What Every Software Manager Must Know to Succeed with Object Technology (SIGS: Managing Object Technology)

John D. Williams

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The two biggest causes of failure of object-based projects are the software managers' lack of understanding of the technology or their inability to recognize that OT projects must be managed differently from other projects. What Every Software Manager Must Know to Succeed with Object Technology shows managers what object technology is and how to manage it effectively. It provides readers with a no-nonsense approach to object technology management, including effective guidelines on how to track the development of projects. This is the only book available that truly addresses the substantive issues that managers must address when implementing object technology. The author begins this book by providing a simple real world example to outline the technology and then shows managers the choices and tradeoffs available. Details of how to track and report progress on projects using iterative development techniques will be of particular interest to software managers.

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