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Writing Software Documentation-Thomas T. Barker 1998 Part of the new Allyn & Bacon series in technical communication, Writing Software Documentation features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes complete programs for students to work on and a full set of project tracking forms, as well as a broad range of examples including Windows-style pages and screens and award-winning examples from STC competitions.
Agile Documentation-Andreas Rüping 2005-01-14 Software documentation forms the basis for all communication relating to a software project. To be truly effective and usable, it should be based on what needs to be known. Agile Documentation provides sound advice on how to produce lean and lightweight software documentation. It will be welcomed by all project team members who want to cut out the fat from this time consuming task. Guidance given in pattern form, easily digested and cross-referenced, provides solutions to common problems. Straightforward advice will help you to judge: What details should be left in and what left out When communication face-to-face would be better than paper or online How to adapt the documentation process to the requirements of individual projects and build in change How to organise documents and make them easily accessible When to use diagrams rather than text How to choose the right tools and techniques How documentation impacts the customer Better than offering pat answers or prescriptions, this book will help you to understand the elements and processes that can be found repeatedly in good project documentation and which can be shaped and designed to address your individual circumstance. The author uses real-world examples and utilises agile principles to provide an accessible, practical pattern-based guide which shows how to produce necessary and high quality documentation.
R Markdown-Yihui Xie 2018-07-27 R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.
How to Write Usable User Documentation-Edmond H. Weiss 1991 This popular handbook presents a step-by-step method for clearly explaining a product, system, or procedure. The easy-to-follow text--packed with examples and illustrations--explains the unique demands of this form of writing and shows how to set up the best user model. The book covers developing a modular outline and storyboard, generating the draft, revising, developing a formal usability test, and supporting and updating user documentation. Also included are a glossary of terms, a listing of books and periodicals for additional information, and an index.
Docs Like Code-Anne Gentle 2017-10-21 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyoneOs efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.
Technical Documentation and Process-Jerry C. Whitaker 2018-09-03 We live in an age of electronic interconnectivity, with co-workers across the hall and across the ocean, and managing meetings can be a challenge across multiple time zones and cultures. This makes documenting your projects more important than ever. In Technical Documentation and Process, Jerry Whitaker and Bob Mancini provide the background and structure to help you document your projects more effectively. With more than 60 years of combined experience in successfully documenting complex engineering projects, the authors guide you in developing appropriate process and documentation tools that address the particular needs of your organization. Features Strategies for documenting a project, product, or facility A sample style guide template—the foundation on which you can build documents of various types A selection of document templates Ideas for managing complex processes and improving competitiveness using systems engineering and concurrent engineering practices Basic writing standards and helpful references Major considerations for disaster planning Discussion of standardization to show how it can help reduce costs Helpful tips to manage remote meetings and other communications First-hand examples from the authors’ own experience Throughout, the authors offer practical guidelines, suggestions, and lessons that can be applied across a wide variety of project types and organizational structures. Comprehensive yet to the point, this book helps you define the process, document the plan, and manage your projects more confidently.
Literate Programming-Donald Ervin Knuth 1992-01 Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.
How to Write a Computer Manual-Jonathan Price 1984 "How to Communicate Technical Information: " ò Discusses easy-to-follow and user-friendly ways of organizing information. ò Demonstrates how to use the art to communicate context, multiple options and results. ò Offers new ways to present
Working with Static Sites-Raymond Camden 2017-03-03 Just like vinyl LPs, static sites are making a comeback, evidenced by the wide array of static-site generators now available. This practical book shows you hands-on how to build these simple sites for blogs and other use cases, and how to make them more powerful. In the process, you’ll work with some of today’s more mature and popular static-site generators. Authors Raymond Camden and Brian Rinaldi explain the advantages of using static-site generators for building fast and secure sites. Web and frontend designers and developers will also explore methods for adding dynamic elements and for migrating an existing CMS to a static site. Build a basic four-page static site with the Harp generator Create a simple blog with Jekyll Develop a documentation site with Hugo by generating site files and creating the layout Add dynamic elements, such as forms, comments, and search Integrate a CMS with tools such as CloudCannon and Netlify CMS Use one of several options to deploy your static files Learn methods for moving an existing CMS to a static site
The Global English Style Guide-John Kohl 2008-03-07 This detailed, example-driven guide illustrates how much technical communicators can do to make written texts more suitable for a global audience. You'll find dozens of guidelines that you won't find in any other source, along with thorough explanations of why each guideline is useful.
How to Communicate Technical Information-Jonathan Price 1993 In How to Communicate Technical Information, you will learn how to write printed and online computer documentation that is simple, clear, interesting and user-friendly. Technical writers Jonathan Price and Henry Korman map out easy-to-follow methods and include practical tips to help you create hardware and software documentation that is accessible to both beginning and experienced end-users. How to Communicate Technical Information: - Discusses easy-to-follow and user-friendly ways of organizing information. - Demonstrates how to use the art to communicate context, multiple options and results. - Offers new ways to present both quick start options for experienced users and installation instructions. - Presents effective new methods for supplying computer-based training (CBT), including sophisticated graphic and hypertext tours, and demonstrations. - Includes information on online help that suggests methods for integrating this feature into your documentation. Throughout the book, the authors share the techniques they present in their popular seminars as they provide straightforward and interesting ways of organizing information. Price and Korman also suggest practical methods for developing good writing styles. 0805368299B04062001
Documenting Software Architectures-Paul Clements 2010-10-05 Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system’s architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML
The Insider's Guide to Technical Writing-Krista Van Laan 2012-05-15 Every complex product needs to be explained to its users, and technical writers, also known as technical communicators, are the ones who do that job. A growing field, technical writing requires multiple skills, including an understanding of technology, writing ability, and great people skills. Whether you're thinking of becoming a technical writer, just starting out, or you've been working for a while and feel the need to take your skills to the next level, The Insider's Guide to Technical Writing can help you be a successful technical writer and build a satisfying career. Inside the Book Is This Job for Me? What does it take to be a technical writer? Building the Foundation: What skills and tools do you need to get started? The Best Laid Plans: How do you create a schedule that won’t make you go crazy? How do you manage different development processes, including Agile methodologies? On the Job: What does it take to walk into a job and be productive right away? The Tech Writer Toolkit: How do you create style guides, indexes, templates and layouts? How do you manage localization and translation and all the other non-writing parts of the job? I Love My Job: How do you handle the ups and downs of being a technical writer? Appendixes: References to websites, books, and other resources to keep you learning. Index
Work the System-Sam Carpenter 2011-01-10 A Simple Mindset Tweak Will Change Your Life. After a fifteen-year nightmare operating a stagnant service business, Sam Carpenter developed a down-to-earth methodology that knocked his routine eighty-hour workweek down to a single hour—while multiplying his bottom-line income more than twenty-fold. In Work the System, Carpenter reveals a profound insight and the exact uncomplicated, mechanical steps he took to turn his business and life around without turning it upside down. Once you “get” this new vision, success and serenity will come quickly. You will learn to: • Make a simple perception adjustment that will change your life forever. • See your world as a logical collection of linear systems that you can control. • Manage the systems that produce results in your business and your life. • Stop fire-killing. Become a fire-control specialist! • Maximize profit, create client loyalty, and develop enthusiastic employees who respect you. • Identify insidious “errors of omission.” • Maximize your biological and mechanical “prime time” so that you are working at optimum efficiency. • Design the life you want—and then, in the real world, quickly create it! You can keep doing what you have always done, and continue getting mediocre, unsatisfactory results. Or you can find the peace and freedom you’ve always wanted by transforming your business or corporate department into a finely tuned machine that runs on autopilot!
Perspectives on Software Documentation-Thomas T Barker 2020-11-26 This book is designed to address the randomness of the literature on software documentation. As anyone interested in software documentation is aware, the field is highly synthetic; information about software documentation may be found in engineering, computer science training, technical communication, management, education and so on. "Perspectives on Software Documentation" contains a variety of perspectives, all tied together by the shared need to make software products more usable.
Planning and Structuring User Assistance-Marc Achtelig 2012 Even the best information is worthless if users can't find it. Providing user-friendly structure and navigation is just as important as providing well-written content. However, structuring user assistance isn't as simple and obvious as it may seem. If you think that your document structure should follow the structure of your product's components and functions: You're wrong. If you think that the type of document that you prefer is the same type of document that your clients prefer: You're wrong. If you think that all the information that you have is important: You're also wrong. This book tells you how to structure, index, and link your documents so that readers actually find the information that your documents contain. Topics covered: General structuring principles that all structural decisions have in common. Choosing media: Should you provide a printed or printable user manual (PDF), online help, or both? What information should go into the user manual, and what information should go into online help? Which help format should you use? Can context-sensitive help calls be implemented? Should you provide interactive features and social features? Planning documents: Should you put all information into one document, or should you supply several user manuals for specific purposes and user groups? How should you name your documents? Planning document sections: What are the major sections that your documents should consist of? Are there any standard sections that you shouldn't forget? Planning topics: What types of information do your clients need? How should you build and name the individual topics within the document? Planning the order of sections and topics: How should you organize the sections and topics within your documents? What comes first? What comes later? Planning navigation: Which navigational devices should you provide in printed documents and in online help systems? Where should you provide links or cross-references and where not? Audience: Technical writers Developers Marketing professionals Product managers
Effective Documentation-Stephen Doheny-Farina 1988 "Best Collection of Essays", NCTE Awards for Excellence in Technical and Scientific Communication. Effective Documentation is a major sourcebook that offers technical writers, editors, teachers, and students of technical communication a wide variety of practical guidelines based on often hard to find research in the usability of printed and electronic media. The book's eighteen chapters provide a wealth of material on such topics of current interest as the writing of design manuals, research in cognitive psychology as applied to the design of user manuals, and the organizing of manuals for hierarchical software systems. Included are chapters by such well known scholars in the field as Philip Rubens, Robert Krull, Judith Ramey, and John Carroll. Effective Documentation reviews the advice offered by other "how to produce usable documentation" books, describing the different types of usability research and explaining the inherent biases of each type. It goes beyond the actual design of textual and/or electronic media to look at these designs in context, giving advice on effective management ("good management is a requisite of good writing"), on the relationship between document design and product design, and on how to find out who one's readers really are. Advances in the presentation of textual information are explained, with suggestions on how to improve the usability of individual sentences and the design of entire books. The concluding chapters discuss advances in the design and use of online information and offer valuable insights into the use of graphic information and the development and design of information communicated via electronic media. Stephen Doheny Farina is Assistant Professor of Technical Communication at Clarkson University. Effective Documentation is included in the Information Systems series, edited by Michael Lesk.
Living Documentation-Cyrille Martraire 2019
Developing Quality Technical Information-Gretchen Hargis 2004-04-06 "The examples are excellent--right on target and easy to understand and adapt. Even those who don't adopt the entire procedure can profit from the parts, but the greatest value will flow to those who adopt the whole." --Carolyn Mulford, senior writer and editor of Writing That Works "This is also a book that students can keep for their professional libraries because it will increase in its value to them after they leave class and face real life experiences on the job. It is plain enough for them to understand while they are learning, and at the same time comprehensive enough to support them as professionals." --

Elizabeth Boling, Instructional Systems Technology, Indiana University "It practices what it preaches. Its guidelines are understandable and appropriate; its examples clear. It contains exactly what writers and editors need to know. It is the book that I would have written." --Cynthia E. Spellman, Unisys The #1 guide to excellence in documentation--now completely updated! A systematic, proven approach to creating great documentation Thoroughly revised and updated More practical examples More coverage of topic-based information, search, and internationalization Direct from IBM's own documentation experts, this is the definitive guide to developing outstanding technical documentation--for the Web and for print. Using extensive before-and-after examples, illustrations, and checklists, the authors show exactly how to create documentation that's easy to find, understand, and use. This edition includes extensive new coverage of topic-based information, simplifying search and retrievability, internationalization, visual effectiveness, and much more. Coverage includes: Focusing on the tasks and topics users care about most Saying more with fewer words Using organization and other means to deliver faster access to information Presenting information in more visually inviting ways Improving the effectiveness of your review process Learning from example: sample text, screen captures, illustrations, tables, and much more Whether you're a writer, editor, designer, or reviewer, if you want to create great documentation, this book shows you how!

PDF Explained-John Whitington 2011-12-01 At last, here’s an approachable introduction to the widely used Portable Document Format. PDFs are everywhere, both online and in printed form, but few people take advantage of the useful features or grasp the nuances of this format. This concise book provides a hands-on tour of the world’s leading page-description language for programmers, power users, and professionals in the search, electronic publishing, and printing industries. Illustrated with lots of examples, this book is the documentation you need to fully understand PDF. Build a simple PDF file from scratch in a text editor Learn the layout and content of a PDF file, as well as the syntax of its objects Examine the logical structure of PDF objects, and learn how pages and their resources are arranged into a document Create vector graphics and raster images in PDF, and deal with transparency, color spaces, and patterns Explore PDF operators for building and showing text strings Get up to speed on bookmarks, metadata, hyperlinks, annotations, and file attachments Learn how encryption and document permissions work in PDF Use the pdftk program to process PDF files from the command line

The Hitchhiker's Guide to Python-Kenneth Reitz 2016-08-30 The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker’s Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Managing Your Documentation Projects-JoAnn T. Hackos 1994 Practical, authoritative, and the first comprehensive guide tomanaging every phase of your publication project. The only bookdevoted exclusively to technical publication project management,Managing Your Documentation Projects arms you with provenstrategies and techniques for producing high-quality, extremelyusable documentation, while cutting cost and time-to-market. Dr.JoAnn T. Hackos, a top documentation design and project managementconsultant to major corporations, including IBM andHewlett-Packard, shares with you the fruit of her more than 15years of experience in the field. She gives you: * Clear-cut, rational guidelines to managing every phase of theproject from planning and development, through production,distribution, and project evaluation * Scores of usable templates, checklists, summaries, andforms * Dozens of real-life case studies and scenarios taken from theauthor's extensive experience at top corporations * Techniques applicable to virtually all fields ofdocumentation Managing Your Documentation Projects was designed to function as acomprehensive guide for new managers and a daily tool of survivalfor veterans. It is also an invaluable resource for technicalwriters, editors, graphic designers, consultants, and anyone calledupon to produce high-quality technical documentation on time andwithin budget. JOANN T. HACKOS, PhD, is President of ComtechServices, Inc., an information/design firm in Denver, Colorado andSan Jose, California. She is also president of JoAnn Hackos &Associates, Inc., a strategic planning and management consultingfirm. In 1993, she served as president of the Society for TechnicalCommunication (STC) and is a frequent conference keynote speaker onsuch topics as quality and usability of products and services, theimportance of meeting the needs of the customer, and projectmanagement.

Managing Writers-Richard Hamilton 2013 A practical guide to managing documentation projects in the real world.

Ask a Manager-Alison Green 2018-05-01 The ideal graduation gift for anyone about to enter the workforce, a witty, practical guide to 200 difficult professional conversations—featuring all-new advice from the creator of the popular website Ask a Manager and New York’s work-advice columnist. There’s a reason Alison Green has been called “the Dear Abby of the work world.” Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don’t know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You’ll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit “reply all” • you’re being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate’s loud speakerphone is making you homicidal • you got drunk at the holiday party Advance praise for Ask a Manager “A must-read for anyone who works . . . [Alison Green’s] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work.”—Booklist (starred review) “I am a huge fan of Alison Green’s Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of The No Asshole Rule and The Asshole Survival Guide “Clear and concise in its advice and expansive in its scope, Ask a Manager is the book I wish I’d had in my desk drawer when I was starting out (or even, let’s be honest, fifteen years in).”—Sarah Knight, New York Times bestselling author of The Life-Changing Magic of Not Giving a F*ck

Technical Writing Process-Kieran Morgan 2015-05-23 "Plan, structure, write, review, publish"--Cover.

Writing Plain Instructions-Marc Achtelig 2012 Users want manuals that are easy to read, with short sentences, simple words, and unambiguous instructions. Unfortunately, writing plain language is much more difficult than writing overblown instructions that only an expert can understand. Writing complex texts is simple-writing simple texts is complex. This book shows you how to write simple user assistance rather than complex user annoyance. As it's a book about stating your message clearly, it also states its own messages clearly. It's free of boring theory and free of highbrow grammar terms and gives you clear recommendations and catchy examples that you can easily remember and apply to your own work. Topics covered: General technical writing principles that make your texts plain, simple, and easy to understand; On the topic level: Rules for writing "Concept topics," "Task topics," and "Reference topics."; On the paragraph level: Rules for writing the standard elements that form a topic, such as headings, subheadings, procedures, lists, tables, warnings, notes, tips, examples, cross-references, and links; On the sentence level: Rules for building plain and unambiguous sentences; On the word level: Recommendations for using simple words; Spelling and punctuation FAQ; Grammar and word choice FAQ; Standard terms and phrases. Audience: technical writers, developers, marketing professionals, product managers.

Software Development and Professional Practice-John Dooley 2011-10-13 Software Development and Professional Practice reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

Pedagogical Documentation in Early Childhood-Susan Stacey 2015-05-11 An inspiring step-by-step guide to documenting children's ideas, questions, and learning in a way that enhances teacher's thinking and understanding

bookdown-Yihui Xie 2016-12-12 bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

Story-Based Inquiry: A Manual for Investigative Journalists-Mark Lee Hunter 2011

Writing Effective Software Documentation-Patricia Ann Williams 1990 A guide to writing clear, useful computer user manuals covers project management, the organization of information, and writing fundamentals, and shows examples of good documentation

How to Write and Present Technical Information-Charles H. Sides 1999-02-18 This book shows professionals how to communicate effectively about technology in business and industry.

Software Engineering-Shari Lawrence Pfleeger 2006 This introduction to software engineering and practice addresses both procedural and object-oriented development.Is thoroughly updated to reflect significant changes in software engineering, including modeling and agile methods. Emphasizes essential role of modeling design in software engineering. Applies concepts consistently to two common examples a typical information system and a real-time system. Combines theory with real, practical applications by providing an abundance of case studies and examples from the current literature.A useful reference for software engineers.

Just Enough Software Architecture-George Fairbanks 2010-08-30 This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

arc42 by Example-Dr. Gernot Starke 2019-10-07 Document the architecture of your software easily with this highly practical, open-source template. Key Features Get to grips with leveraging the features of arc42 to create insightful documents Learn the concepts of software architecture documentation through real-world examples Discover techniques to create compact, helpful, and easy-to-read documentation Book Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks and illustrate the relationships between them Discover how to describe the runtime behavior of a system Know how to document design decisions and their reasons Explore the risks and technical debt of your system Who this book is for This book is for software developers and solutions architects who are looking for an easy, open-source tool to document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

Confluence, Tech Comm, Chocolate-Sarah Maddox 2012 Takes you inside Confluence wiki for an in-depth guide to developing and publishing technical documentation on a wiki. While the book focuses on Confluence, the concepts and strategies apply to any wiki.

Open Sources-Chris DiBona 1999-01-03 Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors haved ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software.Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going.For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage.The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open- source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away.For the first time in print, this book presents the story of the open- source phenomenon told by the people who created this movement.Open Sources will bring you into the world of free software and show you the revolution.

Clean Code-Robert C. Martin 2009 Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

How to Get Started as a Technical Writer-James Gill 2012-03-19 In 2010, US News and World Report named technical writing one of the "50 Best Careers" in the world.Want a new (or better) career as a technical writer, but aren't sure where to begin? How to Get Started as a Technical Writer is a practical, personal, no-nonsense guide to preparing for and launching your career in technical writing. You won't find a lot of fluff or detailed instructions on how to write. Instead, you'll get over 80 pages of concise, real-world information on what it *really* takes to break into the field.Take advantage of the author's 20 years of industry experience to get answers to questions like:* What is a technical writer?* What does a typical day look like?* What are the "must have" skills for a technical writer?* Should I get more education?And, of course:* How do I get experience and land my first job?How to Get Started as a Technical Writer also includes an extensive list of useful Internet resources and a glossary of up-to-date technical writing terms.

Carbon Dioxide Capture and Storage-Intergovernmental Panel on Climate Change. Working Group III. 2005-12-19 IPCC Report on sources, capture, transport, and storage of CO2, for researchers, policy-makers and engineers.

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