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ISBN	1-280-35067-9 9786610350674 1-4175-5573-4 0-7821-5125-6
Descrizione fisica	1 online resource (322 p.)
Disciplina	005.1
Soggetti	Computer software - Development - Management Computer software - Development Computer software - Quality control Electronic books.
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Coder to Developer: Tools and Strategies for Delivering Your Software; Foreword; Acknowledgments; Contents at a Glance; Contents; Introduction; Tools of the Trade; How This Book Is Organized; About the Sample Application; Keeping Up to Date; Chapter 1: Planning Your Project; Nailing Down a Feature Set; Handling Requirements; Project-Tracking Tools; Choosing a Methodology; Planning Checklist; Chapter 2: Organizing Your Project; Thinking about Architecture; Introducing Patterns; Starting a New Project; Scheduling Deliveries; Organization Checklist Chapter 3: Using Source Code Control EffectivelyThe Three Levels of Source Code Control Enlightenment; Source Code Control Alternatives; Choosing Your Source Code Control System; Best Practices in Source Code Control; Source Code Control for Download Tracker; Source Code Control Checklist; Chapter 4: Coding Defensively; Assertions and Exceptions; Comments or Self-Documenting Code?; Defensive Coding Checklist; Chapter 5: Preventing Bugs with Unit Testing; The Testing Landscape; Unit Testing in Action; Test-Driven Development;

Refactoring; Unit Testing Checklist; Chapter 6: Pumping Up the IDE
Customizing Visual Studio .NETWriting VS .NET Macros; Choosing Add-
Ins; IDE Checklist; Chapter 7: Digging Into Source Code; Spelunking
Utilities; Sources of Reusable Source Code; Evaluating Code: FxCop;
Source Code Checklist; Chapter 8: Generating Code; Understanding
Code Generation; Code Generation for .NET; Code Generation in
Download Tracker; Deciding Whether to use Code Generation; Code-
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Management; QA and Testing; Bug-Tracking Tools; Bug-Squashing
Checklist; Chapter 10: Logging Application Activity; Logging Strategies
Logging ToolsDiagnostic Tools; Logging Checklist; Chapter 11: Working
with Small Teams; Why Work with a Team?; Managing a Team; Tools for
Distributed Teams; Teams Checklist; Chapter 12: Creating
Documentation; Writing End-User Help Files; Creating Developer Help
Files; Writing Manuals; Writing Team Documentation; Documentation
Checklist; Chapter 13: Mastering the Build Process; Developing a Build
Process; Tools for Daily Builds; Continuous Integration; Problems and
Solutions; Build Process Checklist; Chapter 14: Protecting Your
Intellectual Property; Writing Software Contracts
Licensing Your SoftwareUsing Obfuscation to Protect Your Algorithms;
Property Protection Checklist; Chapter 15: Delivering the Application;
Writing Robust Installers; Building a Setup for Download Tracker;
Alternatives to Traditional Installers; Delivery Checklist; Index

Sommario/riassunto

""Two thumbs up""-Gregory V. Wilson, Dr. Dobbs Journal (October
2004) No one can disparage the ability to write good code. At its
highest levels, it is an art. But no one can confuse writing good code
with developing good software. The difference-in terms of challenges,
skills, and compensation-is immense. Coder to Developer helps you
excel at the many non-coding tasks entailed, from start to finish, in
just about any successful development project. What's more, it equips
you with the mindset and self-assurance required to pull it all together,
so that you see ev
