



Software Project Survival Guide

Steve McConnell

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Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE. It's for everyone with a stake in the outcome of a development project--and especially for those without formal software project management training. That includes top managers, executives, clients, investors, end-user representatives, project managers, and technical leads.

Here you'll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT. Steve McConnell draws on solid research and a career's worth of hard-won experience to map the surest path to your goal--what he calls "one specific approach to software development that works pretty well most of the time for most projects." Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process, including planning, design, management, quality assurance, testing, and archiving. For newcomers and seasoned project managers alike, SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success.

So don't worry about wandering among complex sets of project management techniques that require years to sort out and master. SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed. And that makes it a required addition to every professional's bookshelf.

Software Project Survival Guide Details

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Author : Steve McConnell

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From Reader Review Software Project Survival Guide for online ebook

Michael Ryan says

Steve McConnell is always worth reading.

This book has some good stuff in it.

All I would say is that, just because it says, "Constantly manage stakeholder expectations," for example, does not mean that it is easy to do, or that anyone who reads this book can actually do it. Still, to read the sentence is probably better than not reading it.

Keith says

It appears that I will be the technical lead on a new software project---a project that will be substantially larger than the typical research projects I've worked on. So I'm planning to revisit some of my books on managing software projects, including this title. I just hope I don't need to re-read Death March!

Josh Allred says

You have to dig for it but there are some tidbits in here that will help you ship your project out the door.

Scott says

I became a project lead somewhat quickly and unexpectedly and this was one of the first books I picked up to get a handle of what I could be expected of me. It proved to be a good thing to read and has served me well since.

Danien says

Lots of checklists that are theoretically sound and good for large teams and projects but the overhead is way too high for smaller projects.

Craig Cecil says

Most of us have been involved with software projects that we would just as soon forget--or at least run away from screaming. If you want to learn how software projects should be run, or how to run one correctly

yourself, then Steve McConnell presents a straightforward, common-sense approach that can be applied to all types of projects. The companion web site provides a complete collection of templates to support all aspects of managing a software project.

Aggiebradley says

I thought this was an excellent book back when I originally read it, years ago. There is some great advice. But I attempted to re-read this book recently and it felt dated in the age of Agile development and Scrum.

I wonder if it could be updated to provide more recent content while keeping the basic information together?

Tom Schulte says

I really enjoyed this, possibly the most concise and short of McConnell's software design and project management tomes. I found I labeled for reference many spots in this work: Customer's Bill of Rights, Survival Test Score (cf., Raleigh Model), a good overview of required elements of a software process around requirements. Among the points I found interesting was the research into the inefficiency of open work bays vis-avis the need for continued focus by developers.

I also liked the broad view of vision documents and post mortems as this should be a broadly defined and controlled process, too. In there are such realistic caveats as "plan should not assume the team will work overtime" and support for scientific estimation processes and coding standards although I think he has left reality with "The best coding standards are .. less than 25 pages".

Amr Abuellil says

u will find the link to the author website were he has much more books for you .

in this link <http://your-wayout.blogspot.com/2012/...>

this is my blog ... u will find more topics about other books too ..

Ralph Callaway says

heavily focused on waterfall methodologies, but still full of good ideas and ways of thinking about software projects

Lyle says

It's been a long time since I first read this book, but I remember that it's the sort of opinionated, no-nonsense kind of guide that's really useful for beginning project managers who just need someone to tell them "how to do it", until they can get the hang of things and start to develop their own project management style. I suspect that most of the advice still holds up well.

Alexey Ivanov says

Dropped.

David says

Even after more than 20 years of being published this book gives you practical tips to avoid failing on your current (if just started) or next software project.

Many of the recommendations need to be adjusted to your needs of course. Guidelines should be followed and modified depending on the size of the project, the size and expertise of the team and the time to complete the project, among many others.

If you have some experience with software projects (which will make a lot of sense since you are interested in this book), you can probably skip reading the whole book and just read the checklists at the end of each chapter. Then- if you want to know more -go to the corresponding chapter. The checklists are also available at their website <http://www.construx.com/ResourceLandi...>

Krishna Kumar says

A reasonably good introduction to managing software projects. The author uses a typical waterfall model for the book and emphasizes many important concepts, such as getting requirements right and the need for planning. Overall, a good starter book, but most people should move onto reading other books on software project management.

David Brockley says

A lot of this book was common sense stuff that I already do. There were a number of new concepts that I think will be valuable improvements to the way that I work. The key thing that I got from this book though were the small number of instances that played out like this: That's a really good idea. I've come across this before and decided that it should be done... I don't actually do this, do I? *Why do I not do this already?* So chastened, I think I came away from this book a better engineer.

