CSE403 Suggested Readings

*Rapid Development*, Steve McConnell
1 - Introduction
2 - Rapid-development strategy
3 - Classic Mistakes
4 - Software Development Fundamentals
5 - Risk management
6 - Core Issues in Rapid Development
7 - Lifecycle planning
10 - Customer-Oriented Development
12 - Teamwork
13 - Team Structure
18 - Daily Build and Smoke Test
19 - Designing for Change

*Anchoring the Software Process*, Barry Boehm
http://citeseer.nj.nec.com/boehm95anchoring.html

*Balancing Discipline and Flexibility with the Spiral Model and MBASE (Model-Based Architecting and Software Engineering)*, Boehm and Port

*Implementing VisiCalc*, Bob Frankston

*Painless Functional Specifications*, Joel Spolsky
http://www.joelonsoftware.com/articles/fog000000036.html

*The Joel Test: 12 Steps to Better Code*, Joel Spolsky
http://www.joelonsoftware.com/printerFriendly/articles/fog000000043.html

*The Mythical Man-Month*, Brooks
Chapter 3, The Surgical Team

*The Pragmatic Programmer*, Hunt & Thomas
Chapter 7, Before the Project

*Structuring Use Cases with Goals*, A. Cockburn
http://alistair.cockburn.us/crystal/articles/alistairsarticles.htm

*Use cases in theory and practice*, A. Cockburn
http://alistair.cockburn.us/crystal/articles/alistairsarticles.htm

*Programming Considered as a Human Activity*, EW Dijkstra, Proceedings of the IFIP Congress 65
On the Criteria To Be Used in Decomposing Systems into Modules, DL Parnas, Comm. of the ACM, V15, No 12, Dec 1972
http://www.acm.org/classics/

The Hundred-Year Language, Paul Graham
http://www.paulgraham.com/hundred.html

Perfection and Simplicity, Taste and Aesthetics, and Designing Distributed Systems, from A Conversation with Ken Arnold, by Bill Venners
http://www.artima.com/intv/perfect.html
http://www.artima.com/intv/taste.html
http://www.artima.com/intv/distrib.html

Software Architecture, David Garlan, CMU, 2001
http://www-2.cs.cmu.edu/~able/publications/encycSE2001/

A Practical Method for Documenting Software Architectures, Clements, et al, CMU
http://www-2.cs.cmu.edu/~able/publications/icse03-dsa/

If You Didn’t Test It, It Doesn’t Work, Bob Colwell, IEEE Computer
http://www.computer.org/computer/homepage/0502/Random/

Good Enough Quality – Beyond the Buzzword, James Bach
http://www.satisfice.com/articles/good_enough_quality.pdf

The Blind Men and the Elephant (poem), John Godfrey Saxe
http://www.wordfocus.com/word-act-blindmen.html
http://www.constitution.org/col/blind_men.htm

The Blind Men and the Elephant – Mastering Project Work, David A. Schmaltz

Design Patterns Explained: A New Perspective on Object-Oriented Design (2nd ed.), Alan Shalloway and James R. Trott
http://www.netobjectives.com/dpexplained/index.html

Mastery – The Keys to Success and Long-Term Fulfillment, George Leonard
http://www.cs.washington.edu/education/courses/cse403/04wi/mastery.html

Software Engineering: Ariane 5
http://www2.vuw.ac.nz/staff/stephen_marshall/SE/Failures/SE_Ariane.html