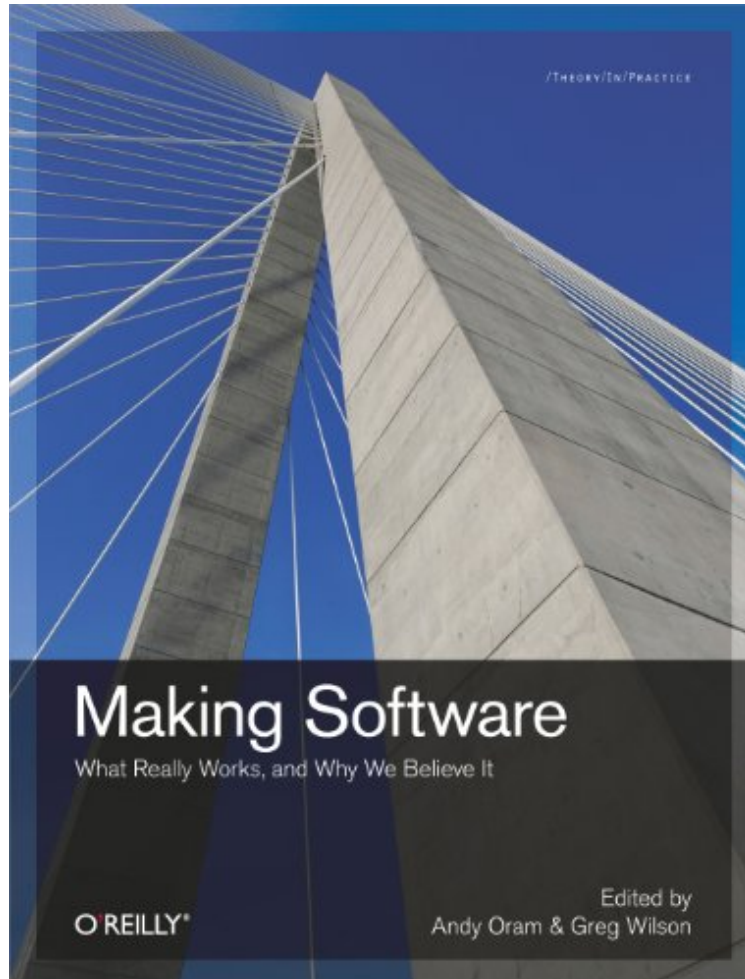


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# Making Software: What Really Works, and Why We Believe It

Von *Andy Oram, Greg Wilson*

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**Von Andy Oram, Greg Wilson : Making Software: What Really Works, and Why We Believe It** before purchasing it in order to gage whether or not it would be worth my time, and all praised Making Software: What Really Works, and Why We Believe It:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. A must read when you create software and are tired of guessingVon Jens SchauderIf you create Software there are a lot of things we are supposed to do: Write tests (first), work in pairs, use patterns and so on.But do these things really work? Do they make us faster or the resulting software better? Very few people seem to care. Most people just tell you to do it this way or that way.This book provides reliable answers. In each chapter a method, a common assumption gets challenged. Various studies get presented and the results discussed.After reading this book you will have lots of information about what actually works and possibly even more important: Under what conditions these results apply.I consider this a very valuable resource for directing your personal or organizational development efforts, no matter if

you are a developer, a team lead or a manager of a software development team. Each chapter is written by a different scientist, this has some important consequences: 1) From a scientific point of view the authors know what they are talking about. 2) Each chapter is written in a somewhat different style. In general the style is somewhat dry so it isn't exactly an easy reading. But it is far more digestible than the average scientific publication. If you are interested in more details about a given topic each chapter ends in a long list of references for further research.

**Kurzbeschreibung** Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda, Tom Ball, Victor R. Basili, Andrew Begel, Christian Bird, Barry Boehm, Marcelo Cataldo, Steven Clarke, Jason Cohen, Robert DeLine, Madeline Diep, Hakan Erdogmus, Michael Godfrey, Mark Guzdial, Jo E. Hannay, Ahmed E. Hassan, Israel Herraiz, Kim Sebastian Herzig, Cory Kapser, Barbara Kitchenham, Andrew Ko, Lucas Layman, Steve McConnell, Tim Menzies, Gail Murphy, Nachi Nagappan, Thomas J. Ostrand, Dewayne Perry, Marian Petre, Lutz Prechelt, Rahul Premraj, Forrest Shull, Beth Simon, Diomidis Spinellis, Neil Thomas, Walter Tichy, Burak Turhan, Elaine J. Weyuker, Michele A. Whitecraft, Laurie Williams, Wendy M. Williams, Andreas Zeller, Thomas Zimmermann