

Software Quality Engineer Books

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Software Quality Engineering

A comprehensive reference manual to the Certified Software Quality Engineer Body of Knowledge and study guide for the CSQE exam.

QA Engineer I Make Developers Cry

Due to global competition, safety regulations, and other factors, manufacturers are increasingly pressed to create products that are safe, highly reliable, and of high quality. Engineers and quality assurance professionals need a cross-disciplinary understanding of these topics in order to ensure high standards in the design and manufacturing process.

Software Quality Engineering

Written by one of the foremost authorities on the subject, the Second Edition is completely revised to reflect the latest changes to the ASQ Body of Knowledge for the Certified Quality Engineer (CQE). This handbook covers every essential topic required by the quality engineer for day-to-day practices in planning, testing, finance, and management and thoroughly examines and defines the principles and benefits of Six Sigma management and organization. The Quality Engineering Handbook provides new and expanded sections on management systems,

leadership and facilitation principles and techniques, training, customer relations, documentation systems, domestic and international standards, and more.

Fundamental Concepts for the Software Quality Engineer

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

The Certified Quality Engineer Handbook

Many books cover functional testing techniques, but relatively few also cover technical testing. The Software Test Engineer's Handbook-2nd Edition fills that gap. Authors Graham Bath and Judy McKay are core members of the ISTQB Working Party that created the new Advanced Level Syllabus-Test Analyst and Advanced Level Syllabus-Technical Test Analyst. These syllabi were released in 2012. This book presents functional and technical aspects of testing as a coherent whole, which benefits test

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analyst/engineers and test managers. It provides a solid preparation base for passing the exams for Advanced Test Analyst and Advanced Technical Test Analyst, with enough real-world examples to keep you intellectually invested. This book includes information that will help you become a highly skilled Advanced Test Analyst and Advanced Technical Test Analyst. You will be able to apply this information in the real world of tight schedules, restricted resources, and projects that do not proceed as planned.

SOFTWARE ENGINEERING

Software Quality Assurance: Integrating Testing, Security, and Audit focuses on the importance of software quality and security. It defines various types of testing, recognizes factors that propose value to software quality, and provides theoretical and real-world scenarios that offer value and contribute quality to projects and applications. The p

Metrics and Models in Software Quality Engineering

How to Engineer Software

Quality Engineering Handbook

Fundamental Concepts for the Software

Quality Engineer

Software Engineering and Testing

Software quality stems from two distinctive, but associated, topics in software engineering: software functional quality and software structural quality. Software Quality Engineering studies the tenets of both of these notions, which focus on the efficiency and value of a design, respectively. The text addresses engineering quality on both the application and system levels with attention to Information Systems and Embedded Systems as well as recent developments. Targeted at graduate engineering students and software quality specialists, the book analyzes the relationship between functionality and quality with practical applications to related ISO/IEC JTC1 SC7 standards.

Introduction to Software Testing

Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and

technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

Quality Software Project Management

The one resource needed to create reliable software. This text offers a comprehensive and integrated approach to software quality engineering. By following the author's clear guidance, readers learn how to master the techniques to produce high-quality, reliable software, regardless of the software system's level of complexity. The first part of the publication introduces major topics in software quality engineering and presents quality planning as an integral part of the process. Providing readers with a solid foundation in key concepts and practices, the book moves on to offer in-depth coverage of software testing as a primary means to ensure software quality; alternatives for quality assurance, including defect prevention, process improvement, inspection, formal verification, fault tolerance, safety assurance, and damage control; and measurement and analysis to close the feedback loop for quality assessment and quantifiable improvement. The text's approach and style evolved

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from the author's hands-on experience in the classroom. All the pedagogical tools needed to facilitate quick learning are provided: * Figures and tables that clarify concepts and provide quick topic summaries * Examples that illustrate how theory is applied in real-world situations * Comprehensive bibliography that leads to in-depth discussion of specialized topics * Problem sets at the end of each chapter that test readers' knowledge This is a superior textbook for software engineering, computer science, information systems, and electrical engineering students, and a dependable reference for software and computer professionals and engineers.

Handbook of Software Quality Assurance

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

Introducing Software Testing

A superior primer on software testing and quality

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assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. **Software Testing and Quality Assurance: Theory and Practice** equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

Insights on Software Quality Engineering

Software Quality Assurance in Large Scale and Complex Software-intensive Systems presents novel and high-quality research related approaches that relate the quality of software architecture to system requirements, system architecture and enterprise-architecture, or software testing. Modern software has

become complex and adaptable due to the emergence of globalization and new software technologies, devices and networks. These changes challenge both traditional software quality assurance techniques and software engineers to ensure software quality when building today (and tomorrow's) adaptive, context-sensitive, and highly diverse applications. This edited volume presents state of the art techniques, methodologies, tools, best practices and guidelines for software quality assurance and offers guidance for future software engineering research and practice. Each contributed chapter considers the practical application of the topic through case studies, experiments, empirical validation, or systematic comparisons with other approaches already in practice. Topics of interest include, but are not limited, to: quality attributes of system/software architectures; aligning enterprise, system, and software architecture from the point of view of total quality; design decisions and their influence on the quality of system/software architecture; methods and processes for evaluating architecture quality; quality assessment of legacy systems and third party applications; lessons learned and empirical validation of theories and frameworks on architectural quality; empirical validation and testing for assessing architecture quality. Focused on quality assurance at all levels of software design and development Covers domain-specific software quality assurance issues e.g. for cloud, mobile, security, context-sensitive, mash-up and autonomic systems Explains likely trade-offs from design decisions in the context of complex software system engineering and quality assurance Includes practical case studies of

software quality assurance for complex, adaptive and context-critical systems

Quality Engineering Handbook

This open access book, published to mark the 15th anniversary of the International Software Quality Institute (iSQI), is intended to raise the profile of software testers and their profession. It gathers contributions by respected software testing experts in order to highlight the state of the art as well as future challenges and trends. In addition, it covers current and emerging technologies like test automation, DevOps, and artificial intelligence methodologies used for software testing, before taking a look into the future. The contributing authors answer questions like: "How is the profession of tester currently changing? What should testers be prepared for in the years to come, and what skills will the next generation need? What opportunities are available for further training today? What will testing look like in an agile world that is user-centered and fast-paced? What tasks will remain for testers once the most important processes are automated?" iSQI has been focused on the education and certification of software testers for fifteen years now, and in the process has contributed to improving the quality of software in many areas. The papers gathered here clearly reflect the numerous ways in which software quality assurance can play a critical role in various areas. Accordingly, the book will be of interest to both professional software testers and managers working in software testing or software quality assurance.

Software Testing and Quality Assurance

This updated and reorganized fourth edition of *Software Testing: A Craftsman's Approach* applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, *Software Testing: A Craftsman's Approach, Fourth Edition* is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers,

developers, and engineers.

Quality Management in Engineering

A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective

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software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

The Future of Software Quality Assurance

Explains the importance of the test-driven environment in assuring quality while developing software, introducing patterns, principles, and techniques for testing any software system.

Software Testing and Quality Assurance

Fundamental Concepts for the Software Quality Engineer is a collection of the best articles on software quality, taken from the Software Quality Professional and recent International Conferences on Software Quality, and compiled by Taz Daughtrey, editor-in-chief of the Software Quality Professional. This book offers insights from over thirty leaders in industry and academia with practical real-world experience, and each article in this book has been peer-reviewed for technical content, assuring that the content is accurate and time-worthy. Each section of the Fundamental Concepts for the Software Quality Engineer is arranged to follow the ASQ Software Quality Engineer Body of Knowledge, giving the book a logical organization, and making this an outstanding

overview of the content in the CSQE exam.

The Economics of Software Quality

Written by one of the foremost authorities on the subject, the Second Edition is completely revised to reflect the latest changes to the ASQ Body of Knowledge for the Certified Quality Engineer (CQE). This handbook covers every essential topic required by the quality engineer for day-to-day practices in planning, testing, finance, and management and thoroughly examines and defines the principles and benefits of Six Sigma management and organization. The Quality Engineering Handbook provides new and expanded sections on management systems, leadership and facilitation principles and techniques, training, customer relations, documentation systems, domestic and international standards, and more.

Quality Code

This book comprehensively covers the ISO 9000-3 requirements. IT also provides a substantial portion of the body of knowledge required for the CSQE (Certified Software Quality Engineer) as outlined by the ASQ (American Quality Engineer) as outlined by the ASQ (American Society for Quality).

How Google Tests Software

SQA (software quality assurance) is a critical factor that all software engineers and developers need to master, and this thoroughly revised fourth edition of

the popular book, Handbook of Software Quality Assurance, serves as a one-stop resource for complete and current SQA knowledge. Emphasizing the importance of CMMI registered] and key ISO requirements, this unique book discusses a wide spectrum of real-world experiences and key issues presented in papers from leading experts in the field. The fourth edition is a significant update to past editions, providing the very latest details on current best practices and explaining how SQA can be implemented in organizations large and small. Practitioners find an updated discussion on the American Society for Quality (ASQ) SQA certification program, covering the benefits of becoming an ASQ certified software quality engineer. The book also helps readers better understand the requirements of the ASQ's CSQE examination.

Reliability, Quality, and Safety for Engineers

This book is designed for use as an introductory software engineering course or as a reference for programmers. Up-to-date text uses both theory applications to design reliable, error-free software. Includes a companion CD-ROM with source code third-party software engineering applications.

Software Quality Assurance

Table of contents

The Software Test Engineer's Handbook

A comprehensive reference manual to the Certified Quality Engineer Body of Knowledge and study guide for the CQE exam.

Certified Software Quality Engineer (CSQE)

This Notebook is a perfect funny gift for you or anyone else who is a Quality Assurance Engineer or QA Engineer. Makes a perfect graduation gift for your geek boyfriend or brother or for your nerdy professor. It's great Journal for the QA Engineer. If you are a coder or a software engineer and you are graduating in 2019 as a web developer or computer science, this design is for you.

What Every Engineer Should Know about Software Engineering

Introducing Software Testing introduces practical ideas for a software tester to jump-start the testing effort. Strategies presented tackle the common obstacles of testing in order to meet time critical deadlines. The examples included walk the tester through the concepts presented, including how to design tests for products that have insufficient requirements. Documentation is essential to the success of testing software and recording accurate results. Risk analysis is covered to help the tester identify the most relevant tests to address the most important features.

The Certified Software Quality Engineer Handbook

Software legend Capers Jones reveals the tight links between software quality, ROI, and TCO, and help you optimize all three • •Strong empirical evidence that high quality generates strongly positive ROI and reduced TCO. •Practical ways to prevent defects, and remove them in pre-test, test, and postrelease. •Easy checklists for assessing and improving practice, plus insights into the costs/benefits of intervention. •By renowned software consultant Capers Jones. In this book, world-renowned software management expert Capers Jones and software quality guru Jitendra Subramanyam help development leaders and practitioners quantify and optimize the economic impact of quality throughout the software lifecycle - and then choose the highest value interventions to improve it. The authors introduce powerful empirical and field data on the ability of inspection, static analysis, and test methods to reduce up to 95% of defects, and discuss the business value of improvements of this magnitude. The Economics of Software Quality is based on proven best quality practices in IT departments and at world-leading integrators, embedded software companies, and systems software groups. Jones and Curtis bring together crucial new information on: • •Identifying and fixing the root causes of short- and long-term software cost inefficiencies. •Predicting and measuring software defects and their quality impacts. •Assessing current practices and identifying the best interventions. •Calculating the ROI of quality during

development and maintenance. •Comparing and choosing methods of defect prevention. •Selecting methods of defect removal, such as inspections and static analysis. •Understanding and evaluating more than 20 kinds of software testing. •Best practices for postrelease defect reporting and repair. •Recognizing 'hazardous' metrics and their problems

Software Engineer's Reference Book

This book introduces the fundamental ideas in testing theory, testing techniques, testing practices and quality assurance. *Software Testing and Quality Assurance: Theory and Practice* covers the practices that support the production of quality software, software testing techniques, life-cycle models for requirements, defects, test cases, test results, test questions, examples, teaching suggestions, and chapter summaries. Other topics covered are; software quality assurance (SQA), SQA processes and metrics; the role of testing; basics of program testing; theory of program testing; code review; unit testing; test generation from control flow graphs, data flow graphs, and program domains; system integration; system testing; test execution; test automation; acceptance testing; quality metrics and reliability models. For the 2nd edition, the authors have included two major topics: (i) Boolean expression testing; and (ii) testing without oracles.

The Certified Software Quality Engineer Handbook

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This book introduces fundamental, advanced, and future-oriented scientific quality management methods for the engineering and manufacturing industries. It presents new knowledge and experiences in the manufacturing industry with real world case studies. It introduces Quality 4.0 with Industry 4.0, including quality engineering tools for software quality and offers lean quality management methods for lean manufacturing. It also bridges the gap between quality management and quality engineering, and offers a scientific methodology for problem solving and prevention. The methods, techniques, templates, and processes introduced in this book can be utilized in various areas in industry, from product engineering to manufacturing and shop floor management. This book will be of interest to manufacturing industry leaders and managers, who do not require in-depth engineering knowledge. It will also be helpful to engineers in design and suppliers in management and manufacturing, all who have daily concerns with project and quality management. Students in business and engineering programs may also find this book useful as they prepare for careers in the engineering and manufacturing industries. Presents new knowledge and experiences in the manufacturing industry with real world case studies Introduces quality engineering methods for software development Introduces Quality 4.0 with Industry 4.0 Offers lean quality management methods for lean manufacturing Bridges the gap between quality management methods and quality engineering Provides scientific methodology for product planning, problem solving and prevention management Includes forms, templates, and tools that can be used

conveniently in the field

Software Quality Assurance

Do you Use a computer to perform analysis or simulations in your daily work? Write short scripts or record macros to perform repetitive tasks? Need to integrate off-the-shelf software into your systems or require multiple applications to work together? Find yourself spending too much time working the kinks out of your code? Work with software engineers on a regular basis but have difficulty communicating or collaborating? If any of these sound familiar, then you may need a quick primer in the principles of software engineering. Nearly every engineer, regardless of field, will need to develop some form of software during their career. Without exposure to the challenges, processes, and limitations of software engineering, developing software can be a burdensome and inefficient chore. In *What Every Engineer Should Know about Software Engineering*, Phillip Laplante introduces the profession of software engineering along with a practical approach to understanding, designing, and building sound software based on solid principles. Using a unique question-and-answer format, this book addresses the issues and misperceptions that engineers need to understand in order to successfully work with software engineers, develop specifications for quality software, and learn the basics of the most common programming languages, development approaches, and paradigms.

Software Development From A to Z

The concepts, trends and practices in different phases of software development have taken sufficient advancement from the traditional ones. With these changes, methods of developing software, system architecture, software design, software coding, software maintenance and software project management have taken new shapes. Software Engineering discusses the principles, methodologies, trends and practices associated with different phases of software engineering. Starting from the basics, the book progresses slowly to advanced and emerging topics on software project management, process models, developing methodologies, software specification, testing, quality control, deployment, software security, maintenance and software reuse. Case study is a special feature of this book that discusses real life situation of dealing with IT related problems and finding their practical solutions in an easy manner. Elegant and simple style of presentation makes reading of this book a pleasant experience. Students of Computer Science and Engineering, Information Technology and Computer Applications should find this book highly useful. It would also be useful for IT technology professionals who are interested to get acquainted with the latest and the newest technologies.

Software Quality and Java Automation Engineer Survival Guide

A concise, engineering-oriented resource that

provides practical support to IT professionals and those responsible for the quality of the software or systems they develop Software quality stems from two distinctive, but associated, topics in software engineering: software functional quality and software structural quality. This book studies the tenets of both of these notions, which focus on the efficiency and value of a design, respectively. It addresses engineering quality on both the application and system levels with attention to information systems (IS) and embedded systems (ES) as well as recent developments. Software Quality Engineering introduces the basic concepts of quality engineering like the nature of the engineering process, quality models and measurements, and evaluation quality, and provides a step-by-step overview of the application of software quality engineering in commonly recognized phases of the software development process. It also discusses management of software quality engineering processes, with special attention to budget, planning, conflict resolution, and traceability of quality requirements. Targeted at graduate engineering students and software quality specialists, Software Quality Engineering: Provides an analysis of interdependence between software functionality and its quality Includes a list of software quality engineering “to-dos” and models of software quality requirements traceability Covers the practical use of related ISO/IEC JTC1/SC7 standards

Software Quality Engineering

This book presents the analysis, design, documentation, and quality of software solutions based on the OMG UML v2.5. Notably it covers 14 different modelling constructs including use case diagrams, activity diagrams, business-level class diagrams, corresponding interaction diagrams and state machine diagrams. It presents the use of UML in creating a Model of the Problem Space (MOPS), Model of the Solution Space (MOSS) and Model of the Architectural Space (MOAS). The book touches important areas of contemporary software engineering ranging from how a software engineer needs to invariably work in an Agile development environment through to the techniques to model a Cloud-based solution.

Software Engineering with UML

The book is about Software Quality Engineering with basic concepts, self-review, interviews preparation for java based projects test automation in a practical sense with questions and answers mode. There are about 500+ questions and answers to ease on understanding the concepts and review purpose. There are 15 core skills covered in this book as listed below. 1. Software Development Life Cycle (SDLC), 2. Software Quality Concepts, 3. OOPS, 4. XML, 5. XPath, 6. SCM/SCCS(SVN/GIT), 7. Unix/Linux, 8. Java & JDBC, 9. ANT, 10. Maven, 11. JUnit, 12. TestNG, 13. Jenkins/Hudson (CI), 14. Web Applications Testing - Selenium, 15. Web Services - SOAP/REST API. This book is aimed at beginners to the software quality and also useful for experienced quality engineers to

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assess and be on top of relevant skills. Here the author is considering "Quality Assurance" and "Quality Engineering" as same to carry out the similar effort except that to stress the importance of applying the Engineering principles rather than simply repeating the assurance test actions. This book should help in making sure that you get the basic core concepts, working knowledge and in summary as a survival guide for programming and automation with all required skills. The goal is not to aim at making you an expert at one skill or entirely on these skills. For the Manual QA engineer, this book helps in understanding quality concepts, SDLC (Software Development Life Cycle), technical terminology, etc. Also, this helps in moving from manual to automation engineer. It is also useful for Developers working on Java projects because Java programming, unit testing and most of the other skills are in common with QA automation. Also, it gives understanding some of the test frameworks and terminologies in the test development. Finally, this book is an attempt to share and build confidence in core skills for Software quality engineering.

Software Quality Engineering

2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size...yet!

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Breakthrough Techniques You Can Actually Use
Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...choosing and creating tools...testing “Docs & Mocks,” interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator—and make your whole organization more productive!

Software Quality Assurance

A software quality engineer discusses how to get started in quality assurance (QA), how QA fits in at companies small and large, and how it has changed since the rise of agile workflows.

Software Testing

Understand the big picture of the software development process. We use software every day – operating systems, applications, document editing programs, home banking – but have you ever wondered who creates software and how it’s created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. **Software Development: From A to Z** provides an overview of

backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each other Gain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets

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created. Those who want to build technical startups and wonder what roles might be involved in the process.

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