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Autore	Johnston Andrew K
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Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; Introduction; Should I Be Reading this Book?; So What's This All About?; What Do You Assume I Know?; Will You Tell Me About Short-Cuts?; How Does this Book Relate to Structured Methods?; What's Changed in the Second Edition?; Acknowledgements; Success and Failure; Why Do Software Projects Fail?; So How Do I Know If I've Succeeded?; Prevention and Cure; What Do I Have to Deliver?; So How Do I Ensure Success?; The Art of Project Management; What Does a Project Manager Do?; What are the Key Skills of a Project Manager?; How Do I Lead? What if People Make Mistakes?How Do I Build a Team?; How Do I Make Sure the Team is Complete?; How Do I Plan, Report and Communicate?; How Do I Gain Management Approval and Confidence?; How Expert Do I Have to Be?; How Do I Spot Problems?; Is Programming Important?; What Do I Do?; The Development Life-Cycle; What is the Waterfall Life-Cycle?; What is Missing from Most Waterfall Methods?; How Do Iterative and Incremental Methods Work?; How Does Rapid Application Development Work?; What Can Go Wrong?; How Do I Choose A Method?; How Do I Use the Method?; How do I Control Changes? What is the Role of Prototyping?How Should I Structure My Project?;

Structuring the Development; How Do I Divide Up a Development?; How Do I Split the Project into Phases/Iterations?; What are My Options for Team Structure?; What Jobs Must be Done?; How Do I Structure Testing?; OK, So What Do I Have to Do?; Planning and Estimating; What are the Principles of Planning?; How Do I Complete My Plan?; How Do I Plan the Staffing of the Project?; How Can I Present My Plan?; How Do I Know I've Got The Estimates Correct?...; Isn't There a Better Way to Estimate Things?

How Do I Resist Time and Budget Pressures?What is the "Testing Trap"?; What Other Resources Do I Need?; What Do I Do If I'm Not Meeting My Plan?; So How Should I Create My Plan?; The Strategy; What is the Role of A Strategy?; How Do I Make a Business Case?; How Do I Know What Quality is Required?; What Else Do We Need to Decide?; What is a Quality Plan?; What Goes Into the Strategy Report?; How Do I Control Communications with People?; What Do I Deliver?; Analysis; What Do They Need?; How Do I Document Requirements Using Use Cases?; How Does Thinking About Objects Help?

How Do I Develop the Class Model?How Do I Describe the Business Processes?; What are the "Architectural Requirements"?; How and Why Should I Create a Data Model?; How Do I Document the Requirements?; Which Techniques Should I Use?; What are the Risks During Strategy & Analysis?; What Do I Deliver?; Procurement - Buying It In; What's A Typical Procurement Process?; What Are the Different Types of Procurement?; How Do I Choose the Right Supplier?; How Do I Control the Supplier?; What Else do I Need to Check?; How Do I Work with an Unsigned Contract?; What Do I Deliver?; Architecture and Design Why Do I Need A Design?

Sommario/riassunto

Managing a software development project is a complex process. There are lots of deliverables to produce, standards and procedures to observe, plans and budgets to meet, and different people to manage. Project management doesn't just start and end with designing and building the system. Once you've specified, designed and built (or bought) the system it still needs to be properly tested, documented and settled into the live environment. This can seem like a maze to the inexperienced project manager, or even to the experienced project manager unused to a particular environment.<B
