

Bob Hughes Mike Cotterell Software Project Management Tata Mcgraw Hill File

Essentials of Software Project Management
Software Project Management in Practice
XML: A Beginner's Guide
FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION
Love Focused
CompTIA A+ Complete Study Guide
Object-oriented Software Engineering
Software Project Management
Cbt On Managing Global Software Projects
Software Project Management
Project Management for Business and Engineering
XML For Dummies
Managing Global Software Projects
Quality Software Project Management
Software Engineering with Reusable Components
Software Project Management
Teachers Discovering Computers
Web Engineering
An Introduction to Requirements Engineering
Processing XML with Java
Practical Software Measurement
Real-Time Systems
FUNDAMENTALS OF MOBILE COMPUTING, Second Edition
Introduction to the Team Software Process(sm)
Database Systems Using Oracle
Artificial Intelligence
Evolutionary Playwork and Reflective Analytic Practice
FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION
Human-computer Interaction for Software Designers
Software Project Management
Measuring Sustainability
Fundamentals of Software Engineering
Effective Software Project Management
Software Extension to the PMBOK® Guide Fifth Edition
Applied Software Project Management
Iso 9001:2000 For Software Organizations
Learning Agile
Introduction to Software Project Management and Quality Assurance
Basic Electrical Engineering
Project Management for IT-Related Projects

Essentials of Software Project Management

Now updated with coverage of new applications and the latest standards, this is the ideal beginners guide to XML (eXtensible Markup Language), the widely heralded successor to HTML. Readers will discover how to use this powerful, flexible language and its specialized applications to format all kinds of complex data for the Web. The CD-ROM comes with software, code, Internet links, and more.

Software Project Management in Practice

Play is a crucial component in the development of all children. In this comprehensive and accessible text, Bob Hughes explores the complexities of children's play, its meaning and purpose, and argues that adult-free play is essential for the psychological well-being of the child. The book divides into three main sections. The first examines the fundamentals of evolutionary playwork, from creating the right play environment to issues of safety and participation. Secondly, the book explores the theory underlying playwork. Finally, the book offers new models to help the playworker develop their own professional practice. Throughout the text, the author brings his argument to life with vivid reflections on a lifetime's

experience of play and playwork. Evolutionary Playwork and Reflective Analytic Practice is the first book of its kind, and represents essential reading for all playwork students, practitioners and researchers. It also incorporates dedicated material for parents looking to better understand and enhance the development of their children.

XML: A Beginner's Guide

This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. KEY FEATURES • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at www.phindia.com/rajibmall to provide integrated learning to the students NEW TO THE FIFTH EDITION • Several rewritten sections in almost every chapter to increase readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA

FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION

The book provides a clear understanding of what software reuse is, where the problems are, what benefits to expect, the activities, and its different forms. The reader is also given an overview of what software components are, different kinds of components and compositions, a taxonomy thereof, and examples of successful component reuse. An introduction to software engineering and software process models is also provided.

Love Focused

Managing Global Software Projects about the three dimensions of Software Project Management people, process and technology and the interactions between them, particularly when the team is geographically distributed. The book focuses on the following:1. Project management issues that confront global and distributed teams2. A fair balance across the three dimensions people, process and technology contributing to the success of geographically distributed teams3. Practical examples of the things that work and the common pitfalls4. Descriptive frameworks rather than prescriptive formulae5.

Coverage of some of the issues vital for a project's success, for example the skill set required for each function, business significance of process models, etc. This book also covers the key practice areas of CMM and the 20 clauses of ISO-9001.

CompTIA A+ Complete Study Guide

TSPi overview; The logic of the team software process; The TSPi process; The team roles; Using the TSPi; Teamwork.

Object-oriented Software Engineering

Updated to cover Oracle 9i, this text first introduces students to relational database concepts and database designing techniques, then teaches them how to design and implement accurate and effective database systems. With its subsequent in-depth coverage of SQL (the universal query language for relational databases) and PL/SQL (Oracle's procedural language extension to SQL), this text serves not only as an introductory guide but also as a valuable future reference. Part IV, Advanced Topics, allows students to further understand and utilize Oracle 9i architecture and administration.

Software Project Management

Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need * Understand how and why software development must be planned on a certainty-to-uncertainty continuum * Categorize your projects on a four-quadrant model * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme * Explore the benefits of each strategic model and what types of projects it supports best * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy * Apply this knowledge to the specific projects you manage * Get a clear picture of where you are and how to get where you want to go

Cbt On Managing Global Software Projects

The breadth of A. I. is explored and explained in this best selling text. Assuming no prior knowledge, it covers topics like neural networks and robotics. This text explores the range of problems which have been and remain to be solved using A. I. tools and techniques. The second half of this text is an excellent reference.

Software Project Management

Project Management for Business and Engineering

XML For Dummies

"This textbook is intended for business analysts, engineers, system developers, systems analysts, and others just getting started in management, and for managers and administrators with little project management training."--Jacket.

Managing Global Software Projects

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Quality Software Project Management

' Measuring the sustainability of development is crucial to achieving it, and is one of the most actively studied issues in the

area. To date, most studies of measurements or indicators have been largely theoretical. However, this book, a follow-on to Bell and Morse's highly influential Sustainability Indicators (1999), presents valuable practical advice on how to develop measurements that will work in real-life development contexts. It describes and analyses how to derive, validate and apply indicators in the course of an actual development project - in this case the Mediterranean Action Plan in Malta. The authors explain the trade-offs and constraints involved and how it is possible to combine the open-ended and flexible perspectives of sustainability with the more linear processes and fixed targets of specific projects through the use of pragmatic and reflective methodologies.

Software Engineering with Reusable Components

Software Project Management

Teachers Discovering Computers

The focus of software engineering is moving from writing reliable large-scale software to ensuring that this software meets the needs of the users for whom it was designed. The business of eliciting and then implementing the (often changing) user requirements is requirements engineering. This book is intended for the undergraduate novice who is being introduced to software requirements engineering. It is a hard subject for which there is no formulaic approach and for which it is sometimes difficult to motivate students who are unaware of the problems involved and therefore the need to study the subject. It therefore begins with small, relatively simple, case studies and builds on these to provide the opportunities to scale up this expertise to large industrial projects. The book will be in three parts: the first provides a guide to all the important requirements engineering topics; the second gives more detail on useful techniques (for problem definition and modelling); the third contains the complete case studies, extracts from which are used in parts one and two. Requirements Engineering is a jargon-filled subject, so a comprehensive glossary is provided as well as definitions within the text.

Web Engineering

An Introduction to Requirements Engineering

Processing XML with Java

Essential Skills--Made Easy! Get started programming in XML right away with help from this hands-on tutorial. XML: A Beginner's Guide explains how to store data in and retrieve data from XML documents, format data with Cascading Style Sheets, display data in Web browsers, and use Java and JavaScript. The book covers the latest innovations in XML, including Ajax, XHTML, XPath 2.0, XSLT 2.0, and the new XQuery specification. Now it's easier than ever to learn how to create your own XML solutions! Designed for Easy Learning: Key Skills & Concepts--Lists of specific skills covered in the chapter Try This--Hands-on exercises that show how to apply your skills Numerous screenshots--Examples that illustrate real-world results Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

Practical Software Measurement

This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. KEY FEATURES • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at www.phindia.com/rajibmall to provide integrated learning to the students NEW TO THE FIFTH EDITION • Several rewritten sections in almost every chapter to increase readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA

Real-Time Systems

All-in-one guide prepares you for CompTIA's new A+ Certification Candidates aiming for CompTIA's revised, two-exam A+ Certified Track will find everything they need in this value-packed book. Prepare for the required exam, CompTIA A+ Essentials (220-601), as well as your choice of one of three additional exams focusing on specific job roles--IT Technician (220-602), Remote Support Technician (220-603), or Depot Technician (220-604). This in-depth book prepares you for any or all four exams, with full coverage of all exam objectives. Inside, you'll find: Comprehensive coverage of all exam objectives for all four exams in a systematic approach, so you can be confident you're getting the instruction you need

Hand-on exercises to reinforce critical skills Real-world scenarios that show you life beyond the classroom and put what you've learned in the context of actual job roles Challenging review questions in each chapter to prepare you for exam day Exam Essentials, a key feature at the end of each chapter that identifies critical areas you must become proficient in before taking the exams A handy fold-out that maps every official exam objective to the corresponding chapter in the book, so you can track your exam prep objective by objective Look inside for complete coverage of all exam objectives for all four CompTIA A+ exams. Featured on the CD SYBEX TEST ENGINE: Test your knowledge with advanced testing software. Includes all chapter review questions and 8 total practice exams. ELECTRONIC FLASHCARDS: Reinforce your understanding with flashcards that can run on your PC, Pocket PC, or Palm handheld. Also on CD, you'll find the entire book in searchable and printable PDF. Study anywhere, any time, and approach the exam with confidence. Visit www.sybex.com for all of your CompTIA certification needs. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

FUNDAMENTALS OF MOBILE COMPUTING, Second Edition

Special Internet Price for Three Copies or More Love Focused will help you discover a very different approach to life and God that makes living in a difficult world satisfying and successful. It describes a model for living that frees you to enjoy a better life without having to change or control your world. And most importantly, Love Focused will help you succeed at the two things God says are most important: loving God and loving others. If you think about it, we are all working hard at trying to get things to turn out a certain way. But unknowingly, this unbiblical, Outcome Focused approach to life is actually the cause of much of our frustration, self-centeredness and stress. Love Focused exposes this hidden, unhealthy way of living and teaches a more biblical, Love Focused model that dramatically changes lives and relationships.

Introduction to the Team Software Process(sm)

The CBT on Managing Global Software Projects, is an initiative to reach Project Management Techniques through e-learning to the software community in India and abroad.

Database Systems Using Oracle

One of the few books to concentrate on the HCI aspects of software design, this book provides a practical step-by-step guide to user interface design using real world case studies. Includes tutorials explaining how to unravel the complexities of user interface design for groupware and explaining an object-oriented approach to graphical user interface design.

Artificial Intelligence

This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

Evolutionary Playwork and Reflective Analytic Practice

Designed to be used in tandem with the latest edition of the PMBOK® Guide, this comprehensive volume closely follows the PMBOK® Guide's approach to style, structure and naming, while providing readers a balanced view of methods, tools, and techniques for managing software projects across the life cycle continuum from highly predictive life cycles to highly adaptive life cycles. Software Extension To the PMBOK® Guide Fifth Edition provides readers with knowledge and practices that will not only improve their efficiency and effectiveness but that of their management teams and project members as well.

FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION

This textbook, now in its Second Edition, addresses the rapid advancements to the area of mobile computing. Almost every chapter has been revised to make the book up to date with the latest developments. It covers the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the technical issues involved in this new and fast emerging discipline. This book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. It includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks (MANETs), design and operation of sensor networks, special constraints and requirements of mobile operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. The book is suitable for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications (MCA), and the undergraduate and postgraduate science courses in computer science and Information Technology. Key Features

- Provides unified coverage of mobile computing and communication aspects
- Discusses the mobile application development, mobile operating systems and mobile databases as part of the material devoted to mobile computing
- Incorporates a survey of mobile operating systems and the latest developments

Human-computer Interaction for Software Designers

"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of The Art of Project Management What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In Applied Software Project Management, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

Software Project Management

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

Measuring Sustainability

Taking a unique approach, this practical introduction gives readers the full flavor of software project management and detailed coverage of the entire development process, not just the lists of management tasks other books provide. This

approach leads the reader through various stages of the development process in a pragmatic and readable way, with a diversity of topics explained.

Fundamentals of Software Engineering

Effective Software Project Management

This book provides guidance for interpreting the ISO 9001: 2000 standard for software organizations; insights into the intent and spirit of the ISO 9001: 2000 standard; acts as a reference material for persons implementing the ISO 9001: 2000 standard in software organizations and assistance to software organizations who are upgrading from ISO: 9001: 1994 to ISO 9001: 2000

Software Extension to the PMBOK® Guide Fifth Edition

With World Wide Web integration and interactivity, extraordinary visual drawings and photographs, unprecedented currency, and unique lecture presentation materials, this book will make your introductory computer course for teachers exciting and dynamicâ€”an experience your students will remember as a highlight of their educational careers!

Applied Software Project Management

From its first appearance in 1995, this book has been consistently well received by tutors and students alike. Now with a revised and updated 3rd edition the authors have updated the original text to better reflect the latest developments in Software Project Management.

Iso 9001:2000 For Software Organizations

Explains how to process XML with Java, build XML applications, and parse complicated documents.

Learning Agile

Description This book provides a clear and provocative discussion of the economics, metrics, and management strategies necessary to plan and execute a software project successfully. Royce discusses, with refreshing candor, some of the fads,

follies, and excesses of the software industry, clearly differentiating proven techniques and obsolete methods. Paired with this insightful examination are compelling arguments for new management approaches that are sure to stimulate debate. The relative impacts of these new techniques are quantified through simple economic analyses, common sense, and anecdotal evidence. The resulting framework strikes a pragmatic balance between theory and practice that can be readily applied in today's challenging development environment. An extensive case study analysis of a large-scale, million-line project deployed successfully on schedule and under budget using these methods further illustrates their application.

Introduction to Software Project Management and Quality Assurance

Annotation Written by the team who created the syllabus and exam papers, this textbook encompasses the entire syllabus of the ISEB Foundation Certificate in IS Project Management.

Basic Electrical Engineering

This book has developed from the successful first edition, which was reprinted every year since its publication in 1995. During this period, the Authors have taught over 400 students, many of them with industrial backgrounds, using the book as the main text. The text, therefore, has been through an extensive and detailed test run, leading to the incorporation of many improvements in the new edition. Among the changes are the addition of a major new section on the management of contracts and material on new developments covering a wide range of international standards.

Project Management for IT-Related Projects

Since its original inception back in 1989 the Web has changed into an environment where Web applications range from small-scale information dissemination applications, often developed by non-IT professionals, to large-scale, commercial, enterprise-planning and scheduling applications, developed by multidisciplinary teams of people with diverse skills and backgrounds and using cutting-edge, diverse technologies. As an engineering discipline, Web engineering must provide principles, methodologies and frameworks to help Web professionals and researchers develop applications and manage projects effectively. Mendes and Mosley have selected experts from numerous areas in Web engineering, who contribute chapters where important concepts are presented and then detailed using real industrial case studies. After an introduction into the discipline itself and its intricacies, the contributions range from Web effort estimation, productivity benchmarking and conceptual and model-based application development methodologies, to other important principles such as usability, reliability, testing, process improvement and quality measurement. This is the first book that looks at Web engineering from a measurement perspective. The result is a self-containing, comprehensive overview detailing the role of measurement and

metrics within the context of Web engineering. This book is ideal for professionals and researchers who want to know how to use sound principles for the effective management of Web projects, as well as for courses at an advanced undergraduate or graduate level.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#)
[HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)