Think Applications, Not Projects.

Maintenance Teams Should Refuse to Accept Bad Applications.

18. Design for Maintenance.

Software Craftsmen Prefer Nonproprietary, Open Source Tools.

Great Software Is Global.

Software Craftsmen Need to Fight Back Against Planned Obsolescence.

Great Software Needs to Be Given a Great User Interface.

Maintainable Software Is Easy to Diagnose.

The Hazards of Outsourcing.

You Can Still Use Outside Craftsmen to Create Your Application.

Maintenance Is the Most Important Part of the Life of Any Application.

Not All Software Has to Be Maintainable.

Design for Testing and Maintenance Is Not Rocket Science.

Software Engineering -- Advanced [PTG: AW PROFESSIONAL] (Computer Science)
Object-Oriented Programming (Computer Science)