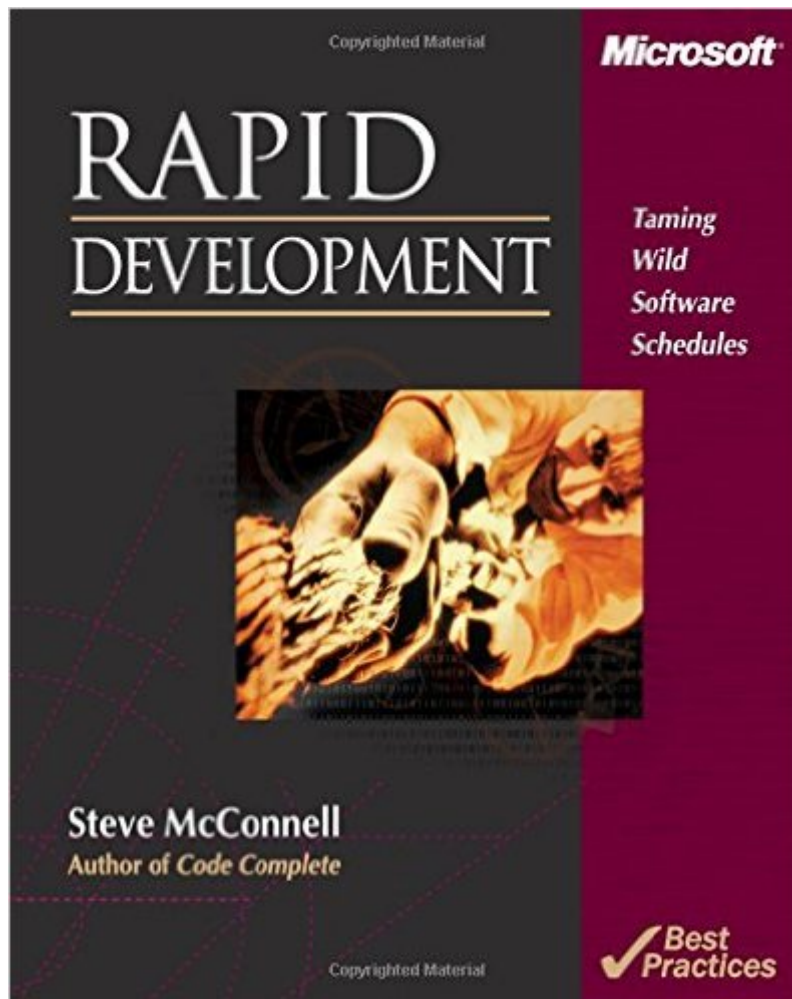


The book was found

Rapid Development: Taming Wild Software Schedules



Synopsis

Corporate and commercial software-development teams all want solutions for one important problemâhow to get their high-pressure development schedules under control. In **RAPID DEVELOPMENT**, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, youâll find:

- A rapid-development strategy that can be applied to any project and the best practices to make that strategy work
- Candid discussions of great and not-so-great rapid-development practicesâestimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others
- A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome
- Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going

RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

Book Information

Paperback: 680 pages

Publisher: Microsoft Press; 1 edition (July 12, 1996)

Language: English

ISBN-10: 1556159005

ISBN-13: 978-1556159008

Product Dimensions: 7.3 x 1.6 x 8.9 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (125 customer reviews)

Best Sellers Rank: #104,536 in Books (See Top 100 in Books) #10 in [Books > Computers & Technology > Business Technology > Microsoft Project](#) #12 in [Books > Computers & Technology > Software > Microsoft > Microsoft Project](#) #22 in [Books > Computers & Technology > Software > Databases](#)

Customer Reviews

Steve McConnell's books have always displayed a remarkable degree of practicality and readability. This book is no different. The author says at the outset the Purpose of the book is to answer issues about trade-offs. The author says that software can be optimized for any of several goals: lowest defect rate, lowest cost, or shortest development, etc... Software Engineering is then about achieving tradeoffs, and this is what this book is primarily about. Because the book is so big, it has

been broken into sections that can be read selectively and quickly. A short book would have oversimplified things to the point of uselessness. Organization of the book: Parts 1, 2 deal with the Strategy and Philosophy of rapid development, while part 3 covers Rapid development best practices. In chapter 3 the author talks about 'Classic Mistakes'. He calls them 'classic' and 'seductive' because they are so easy to make that they have been repeated in countless projects.

[Download to continue reading...](#)

Rapid Development: Taming Wild Software Schedules Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) The Mortgage Payment Handbook: Monthly Payment Tables and Yearly Amortization Schedules for Fixed-Rate Agile Software Development with Scrum (Series in Agile Software Development) Rapid Viz: A New Method for the Rapid Visualization of Ideas Berlitz Language: Rapid Russian: v. 1 (Berlitz Rapid) (English and Russian Edition) Surreptitious Software: Obfuscation, Watermarking, and Tamperproofing for Software Protection: Obfuscation, Watermarking, and Tamperproofing for Software Protection Global Software Development Handbook (Applied Software Engineering Series) Object-oriented software development: Engineering software for reuse Object-Oriented Software Engineering: Practical Software Development Using UML and Java Agile Project Management: Agile Revolution, Beyond Software Limits: A Practical Guide to Implementing Agile Outside Software Development (Agile Business Leadership, Book 4) Edible Wild Plants: Wild Foods From Dirt To Plate (The Wild Food Adventure Series, Book 1) Microsoft Management Console Design and Development Kit (DV-MPE Software Development Kits) Agile Project Management: QuickStart Guide - The Simplified Beginners Guide To Agile Project Management (Agile Project Management, Agile Software Development, Agile Development, Scrum) Agile Product Management (Box Set): User Stories & Product Backlog 21 Tips (scrum, scrum master, agile development, agile software development) Agile Product Management: User Stories: How to capture, and manage requirements for Agile Product Management and Business Analysis with Scrum (scrum, ... development, agile software development) Agile Product Management: Product Vision:: 21 Steps to setting excellent goals for your product (scrum, scrum master, agile development, agile software development) Agile Product Management: Product Owner (Box set) : 27 Tips To Manage Your Product, Product Backlog: 21 Tips To Capture and Manage Requirements with Scrum ... development, agile software development) Agile Product Management: User Stories & Product Backlog 21 Tips (scrum, scrum master, agile development, agile software development) Agile Product Management: Release Planning: 21 Steps to plan your product releases from a product vision with Scrum (scrum, scrum

master, agile development, agile software development)

[Dmca](#)