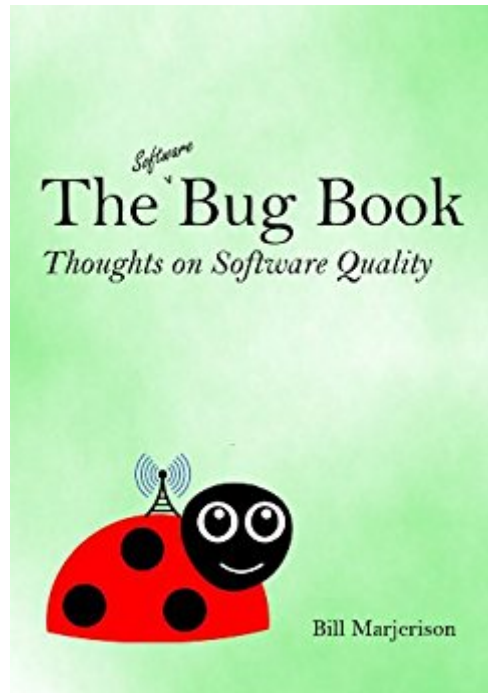




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# The Software Bug Book



## Synopsis

Developing, managing the development, and selling software applications require entirely different skills sets. For developers, this book explains how to detect and correct Memory Leaks, Resource Leaks, Deadlocks, Data Races, and other complex bugs. I hope you will glean some new insights into some of the heavier bugs, and also pick up some new development and debugging tips. For managers and sales people, this book introduces some jargon that you should be familiar with, introduces "bugs" in an easy-to-understand way, and gives insight into what to realistically expect from your developers. For everyone, there is a discussion of development management methods including variations of Agile Software Methods. And, there's a survey of various development standards and specifications such as AUTOSAR, DO-178, ISO 26262, MISRA, JPL, and JSF that you may need to or want to adopt. The goal of this book is to give you ideas on how to get everybody thinking on the same plane, help you minimize the bugs that will inevitably occur, and help you get higher quality software products to market faster.

## Book Information

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## Customer Reviews

The importance of software development in most industrial and academic fields has been on the rise for decades and shows no sign of slowing down. But software development and quality assurance is a poorly understood activity. It is very social, but it also seems to demand, at times, an intense and solitary focus. It is at bottom very logical, yet demands an unnatural and artificial frame of mind. From the point of view of a software developer, the everyday can become complicated and alien, an illogical subject to be made logical, and an adversary. Trivial details that normal people (non-developers) can afford to overlook become the sources of near-invisible bugs that can take days of intense effort to track down and eliminate. This book is about such bugs and about how to tackle the problem of software quality in practice. Bill Marjerison draws on a long software career that begun before the internet, before mobile phones, and continues to this day. Marjerison takes an integrated, practical approach to software quality. For developers, he offers hands-on practical advice on what to do: how to use your languages and tools well, how to choose suitable methodologies, and how to spot the subtle issues that crop up over time. Especially good in my opinion is chapter 3, "Creepy bugs" which would make a great reference when programs start misbehaving inexplicably. For sales people, product managers and other people who work closely with software developers, he offers a gentle guide to the developer's lingo and mindset. The advice on offer here will certainly help both groups in reaching out to the other side. This book truly feels as if it has been written with both audiences in mind. What keeps the book from getting five stars is, in my view, mainly two things.

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