

File Type PDF Rapid Development Steve McConnell Ppt

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It is your no question own times to con reviewing habit. among guides you could enjoy now is **Rapid Development Steve McConnell Ppt** below.

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RAPID DEVELOPMENT

Microsoft Press Corporate and commercial software-development teams all want solutions for one important problem—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, you'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 practices—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.

NET

A COMPLETE DEVELOPMENT CYCLE

Addison-Wesley Professional bull; There are many books on Software Engineering, and many books on .NET, but this is the first to bring them together bull; The authors use an extended case study, with each chapter building on the previous one, involving readers at every stage bull; By the end the reader has created a really cool working imaging application while learning best practices of software development in .NET

RAPID DEVELOPMENT

TAMING WILD SOFTWARE SCHEDULES

Pearson Education Project managers, technical leads, and Windows programmers throughout the industry share an important concern—how to get their development schedules under control. **Rapid Development** addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational—and the content is impressive.

CODE COMPLETE

Pearson Education Widely considered one of the best practical guides to programming, Steve McConnell's original **CODE COMPLETE** has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

PROFESSIONAL SOFTWARE DEVELOPMENT

SHORTER SCHEDULES, HIGHER QUALITY PRODUCTS, MORE SUCCESSFUL PROJECTS, ENHANCED CAREERS

Addison-Wesley Professional bull; Renowned software expert Steve McConnell presents his latest thoughts on the condition of the software engineering profession bull; Helps software developers regain the sight of the big-picture reasons why their jobs matter bull; A thinking man's guide to the current state of software

BEGINNING SOFTWARE ENGINEERING

John Wiley & Sons A complete introduction to building robust and reliable software **Beginning Software Engineering** demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

SWEATING BULLETS

NOTES ABOUT INVENTING POWERPOINT

Vinland Books PowerPoint was the first presentation software designed for Macintosh and Windows, received the first venture capital investment ever made by Apple, then became the first significant acquisition ever made by Microsoft, who set up a new Graphics Business Unit in Silicon Valley to develop it further. Now, twenty-five years later, PowerPoint is installed on more than one billion computers, worldwide. In this book, Robert Gaskins (who invented the idea, managed its design and development, and then headed the new Microsoft group) tells the story of its first years, recounting the perils and disasters narrowly evaded as a startup, dissecting the complexities of being the first distant development group in Microsoft, and explaining decisions and insights that enabled PowerPoint to become a lasting success well beyond its original business uses.

SOFTWARE TESTING

CONCEPTS AND PRACTICES

Alpha Science International Limited Focusing on software testing in practice, this book has been planned to suit the needs of both the practitioner and the academician. Concepts of software testing have been modeled as a phase-embedded activity rather than treating them as separate and post development activity. Each chapter starts with a set of objectives, with the prospective of targeting to achieve rather than leaving the student directionless and ends with a list of key terms, referring to certain abstract concepts for better and crisp communication alongwith a list of references to enable the user to find in-depth information.

SOFTWARE ESTIMATION

DEMYSTIFYING THE BLACK ART

Microsoft Press Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

ESSENTIALS OF SOFTWARE ENGINEERING

Jones & Bartlett Learning Computer Architecture/Software Engineering

PEOPLEWARE

PRODUCTIVE PROJECTS AND TEAMS

Pearson Education Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

CODE COMPLETE, 2ND EDITION

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices and hundreds of new code samples illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking and help you build the highest quality code.

SOFTWARE PROJECT SURVIVAL GUIDE

Pearson Education Looks at a successful software project and provides details for software development for clients using object-oriented design and programming.

THE SECURITY DEVELOPMENT LIFECYCLE

SDL, A PROCESS FOR DEVELOPING DEMONSTRABLY MORE SECURE SOFTWARE

Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.

HOW TO AVOID A CLIMATE DISASTER

THE SOLUTIONS WE HAVE AND THE BREAKTHROUGHS WE NEED

Knopf #1 NEW YORK TIMES BEST SELLER • In this urgent, authoritative book, Bill Gates sets out a wide-ranging, practical—and accessible—plan for how the world can get to zero greenhouse gas emissions in time to avoid a climate catastrophe. Bill Gates has spent a decade investigating the causes and effects of climate change. With the help of experts in the fields of physics, chemistry, biology, engineering, political science, and finance, he has focused on what must be done in order to stop the planet's slide to certain environmental disaster. In this book, he not only explains why we need to work toward net-zero emissions of greenhouse gases, but also details what we need to do to achieve this profoundly important goal. He gives us a clear-eyed description of the challenges we face. Drawing on his understanding of innovation and what it takes to get new ideas into the market, he describes the areas in which technology is already helping to reduce emissions, where and how the current technology can be made to function more effectively, where breakthrough technologies are needed, and who is working on these essential innovations. Finally, he lays out a concrete, practical plan for achieving the goal of zero emissions—suggesting not only policies that governments should adopt, but what we as individuals can do to keep our government, our employers, and ourselves accountable in this crucial enterprise. As Bill Gates makes clear, achieving zero emissions will not be simple or easy to do, but if we follow the plan he sets out here, it is a goal firmly within our reach.

DEVELOPMENT RESEARCH IN PRACTICE

THE DIME ANALYTICS DATA HANDBOOK

World Bank Publications Development Research in Practice leads the reader through a complete empirical research project, providing links to continuously updated resources on the DIME Wiki as well as illustrative examples from the Demand for Safe Spaces study. The handbook is intended to train users of development data how to handle data effectively, efficiently, and ethically. "In the DIME Analytics Data Handbook, the DIME team has produced an extraordinary public good: a detailed, comprehensive, yet easy-to-read manual for how to manage a data-oriented research project from beginning to end. It offers everything from big-picture guidance on the determinants of high-quality empirical research, to specific practical guidance on how to implement specific workflows—and includes computer code! I think it will prove durably useful to a broad range of researchers in international development and beyond, and I learned new practices that I plan on adopting in my own research group." —Marshall Burke, Associate Professor, Department of Earth System Science, and Deputy Director, Center for Food Security and the Environment, Stanford University "Data are the essential ingredient in any research or evaluation project, yet there has been too little attention to standardized practices to ensure high-quality data collection, handling, documentation, and exchange. Development Research in Practice: The DIME Analytics Data Handbook seeks to fill that gap with practical guidance and tools, grounded in ethics and efficiency, for data management at every stage in a research project. This excellent resource sets a new standard for the field and is an essential reference for all empirical researchers." —Ruth E. Levine, PhD, CEO, IDinsight "Development Research in Practice: The DIME Analytics Data Handbook is an important resource and a must-read for all development economists, empirical social scientists, and public policy analysts. Based on decades of pioneering work at the World Bank on data collection, measurement, and analysis, the handbook provides valuable tools to allow research teams to more efficiently and transparently manage their work flows—yielding more credible analytical conclusions as a result." —Edward Miguel, Oxfam Professor in Environmental and Resource Economics and Faculty Director of the Center for Effective Global Action, University of California, Berkeley "The DIME Analytics Data Handbook is a must-read for any data-driven researcher looking to create credible research outcomes and policy advice. By meticulously describing detailed steps, from project planning via ethical and responsible code and data practices to the publication of research papers and associated replication packages, the DIME handbook makes the complexities of transparent and credible research easier." —Lars Vilhuber, Data Editor, American Economic Association, and Executive Director, Labor Dynamics Institute, Cornell University

SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD

Cengage Learning Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

THE AGILE SAMURAI

HOW AGILE MASTERS DELIVER GREAT SOFTWARE

Pragmatic Bookshelf Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

PRODUCT DESIGN AND DEVELOPMENT

Treating such contemporary design and development issues as identifying customer needs, design for manufacturing, prototyping, and industrial design, Product Design and Development, 3/e, by Ulrich and Eppinger presents in a clear and detailed way a set of product development techniques aimed at bringing together the marketing, design, and manufacturing functions of the enterprise. The integrative methods in the book facilitate problem solving and decision making among people with different disciplinary perspectives, reflecting the current industry trend to perform product design and development in cross-functional teams.

REFACTORING

IMPROVING THE DESIGN OF EXISTING CODE

Addison-Wesley Professional Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

MICROSOFT VISUAL BASIC 2010 STEP BY STEP

Pearson Education Your hands-on, step-by-step guide to learning Visual Basic 2010. Teach yourself the essential tools and techniques for Visual Basic 2010—one step at a time. No matter what your skill level, you'll find the practical guidance and examples you need to start building professional applications for Windows and the Web. Discover how to: Work in the Microsoft Visual Studio 2010 Integrated Development Environment (IDE) Master essential techniques from managing data and variables to using inheritance and dialog boxes Create professional-looking Uis; add visual effects and print support Build compelling Web features with the Visual Web Developer tool Use Microsoft ADO.NET and advanced data presentation controls Debug your programs and handle run-time errors Use new features, such as Query Builder, and Microsoft .NET Framework For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

HEAD FIRST JAVA

A BRAIN-FRIENDLY GUIDE

"O'Reilly Media, Inc." Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

SLIDES FOR STUDENTS

THE EFFECTIVE USE OF POWERPOINT IN EDUCATION

300 million powerpoint presentations are given daily, yet there is a disconnect between the amazing technology of powerpoint and a mediocre student learning experience. To unleash the full potential of powerpoint presentations, we must do a better job of creating presentations that fit the educational needs of students. Slides for Students does just that. Slides for Students is an open and honest discussion about powerpoint in the classroom. A need exists for thoughtfully designed and implemented classroom instruction that focuses on the learner rather than on the technology. This book was written to translate academic research findings into practical suggestions about powerpoint that educators can use. Divided into two parts, Slides for Students discusses the history of powerpoint, explores academic studies on the topic, and demonstrates how to design slides to best suit educational needs and engage with students to avoid the dreaded "death by powerpoint."

PROJECT MANAGEMENT THE AGILE WAY, SECOND EDITION

MAKING IT WORK IN THE ENTERPRISE

J. Ross Publishing "...a well written and content rich book. From a teacher's perspective, using this book in an advanced project management seminar challenges students to understand the application of these concepts." --Alexander Walton, PMP, IT consultant to the University of California at Berkeley Widely acclaimed as one of the top agile books in its first edition, Project Management the Agile Way has now been updated and redesigned by popular demand. This second edition is in a modular format to facilitate training and advanced course instruction, and provides new coverage of agile, such as hybrid agile methods, the latest public sector practices, and a chapter dedicated to transitioning to agile. It discusses the "grand bargain" between project management and business; the shift in dominance from plans to product and from input to output; and introduces new concepts such as return on benefit. Experienced practitioners and students that want to learn how to make agile work effectively in the enterprise should read this book. Individuals preparing for the PMI Agile Certified Practitioner (PMI-ACP)® examination, and training providers developing courses, will find this second edition quite helpful.

RAPID APPLICATION DEVELOPMENT

Macmillan Coll Division

BUILDING STATE CAPABILITY

EVIDENCE, ANALYSIS, ACTION

Oxford University Press Introduction : the "long voyage of discovery" -- The big stuck in state capability -- Looking like a state : the seduction of isomorphic mimicry -- Premature load bearing : doing too much too soon -- Capability for policy implementation -- What type of organization capability is needed? -- The challenge of building (real) state capability for implementation -- Doing problem-driven work - - The searchframe : doing experimental iterations -- Managing your authorizing environment -- Building state capability at scale through groups.

THE MUELLER REPORT

THE FINAL REPORT OF THE SPECIAL COUNSEL ON RUSSIAN INTERFERENCE IN THE 2016 PRESIDENTIAL ELECTION

Courier Dover Publications This is the full Mueller Report, as released on April 18, 2019, by the U.S. Department of Justice. A reprint of the report exactly as it was issued by the government, it is without analysis or commentary from any other source and with nothing subtracted except for the material redacted by the Department of Justice. The mission of the Mueller investigation was to examine Russian interference in the 2016 Presidential election, consisting of possible links, or "collusion," between the Donald Trump campaign and the Russian government of Vladimir Putin as well as any allegations of obstruction of justice in this regard. It was also intended to detect and prosecute, where warranted, any other crimes that surfaced during the course of the investigation. The report consists of a detailed summary of the various investigations and inquiries that the Special Counsel and colleagues carried out in these areas. The investigation was initiated in the aftermath of the firing of FBI Director James Comey by Donald Trump on May 9, 2017. The FBI, under Director Comey, had already been investigating links between Russia and the Trump campaign. Mueller submitted his report to Attorney General William Barr on March 22, 2019, and the Department of Justice released the redacted report one month later.

CLIMATE CHANGE AND SOCIETY

SOCIOLOGICAL PERSPECTIVES

Oxford University Press Climate change is one of the most critical issues of the twenty-first century, presenting a major intellectual challenge to both the natural and social sciences. While there has been significant progress in natural science understanding of climate change, social science analyses have not been as fully developed. Climate Change and Society breaks new theoretical and empirical ground by presenting climate change as a thoroughly social phenomenon, embedded in behaviors, institutions, and cultural practices. This collection of essays summarizes existing approaches to understanding the social, economic, political, and cultural dimensions of climate change. From the factors that drive carbon emissions to those which influence societal responses to climate change, the volume provides a comprehensive overview of the social dimensions of climate change. An improved understanding of the complex relationship between climate change and society is essential for modifying ecologically harmful human behaviors and institutional practices, creating just and effective environmental policies, and developing a more sustainable future. Climate Change and Society provides a useful tool in efforts to integrate social science research, natural science research, and policymaking regarding climate change and sustainability. Produced by the American Sociological Association's Task Force on Sociology and Global Climate Change, this book presents a challenging shift from the standard climate change discourse, and offers a valuable resource for students, scholars, and professionals involved in climate change research and policy.

FUNDAMENTALS OF PARAMEDIC PRACTICE

A SYSTEMS APPROACH

John Wiley & Sons An essential text for the aspiring student paramedic, Fundamentals of Paramedic Practice makes paramedic science and pre-hospital care accessible, straightforward and exciting. It assumes no prior knowledge of the subject, presenting the must-have information that students need about both the theory and practice of what it means to be a paramedic. With extensive full-colour illustrations throughout, as well as activities and scenarios, this user-friendly textbook will support paramedic students throughout their course.

97 THINGS EVERY PROGRAMMER SHOULD KNOW

COLLECTIVE WISDOM FROM THE EXPERTS

O'Reilly Media Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

POLICIES TO ADDRESS POVERTY IN AMERICA

The Hamilton Project One-in-seven adults and one-in-five children in the United States live in poverty. Individuals and families living in poverty not only lack basic, material necessities, but they are also disproportionately afflicted by many social and economic challenges. Some of these challenges include the increased possibility of an unstable home situation, inadequate education opportunities at all levels, and a high chance of crime and victimization. Given this growing social, economic, and political concern, The Hamilton Project at Brookings asked academic experts to develop policy proposals confronting the various challenges of America's poorest citizens, and to introduce innovative approaches to addressing poverty. When combined, the scope and impact of these proposals has the potential to vastly improve the lives of the poor. The resulting 14 policy memos are included in The Hamilton Project's Policies to Address Poverty in America. The main areas of focus include promoting

early childhood development, supporting disadvantaged youth, building worker skills, and improving safety net and work support.

MICROSOFT MANUAL OF STYLE

Pearson Education Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

PRACTICAL PROJECT INITIATION

A HANDBOOK WITH TOOLS

Microsoft Press Zero in on key project-initiation tasks—and build a solid foundation for successful software development. In this concise guide, critically-acclaimed author Karl E. Wiegers fills a void in project management literature by focusing on the activities that are essential—but often overlooked—for launching any project. Drawing on his extensive experience, Karl shares lessons learned, proven practices, and tools for getting your project off to the right start—and steering it to ultimate success. Lay a foundation for project success—discover how to: Effectively charter a project Define meaningful criteria for project success and product releases Negotiate achievable commitments for project teams and stakeholders Identify and document potential barriers to success—and manage project risks Apply the Wideband Delphi method for more accurate estimation Measure project performance and avoid common metrics traps Systematically apply lessons learned to future projects Companion Web site includes: Worksheets from inside the book Project document templates Resources for project initiation and process improvement

THE THIRD INDUSTRIAL REVOLUTION

HOW LATERAL POWER IS TRANSFORMING ENERGY, THE ECONOMY, AND THE WORLD

St. Martin's Press The Industrial Revolution, powered by oil and other fossil fuels, is spiraling into a dangerous endgame. The price of gas and food are climbing, unemployment remains high, the housing market has tanked, consumer and government debt is soaring, and the recovery is slowing. Facing the prospect of a second collapse of the global economy, humanity is desperate for a sustainable economic game plan to take us into the future. Here, Jeremy Rifkin explores how Internet technology and renewable energy are merging to create a powerful "Third Industrial Revolution." He asks us to imagine hundreds of millions of people producing their own green energy in their homes, offices, and factories, and sharing it with each other in an "energy internet," just like we now create and share information online. Rifkin describes how the five-pillars of the Third Industrial Revolution will create thousands of businesses, millions of jobs, and usher in a fundamental reordering of human relationships, from hierarchical to lateral power, that will impact the way we conduct commerce, govern society, educate our children, and engage in civic life. Rifkin's vision is already gaining traction in the international community. The European Union Parliament has issued a formal declaration calling for its implementation, and other nations in Asia, Africa, and the Americas, are quickly preparing their own initiatives for transitioning into the new economic paradigm. The Third Industrial Revolution is an insider's account of the next great economic era, including a look into the personalities and players — heads of state, global CEOs, social entrepreneurs, and NGOs — who are pioneering its implementation around the world.

INCOSE SYSTEMS ENGINEERING HANDBOOK

A GUIDE FOR SYSTEM LIFE CYCLE PROCESSES AND ACTIVITIES

John Wiley & Sons A detailed and thorough reference on the discipline and practice of systems engineering The objective of the International Council on Systems Engineering (INCOSE) Systems Engineering Handbook is to describe key process activities performed by systems engineers and other engineering professionals throughout the life cycle of a system. The book covers a wide range of fundamental system concepts that broaden the thinking of the systems engineering practitioner, such as system thinking, system science, life cycle management, specialty engineering, system of systems, and agile and iterative methods. This book also defines the discipline and practice of systems engineering for students and practicing professionals alike, providing an authoritative reference that is acknowledged worldwide. The latest edition of the INCOSE Systems Engineering Handbook: Is consistent with ISO/IEC/IEEE 15288:2015 Systems and software engineering—System life cycle processes and the Guide to the Systems Engineering Body of Knowledge (SEBoK) Has been updated to include the latest concepts of the INCOSE working groups Is the body of knowledge for the INCOSE Certification Process This book is ideal for any engineering professional who has an interest in or needs to apply systems engineering practices. This includes the experienced systems engineer who needs a convenient reference, a product engineer or engineer in another discipline who needs to perform systems engineering, a new systems engineer, or anyone interested in learning more about systems engineering.

AGILE PROJECT MANAGEMENT WITH SCRUM

Microsoft Press The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

INNATE

HOW THE WIRING OF OUR BRAINS SHAPES WHO WE ARE

Princeton University Press A leading neuroscientist explains why your personal traits are more innate than you think What makes you the way you are—and what makes each of us different from everyone else? In Innate, leading neuroscientist and popular science blogger Kevin Mitchell traces human diversity and individual differences to their deepest level: in the wiring of our brains. Deftly guiding us through important new research, including his own groundbreaking work, he explains how variations in the way our brains develop before birth strongly influence our psychology and behavior throughout our lives, shaping our personality, intelligence, sexuality, and even the way we perceive the world. Compelling and original, Innate will change the way you think about why and how we are who we are.

HUMAN FACTORS AND ERGONOMICS IN CONSUMER PRODUCT DESIGN

METHODS AND TECHNIQUES

CRC Press Every day we interact with thousands of consumer products. We not only expect them to perform their functions safely, reliably, and efficiently, but also to do it so seamlessly that we don't even think about it. However, with the many factors involved in consumer product design, from the application of human factors and ergonomics principles to reducing risks of malfunction and the total life cycle cost, well, the process just seems to get more complex. Edited by well-known and well-respected experts, the two-volumes of Handbook of Human Factors and Ergonomics in Consumer Product Design simplify this process. The first volume, Human Factors and Ergonomics in Consumer Product Design: Methods and Techniques, outlines the how to incorporate Human Factors and Ergonomics (HF/E) principles and knowledge into the design of consumer products in a variety of applications. It discusses the user-centered design process, starting with how mental workload affects every day interactions with consumer products and what lessons may be applied to product design. The book then highlights the ever-increasing role of information technology, including digital imaging, video and other media, and virtual reality applications in consumer product design. It also explores user-centered aspect of consumer product development with discussions of user-centered vs. task-based approach, articulation and assessment of user requirements and needs, interaction with design models, and eco design. With contributions from a team of researchers from 21 countries, the book covers the current state of the art methods and techniques of product ergonomics. It provides an increased knowledge of how to apply the HF/E principles that ultimately leads to better product design.

HANDBOOK OF HUMAN FACTORS AND ERGONOMICS IN CONSUMER PRODUCT DESIGN, 2 VOLUME SET

CRC Press A comprehensive resource, this handbook covers consumer product research, case study, and application. It discusses the unique perspective a human factors approach lends to product design and how this perspective can be critical to success in the market place. Divided into two volumes, the handbook includes introductory and summary chapters on case study design, design methods and process, error and hazards, evaluation methods, focus groups, and more. It discusses white goods, entertainment systems, personnel audio devices, mobile phones, gardening products, computer systems, and leisure goods.

ESSENTIALS OF COMPUTATIONAL CHEMISTRY

THEORIES AND MODELS

John Wiley & Sons Essentials of Computational Chemistry provides a balanced introduction to this dynamic subject. Suitable for both experimentalists and theorists, a wide range of samples and applications are included drawn from all key areas. The book carefully leads the reader through the necessary equations providing information explanations and reasoning where necessary and firmly placing each equation in context.