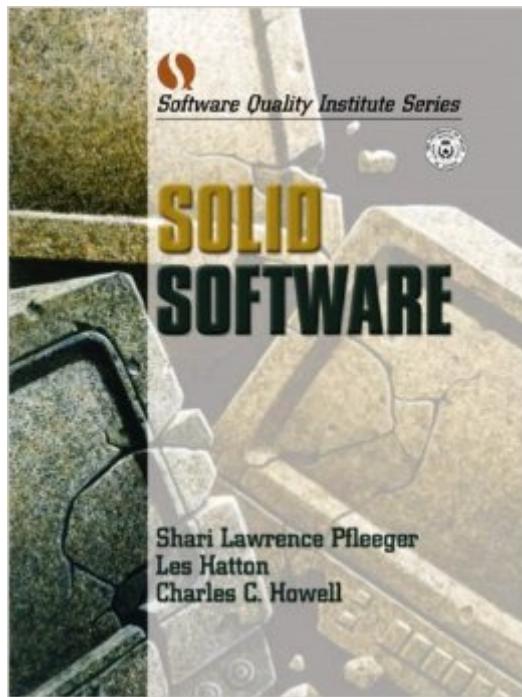


The book was found

Solid Software



Synopsis

Solid Software presents realistic techniques for analyzing and improving the quality and robustness of any software system or software-intensive product. Solid Software isn't theoretical: it's a relentlessly practical decision maker's guide to making intelligent, responsible trade-offs that lead to the best software at the best cost. Solid Software draws upon dozens of real-world examples, based on the author's extensive experience as software quality consultants, and interviews with key software decision makers worldwide. Whether you're a developer, project manager, architect, executive, manager, or regulator, it's your single source for improving software quality in the real world.

Book Information

Paperback: 336 pages

Publisher: Prentice Hall; 1 edition (July 12, 2001)

Language: English

ISBN-10: 0130912980

ISBN-13: 978-0130912985

Product Dimensions: 6.9 x 0.9 x 9.2 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 starsÂ See all reviewsÂ (1 customer review)

Best Sellers Rank: #4,806,845 in Books (See Top 100 in Books) #93 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Quality Control #1125 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Testing #2626 inÂ Books > Business & Money > Management & Leadership > Quality Control & Management > Quality Control

Customer Reviews

I teach software engineering at the University of Colorado. I have begun a 3 course graduate series and am using Solid Software as one of two texts in the first course, Software Engineering of Stand Alone Programs. (Subsequent courses cover multiprogramming and distributed systems.) I have found Solid Software to cover the right topics but not to the right level of detail for my purposes. It is hard to find a general book on software engineering that covers adequately enough development factors that contribute to robustness such as requirements and design reviews, static and dynamic testing, etc. I was pleased when I read through the table of contents and saw the 9 areas addressed by the book. However, it is written to, say, first level managers of programming teams, not to the

programmers themselves. On many topics, there are excerpts from books or papers that give a high level "hit". The good news is that the reference list at the end of each chapter includes excellent references. I think it's fair to say that my students' (all with industry experience) reaction is that it's not quite detailed enough to really understand. They are not expecting a how-to guide but ... more than this level. But you **can** follow the reference trail to get to more substance. If you ARE a 1st level manager, wondering what more can be done, what is reasonable to ask for, then this may be a great book for you.

[Download to continue reading...](#)

Solid Software Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Surreptitious Software: Obfuscation, Watermarking, and Tamperproofing for Software Protection: Obfuscation, Watermarking, and Tamperproofing for Software Protection Solid Wood: Case Studies in Mass Timber Architecture, Technology and Design El agua como sólido/Water as a Solid (Water - Bilingual) (Multilingual Edition) Writing Solid Code (Microsoft Programming Series) Debugging the Development Process: Practical Strategies for Staying Focused, Hitting Ship Dates, and Building Solid Teams Introduction to Microelectronic Fabrication: Volume 5 of Modular Series on Solid State Devices (2nd Edition) Baby-Led Weaning: The Essential Guide to Introducing Solid Foods-and Helping Your Baby to Grow Up a Happy and Confident Eater Childhood Cancer: A Parent's Guide to Solid Tumor Cancers, 2nd Edition The Fourth Phase of Water: Beyond Solid, Liquid, and Vapor Solid State Physics for Engineering and Materials Science Electron Correlations in Molecules and Solids (Springer Series in Solid-State Sciences) Conductors, Semiconductors, Superconductors: An Introduction to Solid State Physics (Undergraduate Lecture Notes in Physics) Classical and Computational Solid Mechanics (Advanced Series in Engineering Science) Book Yourself Solid: The Fastest, Easiest, and Most Reliable System for Getting More Clients Than You Can Handle Even if You Hate Marketing and Selling Book Yourself Solid, 2nd Edition: The Fastest, Easiest, and Most Reliable System for Getting More Clients Than You Can Handle Even if You Hate Marketing and Selling Glassblowing: An Introduction to Solid and Blown Glass Sculpturing The Art of Metal Gear Solid V Limited Edition Solid Foundation: An oral history of reggae

[Dmca](#)