Ship it! A Practical Guide to Successful Software Projects

By Jared Richardson, William A. Gwaltney

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney

Ship It! is a collection of tips that show the tools andtechniques a successful project team has to use, and how to use themwell. You'll 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.
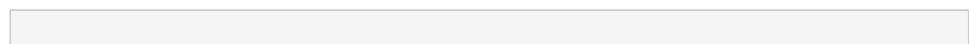
Aimed at beginning to intermediate programmers, *Ship It!* will show you:

- Which tools help, and which don't
- How to keep a project moving
- Approaches to scheduling that work
- How to build developers as well as product
- What's normal on a project, and what's not
- How to manage managers, end-users and sponsors
- Danger signs and how to fix them

Few 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. aren't 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 and budgets. The next sections outline the necessarysteps to get software out the door reliably, using well-accepted,easy-to-adopt, best-of-breed practices that really work.

Finally, and most importantly, *Ship It!* presents commonproblems that teams face, then offers real-world advice on how tosolve them.

Ship it! A Practical Guide to Successful Software Projects

By Jared Richardson, William A. Gwaltney

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney

Ship It! is a collection of tips that show the tools andtechniques a successful project team has to use, and how to use themwell. You'll 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 don't
- How to keep a project moving
- Approaches to scheduling that work
- How to build developers as well as product
- What's normal on a project, and what's not
- How to manage managers, end-users and sponsors
- Danger signs and how to fix them

Few 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. aren't 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 and budgets. The next sections outline the necessarysteps to get software out the door reliably, using well-accepted,easy-to-adopt, best-of-breed practices that really work.

Finally, and most importantly, *Ship It!* presents commonproblems that teams face, then offers real-world advice on how tosolve them.

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney Bibliography

- Sales Rank: #1001569 in Books
- Brand: imusti
- Published on: 2005-06-11
- Released on: 2005-05-01
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .83" w x 7.50" l, .93 pounds
- Binding: Paperback
- 200 pages

Download and Read Free Online Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney

Editorial Review

Review

*"It's rare to have this much fun reading a book about software. The ideas are smart, relevant, and fundamental. I can be a better programmer today because of the things I read **today**."*

—Joe, Fair Developer

"A great book! The authors have done a great job in presenting the subject in a neutral way and avoiding any methodology-oriented traps."

—Roberto Gianassi, IT Consultant

*"This is fantastic stuff. As I started reading, I almost fell out of my seat because the project I'm on right now is going through **exactly** the hurt you describe and would benefit greatly from material just like this."*

—Matthew Bass, Software Engineer

About the Author
Jared Richardson is a developer-turned-manager who thinks a good day is having everything delegated so that he can sneak away and actually write code. He specializes in using off-the-shelf technologies to solve tough problems, especially those involving the software development process. With more that 10 years of experience, Jared has been a consultant, developer, tester, and manager, including Director of Development at several companies. He currently manages a team of developers and testers at SAS Institute, and is responsible for a company-wide effort to use test automation to improve the quality of SAS products. Will Gwaltney is a software developer with over 20 year's experience. In that time he hasn't quite seen it all, but he's seen most of it (and a lot of it hasn't been pretty). He's worked at both large companies and start-ups in the fields of electronics CAD, networking, telecommunications, knowledge representation, and web-based planning and scheduling for the enterprise. Will currently works on test automation at SAS Inc., the largest privately-owned software company in the world.

Users Review

From reader reviews:

Linnie Martinez:

Have you spare time for a day? What do you do when you have a lot more or little spare time? Yeah, you can choose the suitable activity for spend your time. Any person spent their particular spare time to take a wander, shopping, or went to the particular Mall. How about open as well as read a book called Ship it! A Practical Guide to Successful Software Projects? Maybe it is to be best activity for you. You recognize beside you can spend your time with the favorite's book, you can better than before. Do you agree with it is opinion or you have some other opinion?

John Enriquez:

The book Ship it! A Practical Guide to Successful Software Projects make you feel enjoy for your spare time. You can use to make your capable much more increase. Book can to get your best friend when you getting pressure or having big problem with the subject. If you can make reading through a book Ship it! A Practical Guide to Successful Software Projects to get your habit, you can get a lot more advantages, like add your personal capable, increase your knowledge about several or all subjects. It is possible to know everything if you like open up and read a publication Ship it! A Practical Guide to Successful Software Projects. Kinds of book are a lot of. It means that, science guide or encyclopedia or other people. So , how do you think about this publication?

Lee Nelson:

Spent a free time to be fun activity to do! A lot of people spent their free time with their family, or all their friends. Usually they accomplishing activity like watching television, about to beach, or picnic inside park. They actually doing ditto every week. Do you feel it? Do you need to something different to fill your own personal free time/ holiday? Might be reading a book can be option to fill your free of charge time/ holiday. The first thing that you ask may be what kinds of book that you should read. If you want to test look for book, may be the publication untitled Ship it! A Practical Guide to Successful Software Projects can be great book to read. May be it can be best activity to you.

Charles Barton:

You can spend your free time you just read this book this e-book. This Ship it! A Practical Guide to Successful Software Projects is simple bringing you can read it in the park your car, in the beach, train in addition to soon. If you did not include much space to bring the particular printed book, you can buy the e-book. It is make you easier to read it. You can save the book in your smart phone. Therefore there are a lot of benefits that you will get when one buys this book.

Download and Read Online Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney #YWAONI7LQ4E

Read Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney for online ebook

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney books to read online.

Online Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney ebook PDF download

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney Doc

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney Mobipocket

Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney EPub

YWAONI7LQ4E: Ship it! A Practical Guide to Successful Software Projects By Jared Richardson, William A. Gwaltney