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<<激情式软件开发>>

图书基本信息

书名：<<激情式软件开发>>

13位ISBN编号：9787564042288

10位ISBN编号：7564042281

出版时间：2011-3

出版时间：北京理工大学出版社

作者：麦凯

页数：344

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内容概要

The writing of this 《激情式软件开发(英文版)》, at this time, can be attributed to Dr. Alan George who gave me an opportunity to do a reasonably large project that fits the methodology described in this book. This project in turn led to an opportunity to try to teach students and others associated with the project,the principles and concepts behind the project itself; hence the book. Alan also provided input on some of the content, such as the ideal characteristics of software.

作者简介

Dr. Kenneth McKay is a Professor of Operations Management and Information Systems. Department of Management Sciences.Faculty of Engineering, University of Waterloo. Canada. He has been involved with computer systems for over four decades, and has developed dozens of software systems ranging from relational databases and interactive math software to factory scheduling tools.During this time. Dr. McKay has focused on systems that are centred on tile user. and which require innovative solutions. In "Software Development on Adrenalin. " methods and concepts are shared for how to understand the user requirements, and how to undertake software development when there are few. if any, existing examples to follow.

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章节摘录

版权页：插图：The Agile philosophy is not restricted to the code phase and rapid delivery of functionality.You can also do the understanding and designing bits in an agile way. The next set of chapters probe the ZenTai concepts and it is just as important to engage the user during the ZenTai design phase as it is in the code crafting phase. There should always be some form of thinking before doing, else you are really wasting people's time and money. But, many people seem to bail early on the thinking side and use the Agile concept as an excuse. At least that is my own personal observation. Thinking is hard and it hurts. It is not tim. It is a lot more fun to start wailing on some poor code and showing ill-thought through functionality under the premise Of this is how to figure out the functionality, claiming that this is how the Agile manifesto says how to do it (not). You need to think enough to get to a reasonable starting point and user engagement during the design helps you do that. There is nothing in the Agile texts and guidelines that says you have to be an idiot, that you should not think, and that you should use it as an excuse for sloppy development. When you take the time to engage the user and to understand the problem, it helps you understand the user's value chain, the most important comfort issues, areas where evolution will be important, and the potential and impact of experience. It helps you understand how the computer technology can help the user.When you are building relatively small systems for a limited audience or specialized functions, it is usually easy to identify and engage the key or representative user. For example, when I build planning and scheduling systems for a factory, there are usually several users involved and that is it. You know their names, where they sit and you can dialog with them. Management might want certain fields on reports and certain features to be included, and there might be a number of these folk putting in their two cents worth. However, when it comes down to banging on keys, there are few users to really engage. This is the same in small businesses, or focused applications such as customer database development, charity donor systems, etc.

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