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Software Craftsman Professionalism Pragmatism

One of the key figures in the Software Craftmanship profession, Sandro Mancuso's book makes for enlightening reading in a profession that is fraught with the unknown.

The Software Craftsman: Professionalism, Pragmatism, Pride ...

It's a mindset where software developers choose to be responsible for their own careers, constantly learning new tools and techniques and constantly bettering themselves. Software Craftmanship is all about putting responsibility, professionalism, pragmatism, and pride back into software development.

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The Software Craftsman: Professionalism, Pragmatism, Pride ...

In *The Software Craftsman: Professionalism, Pragmatism, Pride*, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman.

The Software Craftsman: Professionalism, Pragmatism, Pride ...

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In *The Software Craftsman: Professionalism, Pragmatism, Pride*, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman.

Software Craftsman, The : Sandro Mancuso : 9780134052502

The Software Craftsman. Sandra Mancuso. Prentice Hall. c/o Pearson Technology Group. 801 East 96th Street, #300, Indianapolis, IN 46240-3759. 9780134052502 \$34.99 www.informit.com/ph. *The Software Craftsman: Professionalism, Pragmatism, Pride* teaches the basics of how to be a better developer and how to deliver better products, and avoids the usual jargon and wide-ranging focus on agile processes to focus on the heart of the matter: coding craftsmanship.

The Software Craftsman. - Free Online Library

The software craftsman : professionalism, pragmatism, pride / Sandro Mancuso. pages cm Includes index. ISBN 978-0-13-405250-2 (pbk. : alk. paper)—ISBN 0-13-405250-1 (pbk. : alk. paper) 1. Computer software—Development. 2. Software architecture. 3. Quality of products. I. Title. QA76.76.D47M3614 2015 005.3—dc23 2014040470

The Software Craftsman

Software Craftsman, The: Professionalism, Pragmatism, Pride: Mancuso, Sandro: Amazon.sg: Books

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"After many decades - and even more methodologies - software projects are still failing. Why? Managers see software development as a production line. Companies don't know how to manage

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software projects and hire good developers. Many developers still behave like factory workers, providing terrible service to their employers and clients. Agile was a big step forward, but not enough. What's missing? The right mindset - for both developers and their employers. As developers worldwide are recognizing, the right mindset is craftsmanship ... Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps you improve upon best-practice technical disciplines such as agile and lean, taking all your development projects to the next level. You'll learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories. By placing greater professionalism, technical excellence, and customer satisfaction at the heart of what you do, you won't just deliver more value to everyone involved: you'll be happier and more fulfilled doing it"--Publisher's description.

Be a Better Developer and Deliver Better Code Despite advanced tools and methodologies, software projects continue to fail. Why? Too many organizations still view software development as just another production line. Too many developers feel that way, too—and they behave accordingly. In *The Software Craftsman: Professionalism, Pragmatism, Pride*, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman. Once you embrace this powerful mindset, you can achieve unprecedented levels of technical excellence and customer satisfaction. Mancuso helped found the world's largest organization of software craftsmen; now, he shares what he's learned through inspiring examples and pragmatic advice you can use in your company, your projects, and your career. You will learn Why agile processes aren't enough and why craftsmanship is crucial to making them work How craftsmanship helps you build software right and helps clients in ways that go beyond code How and when to say "No" and how to provide creative alternatives when you do Why bad code happens to good developers and how to stop creating and justifying it How to make working with legacy code less painful and more productive How to be pragmatic—not dogmatic—about your practices and tools How to lead software craftsmen and attract them to your organization What to avoid when advertising positions, interviewing candidates, and hiring developers How developers and their managers can create a true culture of learning How to drive true technical change and overcome deep patterns of skepticism Sandro Mancuso has coded for startups, software houses, product companies, international consultancies, and investment banks. In October 2013, he cofounded Codurance, a consultancy based on Software Craftsmanship principles and values. His involvement with Software Craftsmanship began in 2010, when he founded the London Software Craftsmanship Community (LSCC), now the world's largest and most active Software Craftsmanship community, with more than two thousand craftsmen. For the past four years, he has inspired and helped developers to organize Software Craftsmanship communities throughout Europe, the United States, and the rest of the world.

This book introduces the author's collection of wisdom under one umbrella: Software Craftsmanship. This approach is unique in that it spells out a programmer-centric way to build software. In other words, all the best computers, proven components, and most robust languages mean nothing if the programmer does not understand their craft.

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.

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is

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your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

Agile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” –Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” –Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many

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interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo

You need to get value from your software project. You need it "free, now, and perfect." We can't get you there, but we can help you get to "cheaper, sooner, and better." This book leads you from the desire for value down to the specific activities that help good Agile projects deliver better software sooner, and at a lower cost. Using simple sketches and a few words, the author invites you to follow his path of learning and understanding from a half century of software development and from his engagement with Agile methods from their very beginning. The book describes software development, starting from our natural desire to get something of value. Each topic is described with a picture and a few paragraphs. You're invited to think about each topic; to take it in. You'll think about how each step into the process leads to the next. You'll begin to see why Agile methods ask for what they do, and you'll learn why a shallow implementation of Agile can lead to only limited improvement. This is not a detailed map, nor a step-by-step set of instructions for building the perfect project. There is no map or instructions that will do that for you. You need to build your own project, making it a bit more perfect every day. To do that effectively, you need to build up an understanding of the whole process. This book points out the milestones on your journey of understanding the nature of software development done well. It takes you to a location, describes it briefly, and leaves you to explore and fill in your own understanding. What You Need: You'll need your Standard Issue Brain, a bit of curiosity, and a desire to build your own understanding rather than have someone else's detailed ideas poured into your head.

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