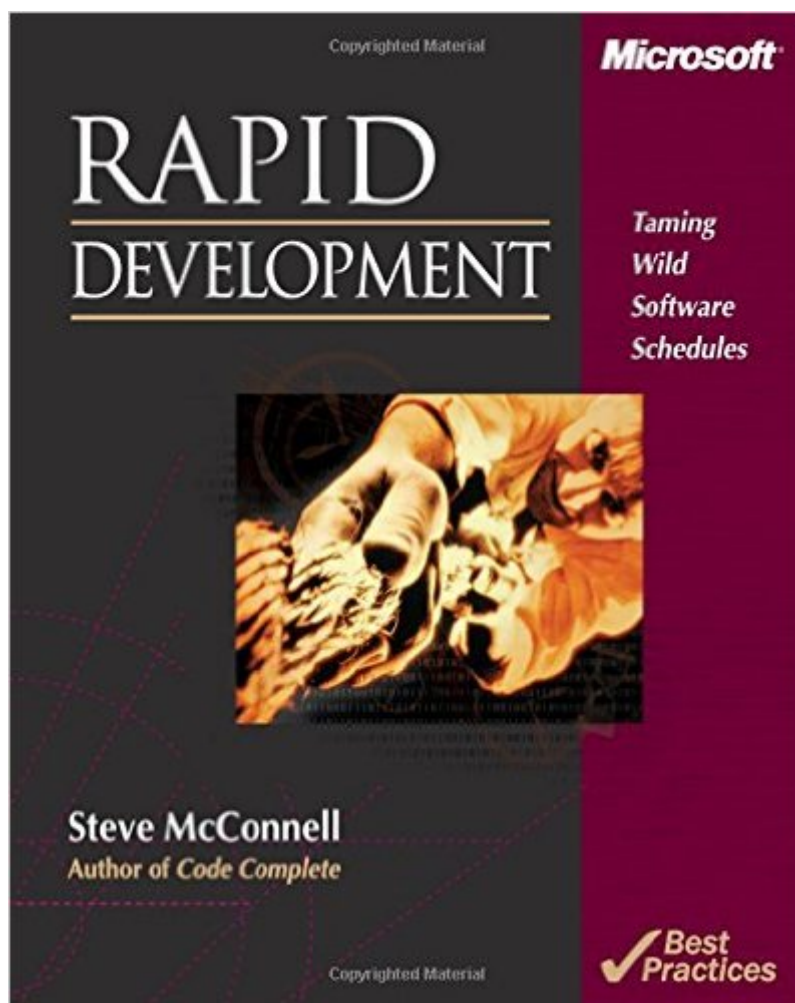


The book was found

# Rapid Development: Taming Wild Software Schedules



## Synopsis

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In **RAPID DEVELOPMENT**, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find:

- A rapid-development strategy that can be applied to any project and the best practices to make that strategy work
- Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others
- A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome
- Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going

**RAPID DEVELOPMENT** is the real-world guide to more efficient applications development.

## Book Information

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Average Customer Review: 4.8 out of 5 stars— See all reviews— (125 customer reviews)

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## Customer Reviews

Steve McConnell's books have always displayed a remarkable degree of practicality and readability. This book is no different. The author says at the outset the Purpose of the book is to answer issues about trade-offs. The author says that software can be optimized for any of several goals: lowest defect rate, lowest cost, or shortest development, etc... Software Engineering is then about achieving tradeoffs, and this is what this book is primarily about. Because the book is so big, it has

been broken into sections that can be read selectively and quickly. A short book would have oversimplified things to the point of uselessness. Organization of the book: Parts 1, 2 deal with the Strategy and Philosophy of rapid development, while part 3 covers Rapid development best practices. In chapter 3 the author talks about 'Classic Mistakes'. He calls them 'classic' and 'seductive' because they are so easy to make that they have been repeated in countless projects.

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