

Rapid Development Developer Best Practices

Late Bloomers
 The Hidden Strengths of Learning and Succeeding at Your Own Pace
 Rapid Application Development with AWS Amplify
 Ask Your Developer
 The Science of Lean Software and DevOps: Building and Scaling High Performing Technology Organizations
 Automated Defect Prevention
 Software Requirements
 Code Complete
 Software Project Survival Guide
 The Definitive Guide to PyQt Programming
 97 Things Every Cloud Engineer Should Know
 From Journeyman to Master
 Getting Results from Software Development Teams
 Designing Distributed Systems
 Taming Wild Software Schedules
 How to Harness the Power of Software Developers and Win in the 21st Century
 How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work
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 Create applications with OutSystems up to seven times faster than with traditional technologies
 Agile Project Management with Kanban
 Site Reliability Engineering
 Introduction to Agile Methods
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 System Engineering Analysis, Design, and Development
 What every web developer should know about networking and web performance
 Software Configuration Management Patterns
 Building Low-Code Applications with Mendix
 Professional Software Development

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BARKER VAZQUEZ

Late Bloomers Microsoft Press

Pro .NET Best Practices is a practical reference to the best practices that you can apply to your .NET projects today. You will learn standards, techniques, and conventions that are sharply focused, realistic and helpful for achieving results, steering clear of unproven, idealistic, and impractical recommendations. Pro .NET Best Practices covers a broad range of practices and principles that development experts agree are the right ways to develop software, which includes continuous integration, automated testing, automated deployment, and code analysis. Whether the solution is from a free and open source or a commercial offering, you will learn how to get a continuous integration server running and executing builds every time code changes. You will write clearer and more maintainable automated testing code that focuses on prevention and helping your .NET project succeed. By learning and following the .NET best practices in this book, you will avoid making the same mistakes once. With this book at your side, you'll get: Real-world, no-nonsense approaches to continuous integration, automated testing, automated deployment, and code analysis Tips and tricks you'll need to clear hurdles that keep others from putting these common sense ideas into common practice Guidance from the minimal, essential approach all the way to what's necessary to deliver at the highest levels of quality and effectiveness Benefit immediately, even before finishing it, from the knowledge, workable advice, and experience found in Pro .NET Best Practices.

[The Hidden Strengths of Learning and Succeeding at Your Own Pace](#) Apress

Learn best practices for software development project management—and lead your teams and projects to success. Dr. Lawrence Peters is an industry-recognized expert with decades of experience conducting research and leading real-world software projects. Beyond getting the best developers, equipment, budget, and timeline possible—Peters concludes that no factor is more critical to project success than the manager's role. Drawing on proven practices from allied industries such as business, psychology, accounting, and law, he describes a broader project-management methodology—with principles that software managers can readily adapt to help increase their own effectiveness and the productivity of their teams. Unlike other books on the topic, this book focuses squarely on the manager—and shows how to get results without adopting philosophies from Genghis Khan or Machiavelli. (There is mention of Godzilla, however.) Packed with real-world examples and pragmatic advice, this book shows any software development manager—new or experienced—how to lead teams in delivering the right results for their business.

Rapid Application Development with AWS Amplify "O'Reilly Media, Inc."

In this comprehensive yet accessible overview for software leaders, the author presents an impactful, action-oriented prescription-covering the practical considerations needed to ensure you reap the full benefits of effective Agile

[Ask Your Developer](#) Pearson Education

The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day

work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use *The Science of Lean Software and DevOps: Building and Scaling High Performing Technology Organizations* Microsoft Press

Rapid DevelopmentTaming Wild Software SchedulesPearson Education

[Automated Defect Prevention](#) Microsoft Press

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.

Software Requirements Microsoft Press

This book describes an approach to software management based on establishing an infrastructure that serves as the foundation for the project. This infrastructure defines people roles, necessary technology, and interactions between people and technology. This infrastructure automates repetitive tasks, organizes project activities, tracks project status, and seamlessly collects project data to provide measures necessary for decision making. Most importantly, this infrastructure sustains and facilitates the improvement of human-defined processes. The methodology described in the book, which is called Automated Defect Prevention (ADP) stands out from the current software landscape as a result of two unique features: its comprehensive approach to defect prevention, and its far-reaching emphasis on automation. ADP is a practical and thorough guide to implementing and managing software projects and processes. It is a set of best practices for software management through process improvement, which is achieved by the gradual automation of repetitive tasks supported and sustained by this flexible and adaptable infrastructure, an infrastructure that essentially forms a software production line. In defining the technology infrastructure, ADP describes necessary features rather than specific tools, thus remaining vendor neutral. Only a basic subset of features that are essential for building an effective infrastructure has been selected. Many existing commercial and non-commercial tools support these, as well as more advanced features. Appendix E contains such a list.

Code Complete Addison-Wesley Professional

Covers topics such as the importance of secure systems, threat modeling, canonical representation issues, solving database input, denial-of-service attacks, and security code reviews and checklists. *Software Project Survival Guide* Pearson Education

Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, *Adaptive Code, Second Edition* adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using dependencies, layering, interfaces, and design patterns
- Perform unit testing and refactoring in tandem, gaining more value from both
- Use the "golden master" technique to make legacy code adaptive
- Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles
- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns

About You This

book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

The Definitive Guide to PyQt Programming Addison-Wesley Professional

A groundbreaking exploration of what it means to be a late bloomer in a culture obsessed with SAT scores and early success, and how finding one's way later in life can be an advantage to long-term achievement and happiness. We live in a society where kids and parents are obsessed with early achievement, from getting perfect scores on SATs to getting into Ivy League colleges to landing an amazing job at Google or Facebook—or even better, creating a startup with the potential to be the next Google or Facebook or Uber. We see software coders becoming millionaires or even billionaires before age 30 and feel we are failing if we are not one of them. But there is good news. A lot of us—most of us—do not explode out of the gates in life. That was true for author Rich Karlgaard, who had a mediocre academic career at Stanford (which he got into by a fluke), and after graduating, worked as a dishwasher, nightwatchman, and typing temp before finally finding the inner motivation and drive that ultimately led him to start up a high-tech magazine in Silicon Valley, and eventually to become the publisher of Forbes magazine. There is a scientific explanation for why so many of us bloom later in life. The executive function of our brains doesn't mature until age 25—and later for some. In fact our brain's capabilities peak at different ages. We actually enjoy multiple periods of blooming in our lives. Based on several years of research, personal experience, and interviews with neuroscientists and psychologists, and countless people at different stages of their careers, Bloom reveals how and when we achieve full potential—and why an algorithmic acuity in math is such an anomaly in terms of career success.

97 Things Every Cloud Engineer Should Know Microsoft Press

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

From Journeyman to Master Microsoft Press

Work practices and organizational processes vary widely and evolve constantly. The technological infrastructure has to follow, allowing or even supporting these changes. Traditional approaches to software engineering reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes makes software reengineering cycles too clumsy to address all the needs of a specific field of application. Moreover, the increasing importance of 'infrastructural' aspects, particularly the mutual dependencies between technologies, usages, and domain competencies, calls for a differentiation of roles beyond the classical user-designer dichotomy. End user development (EUD) addresses these issues by offering lightweight, use-time support which allows users to configure, adapt, and evolve their software by themselves. EUD is understood as a set of methods, techniques, and tools that allow users of software systems who are acting as non-professional software developers to 1 create, modify, or extend a software artifact. While programming activities by non-professional actors are an essential focus, EUD also investigates related activities such as collective understanding and sense-making of use problems and solutions, the interaction among end users with regard to the introduction and diffusion of new configurations, or delegation patterns that may also partly involve professional designers.

Getting Results from Software Development Teams Springer

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

Designing Distributed Systems Microsoft Press

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Taming Wild Software Schedules Microsoft Press

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

How to Harness the Power of Software Developers and Win in the 21st Century "O'Reilly Media, Inc."

A Thorough Introduction to the Agile Framework and Methodologies That Are Used Worldwide Organizations of all shapes and sizes are embracing Agile methodologies as a way to transform their products, customer satisfaction, and employee engagement. Many people with varying levels of work experience are interested in understanding the architecture and nuances of Agile, but it is difficult to know where to start. Numerous practitioner books are available, but there has never been

a single source for unbiased information about Agile methodologies—until now. Introduction to Agile Methods is the place to start for students and professionals who want to understand Agile and become conversant with Agile values, principles, framework, and processes. Authors Sondra Ashmore and Kristin Runyan use academic research and their own experiences with numerous Agile implementations to present a clear description of the essential concepts. They address all key roles and the entire development life cycle, including common roadblocks that must be overcome to be successful. Through the authors' realistic use cases, practical examples, and thought-provoking interviews with pioneering practitioners, complex concepts are made relatable. No matter what your role or level of experience, this book provides a foundational understanding that can be used to start or enhance any Agile effort. Coverage includes How Agile compares with the Waterfall method and when to use each Why Agile demands a cultural transformation—and how that looks to each participant Comparing various Agile methodologies, including Scrum, Kanban, Extreme Programming (XP), Crystal, Feature Driven Development (FDD), Lean, and DSDM Understanding the roles within Agile and how they work together to create superior results Agile approaches to requirements gathering, planning, estimating, tracking, reporting, testing, quality, and integration Extending Agile beyond IT

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work HarperCollins

It may surprise you to learn that Microsoft employs as many software testers as developers. Less surprising is the emphasis the company places on the testing discipline—and its role in managing quality across a diverse, 150+ product portfolio. This book—written by three of Microsoft's most prominent test professionals—shares the best practices, tools, and systems used by the company's 9,000-strong corps of testers. Learn how your colleagues at Microsoft design and manage testing, their approach to training and career development, and what challenges they see ahead. Most important, you'll get practical insights you can apply for better results in your organization. Discover how to: Design effective tests and run them throughout the product lifecycle Minimize cost and risk with functional tests, and know when to apply structural techniques Measure code complexity to identify bugs and potential maintenance issues Use models to generate test cases, surface unexpected application behavior, and manage risk Know when to employ automated tests, design them for long-term use, and plug into an automation infrastructure Review the hallmarks of great testers—and the tools they use to run tests, probe systems, and track progress efficiently Explore the challenges of testing services vs. shrink-wrapped software

Accelerate Addison-Wesley Professional

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.

Adaptive Code Pearson Education

Get to grips with the AWS Amplify framework and use it to build scalable cloud-native progressive web apps with React and cross-platform mobile apps with React Native in TypeScript Key Features Explore the capabilities of AWS Amplify with popular app frameworks for both web and mobile app platforms Build your first cloud-native web and mobile applications using AWS Amplify Leverage AWS Amplify to design GraphQL APIs for your web and mobile applications Book Description AWS Amplify is a modern toolkit that includes a command line interface (CLI); libraries for JS, iOS, and Android programming; UI component libraries for frameworks like React, Angular, and Vue.js for web development, and React Native and Flutter for mobile development. You'll begin by learning how to build AWS Amplify solutions with React and React Native with TypeScript from scratch, along with integrating it with existing solutions. This book will show you the fastest way to build a production-ready minimum viable product (MVP) within days instead of years. You'll also discover how to increase development speed without compromising on quality by adopting behavior-driven development (BDD) and Cypress for end-to-end test automation, as well as the Amplify build pipeline (DevOps or CI/CD pipeline) to ensure optimal quality throughout continuous test automation and continuous delivery. As you advance, you'll work with React to determine how to build progressive web apps (PWAs) with Amplify and React Native for cross-platform mobile apps. In addition to this, you'll find out how to set up a custom domain name for your new website and set up the AWS Amplify Admin UI for managing the content of your app effectively. By the end of this AWS book, you'll be able to build a full-stack AWS Amplify solution all by yourself. What you will learn Build React and React Native apps with Amplify and TypeScript Explore pre-built Amplify UI components for rapid prototyping Add user management with Amplify authentication to your app Use Amplify GraphQL to create a blog post Discover how to upload photos to Amplify Storage Enable DevOps with the Amplify pipeline for your app Get to grips with BDD and test automation with Cypress and Cucumber Set up a custom domain name for your website and manage app content with the Amplify Admin UI Who this book is for This book is for developers and tech companies looking to develop cloud-native products rapidly with the AWS ecosystem. Web and mobile developers with little-to-no experience in TypeScript programming will also find this book helpful. Although no prior experience with AWS or TypeScript is required, basic familiarity with modern frameworks such as React and React Native is useful.

Concepts, Principles, and Practices John Wiley & Sons

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!