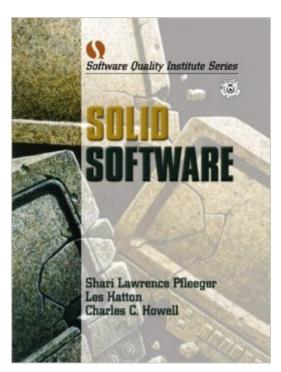
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# Solid Software





### Synopsis

Solid Software presents realistic techniques for analyzing and improving the quality and robustness of any software system or software-intensive product. Solid Software isn't theoretical: it's a relentlessly practical decision maker's guide to making intelligent, responsible trade-offs that lead to the best software at the best cost. Solid Software draws upon dozens of real-world examples, based on the author's extensive experience as software quality consultants, and interviews with key software decision makers worldwide. Whether you're a developer, project manager, architect, executive, manager, or regulator, it's your single source for improving software quality in the real world.

## **Book Information**

Paperback: 336 pages Publisher: Prentice Hall; 1 edition (July 12, 2001) Language: English ISBN-10: 0130912980 ISBN-13: 978-0130912985 Product Dimensions: 6.9 x 0.9 x 9.2 inches Shipping Weight: 1.2 pounds (View shipping rates and policies) Average Customer Review: 4.0 out of 5 stars Â See all reviews (1 customer review) Best Sellers Rank: #4,806,845 in Books (See Top 100 in Books) #93 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Quality Control #1125 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Testing #2626 in Books > Business & Money > Management & Leadership > Quality Control & Management > Quality Control

#### **Customer Reviews**

I teach software engineering at the University of Colorado. I have begun a 3 course graduate series and am using Solid Software as one of two texts in the first course, Software Engineering of Stand Alone Programs. (Subsequent courses cover multiprogramming and distributed systems.) I have found Solid Software to cover the right topics but not to the right level of detail for my purposes. It is hard to find a general book on software engineering that covers adequately enough development factors that contribute to robustness such as requirements and design reviews, static and dynamic testing, etc. I was pleased when I read through the table of contents and saw the 9 areas addressed by the book. However, it is written to, say, first level managers of programming teams, not to the programmers themselves. On many topics, there are excerpts from books or papers that give a high level "hit". The good news is that the reference list at the end of each chapter includes excellent references. I think it's fair to say that my students' (all with industry experience) reaction is that it's not quite detailed enough to really understand. They are not expecting a how-to guide but ... more than this level. But you \*can\* follow the reference trail to get to more substance. If you ARE a 1st level manager, wondering what more can be done, what is reasonable to ask for, then this may be a great book for you.

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