

Facts And Fallacies Of Software Engineering

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Facts And Fallacies Of Software

While reading Facts and Fallacies of Software Engineering, you may experience moments of "Oh, yes, I had forgotten that," alongside some "Is that really true?" thoughts. The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it.

Facts and Fallacies of Software Engineering (Agile ...

55 'facts' and 10 'fallacies' on the practice of software engineering: from managing, to planning, to programming etc. The structure is always the same, first the fact in one or two sentences, then one or two pages discussing the fact, then a page of the controversy (criticisms, or opponents of the 'fact'), then some sources.

Facts and Fallacies of Software Engineering by Robert L. Glass

In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten.

Facts and Fallacies of Software Engineering / Edition 1 by ...

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Facts and Fallacies of Software Engineering [Book]

Facts and Fallacies of Software Engineering

(PDF) Facts and Fallacies of Software Engineering | agste ...

If those are the fifty-five facts, then these are the ten fallacies presented at the end. Fallacies have the ring of truth, but upon closer inspection, turn out to be problematic when applied to a real live software project. You can't manage what you can't measure. You can manage quality into a software product. Programming can and should be egoless.

Revisiting The Facts and Fallacies of Software Engineering

There are 55 Facts (and 5+5 fallacies) grouped into logical sections such as Management, Life Cycle, and Quality. First, each Fact is stated succinctly. (For instance, Fact 1: The most important factor in software work is not the tools or techniques used by the programmers, but rather the quality of the programmers themselves.

Facts and Fallacies of Software Engineering - Slashdot

Glass, a member of the "old guard" of software engineering, having been a practitioner of the field since its very beginnings, is a bit wary of espousing the latest trends in software, like eXtreme Programming. Some of his facts and fallacies fly right in the face of some XP principles and practices. See for instance fallacy nr. 3:

Amazon.com: Customer reviews: Facts and Fallacies of ...

Facts and Fallacies of Software Engineering is a strong read presented in an organized, concise manner that only a software engineering practitioner can do. Here you may learn a few things, or you may find yourself thinking "I knew that..."

Facts and Fallacies of Software Engineering (Agile ...

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Facts and Fallacies of Software Engineering | InformIT

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Facts and Fallacies of Software Engineering eBook by ...

Fallacies of Software Engineering You can't manage what you can't measure. You can manage quality into a software product. Programming can and should be ego less. Tools and techniques: one size fits all. Software needs more methodologies. To estimate cost and schedule, first estimate lines of code. Random test input is a good way to optimize testing.

Facts and fallacies of Software Engineering (Example)

The usefulness of metrics, managing quality, and ego-less programming are all fallacies. Learn how software engineering management works in the real world. Home > Articles > Programming. Fallacies of Software Engineering Management. By Robert L. Glass; Nov 15, 2002 ...

Fallacies of Software Engineering Management | About ...

In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with...

Facts and Fallacies of Software Engineering - Robert L ...

Facts and Fallacies of Software Engineering is divided into 55 facts and 10 fallacies. Each fact and fallacy is presented in the same way. There is a headline/slogan that summarizes it, usually one or two pages of Discussion giving more details, then a Controversy section describing what (if anything) people disagree about and finally Sources and References.

Facts and Fallacies of Software Engineering: Glass, Robert ...

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Agile Software Development: Facts and Fallacies of ...

Facts and Fallacies of Software Engineering, the latest book from prolific author and software practitioner Robert Glass, is divided into two sections: the first section presents 55 facts culled from Glass's 45 years in the software field; the second section contains 10 fallacies that Glass says he couldn't resist skewering.

Facts and Fallacies of Software Engineering

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Part 1 55 Facts - Facts and Fallacies of Software ...

Recognize it when you hear it, and keep your emotions separate from the facts. Add these new fallacies to your arsenal. And remember to keep an eye out for them: The spotting of logical fallacies in pop culture can be a fun game, like looking for state license plates on the freeway.

Some New Logical Fallacies - Skeptoid

They simply point to the glaring fallacies of the all-consuming white-privilege narrative which has degraded our national discourse into identity politics and racial tribalism.

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